

ADVENTURE KIT

A fantasy adventure game about your weapons, tools, and spells.

Text and Mechanics by Samantha, the Zeugmatic Player

What is this game?

In Adventure Kit, players create adventurous characters who go out into a dangerous world, explore ancient ruins, overcome horrific monsters, discover valuable treasures, and solve impossible problems. One player takes the role of the Challenger, who puts obstacles in the way of the Adventurers, introduces and expands upon the situations they find themselves in, and provides both rewards and consequences for their actions.

What do the Adventurer players do?

Set long-term goals and try achieve them: Even if your Adventurer is not driven by a tragic backstory or a noble cause, if they are just in it for fortune and glory, they should still have specific goals that they are trying to accomplish. Seek out ancient treasures of legend! Solve the disappearance of their best friend! Gather enough wealth to buy that tavern they have always dreamed of running!

Seek creative solutions to challenges: Although your Adventurer can potentially have a large number of tools at their disposal, it surely will never be enough to solve every problem easily. That said, the rules for tools, items, and spells allow for a lot of flexibility, and the Challenger will give advantages for smart approaches.

Take Risks: Your character is an Adventurer. They risk life and limb for gold and treasure. They do not shy away from challenge, and they do not simply give up when the going gets tough. When there is something they want, they go for it without dwelling about the danger involved. Play them that way!

Expand your Pack and Mastery slots: These are the main mechanical rewards in Adventure Kit, and what the game is named for. As a player, you should seek to increase the number of both that you have; it will broaden and deepen your Adventurer's capabilities, and it serves as a competitive element, seeing how far you can go.

What does the Challenger player do?

Provide challenging (but fair) situations without intended solutions: You have a lot of flexibility and authority in explaining what happens next.. So don't just drop a pile of rocks on the players; that isn't fun. Give them signs of a trap, warnings of nearby avalanche, or stories of rock-throwing giants. And while you can have a plan for how the Adventurers can overcome the challenge, you should be open to different approaches from them.

Place obstacles between the Adventurers and their goals: In Adventure Kit, the goal is in the journey as much as the destination, if not more so. The Adventurers have things that they want, goals they are try to achieve, but they won't be excited if they are just handed over. Make them work for it a little.

Reward risk-taking: If the Adventurers never get anything cool for going on adventures, pretty soon they won't go on adventures. Be excited for their ideas, give them treasures to find and monsters to overcome. Have fun *with* them!

Creating Adventurers

Each character begins with an equal number of Mastery slots and Pack slots. I recommend three. They also begin with one piece of Gear in each.

Mastery slots represent Gear and skills the character is trained with and currently using. Each Mastery slot can hold a single piece of Gear for which you have a Pack slot, providing the benefits of that item to their actions.

Pack slots represent specialty Gear and items the character is accustomed to carrying around and comfortable using. Each Pack slot can hold a single piece of Gear that you are not using.

Gear in Pack slots can be exchanged with Gear in Mastery slots while resting safely.

After an adventure in which an Adventurer pursued a long-term goal and suffered a major failure in that pursuit, they gain a new Mastery slot.

Taking Actions

When an Adventurer attempts something risky, their player must make an Action Roll to see how successful they are (if at all). Action rolls use a twenty-sided die, and the results are compared to the following chart:

Roll	Meaning
0 or less	<i>Critical Failure</i> ; the player describes not only how the action is ineffective, but also how the situation worsens (disadvantage to follow-up roll).
1 - 10	<i>Failure</i> ; the Challenger describes how the action is ineffective and what changes as a result.
11 - 20	<i>Success</i> ; the player describes how the action is effective.
21 or more	<i>Critical Success</i> ; the Challenger describes not only how the action is effective, but how the situation improves (advantage to follow-up roll).

Determining Effectiveness

Some Action Rolls call for a further mechanical determination of effectiveness, not just a "success or failure," but a roll to see *how* effective the action was. This is called an Effect roll, which uses a six-sided die, and the result is compared to the following chart:

Roll	Meaning
0 or less	0; Absolutely minimal effect
1 - 5	1; Standard effect for action taken
6 - 10	2; Great effect for action taken.
11 - 15	3; Amazing effect for action taken.
Etc.	Etc.

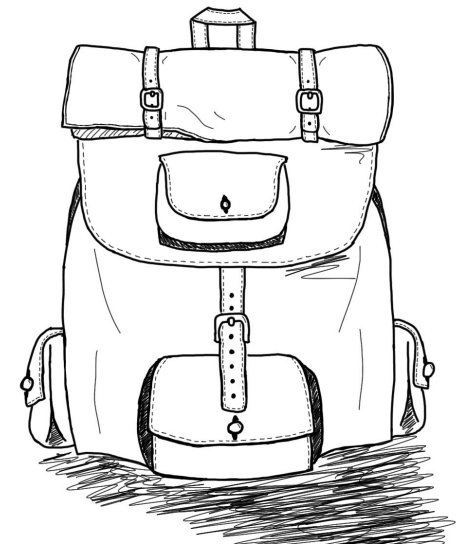
Advantage and Disadvantage

The mechanical concepts of Advantage and Disadvantage are given to Adventurers based on their actions and how situations are described by the players.

Advantage on a roll means rolling 2 dice and keeping the higher result.

Disadvantage on a roll means rolling 2 dice and keeping the lower result.

Advantage and Disadvantage on the same roll cancel each other out.



Monsters

Creatures or other dangerous entities the Adventurers encounter will have four stats and any number of abilities, as determined by the Challenger.

