

BIVIUS
TUNNELS & DRAGONS

BETA VERSION 1.5



by Riccardo Fregi, 2017

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Introduction

This sourcebook can be used entirely with Bivius RPG, or you can use the procedure and generators with any RPG.

What you need to play:

- BIVIUS RPG rules
- BIVIUS Companion
- writing tools
- a binary "something"

BIVIUS: RULES SUMMARY

	Level	Option	Answer
EVEN	HIGH	A	YES
ODD	LOW	B	NO

- 1) MAKE EVEN OR ODD
- 2) THIS IS THE ONLY TABLE YOU NEED
- 3) HIGH IS ABOVE AVERAGE
- 4) YOU ALWAYS FACE A THREAT
- 5) TWO ROUNDS FOR EQUALS, ONE FOR THE STRONGER
- 6) ONE BROWNIE SAVES YOUR LIFE, THREE BROWNIES MAKE YOU BETTER
- 7) CREATE TWO AWESOME OPTIONS
- 8) YES/NO IS QUICK

BIVIUS: ADVANCED RULES SUMMARY

- 9) A FAILURE