Attack - this number is added to Action Rolls to hurt an Adventurer. The Adventurer's defense is subtracted from the roll.

Damage - this number is added to Effect Rolls when an Adventurer has been successfully attacked. The result is the number of wounds the Adventurer takes.

Defense - this number is subtracted from an Action Roll to attack the monster.

Endurance - this is the number of wounds the monster can take before they fall.

Wounds and Exhaustion

When a player makes a successful attack Action roll, they make a wound Effect roll to determine how many wounds their target must take.

When an Adventurer must take wounds, their player may reduce the number of wounds by exhausting Pack slots. These slots and Gear cannot be used until the Adventurer rests safely and is able to repack.

When an Adventurer must take wounds, their player may reduce the number of wounds by exhausting Mastery slots. These slots and Gear cannot be used until the Adventurer sleeps safely and refocuses.

Further wounds are described, and are narratively limiting and mechanically debilitating (-1 to -5 to action rolls, depending on severity).

General Gear

All Gear is rated from 1 to 5, with higher values being exponentially better.

When in a Mastery slot, a piece of Gear provides a bonus to relevant Action rolls or Effect rolls (determined by the Gear) equal to its rating. Multiple pieces of Gear can provide their bonuses to a single roll.

The different kinds of Gear (weapons, armor, tools, and spells) can be exhausted to create a mechanical effect or to reduce wounds (see below).

When an Adventurer acquires a new piece of Gear, record it in their pack. For each Action roll their player chooses to take a -1 penalty, they can mark one box next to the Gear. When five boxes have been marked, the Adventurer gains a Pack slot for the Gear and can put it into an available Mastery slot.

Weapons

Bonus to attack Action Rolls or wound Effect rolls.

Exhaust to deal a major blow:

Roll wounds with advantage and without a successful attack roll, or roll a successful attack to take out the target outright.

Armor

Bonus to defense (i.e. penalty to attacks against the Adventurer)

Exhaust to turn an attack:

Reduce the wounds dealt to 1, but the armor is broken and can not be used until repaired

Tools

Bonus to relevant Action rolls or Effect rolls.

Exhaust to perform an amazing feat:

Automatically succeed on a normal action, or roll successfully to do something "impossible."

Items

Provide a one-time benefit (described when acquired).

Do not require a Pack Slot.

If placed in a Pack Slot, do not require taking penalties (see above), but can be used instantly or while under duress.

Sample Gear and Items

One-handed Sword - Weapon - 1 - bonus to attack

Dragon Scale - Armor - 5 - bonus to defense

Lock picks and tension wrenches - Tool - 2 - bonus to bypass locks

Crowbar - Tool - 3 - bonus to tasks for leverage, force application

Healing Potion - Item - Recover from the latest wound you took. It no longer has any effect on you.

Teleportation Beacon - Item - Attune via meditation. Expend attunement to teleport to the beacon's location.

Fixing Needle - Item - Pin one item to another. They cannot be separated for an hour.

Sample Spell Books

Explosion of Fiery Forces - 3

Mutable Visage and Transformation of the

Body's Appearance - 2

A Light from your Touch - 1

The All-Consuming Acid - 4

Compelling Exhaustion and Sleep - 2

A Sorcerous Effect for Locating Misplaced Items - 1

Sample Monsters

Giant Centipede

Att: 3, Dam: 2, Def: 1, End: 5

Venomous Mandibles: An Adventurer who is bitten by the Giant Centipede takes wounds from the attack again when they're next act.

Dragonette

Att: 5, Dam:5, Def: 6, End: 10

Fiery Breath: Each Adventurer in front of the Dragonette takes the full wounds of her attack.

Flight: The dragonette can take to the sky, putting her out of range of melee attacks.

Buglin

Att: -1, Dam: 1, Def: 2, End: 1

Vicious Knives: when Buglin deals wounds, the Adventurer may not reduce the wounds by exhausting Pack slots.

Iron Mannequin

Att: 7, Dam: 2, Def: 0, End: 10

Body of Iron: Do not roll for wound Effects. Any successful attack on the Mannequin only deals one wound. Strength of Steel: An Adventurer hit by the Mannequin is thrown a few meters by the force.

Spell Books

A spell book contains a single, flexible, magical effect with a maximum Power Level equal to the book's Gear rating.

Before casting the spell, the player decides the specifics of this casting, increasing or decreasing the spell's Power Level based on the desired features as determined by the Challenger (see below). The final Power Level must be equal to or less than the spell book's Power Level.

When an Adventurer casts a spell, they must make an Action Roll to determine Blowback on the following chart, with side effects set by the Challenger:

Roll	Meaning
0 or less	Disastrous side effects, spell doesn't work
1 - 10	Major side effects, spell basically works
11 - 20	Minor side effects, spell works as intended
21 or more	No side effects

Exhaust to cast the spell with no Blowback roll, or roll Blowback as normal but the spell's Power Level can exceed the book's rating by 1.

Basic Spell Effect

1 Target or Arms-length Area

Touch range

+0 Effect roll

Instant Duration

20 to 30 second casting time

Increased Spell Power Level

More Targets

More Range

Larger Area

Effect Roll bonus

Longer Duration

Reduced Casting Time

Decreased Spell Power Level

Needed components (consumed by spell)

Needed tools (in Pack/Mastery slots)

Ritual time

Rare requirements (such as location)

Outside power (such as a spirit's influence)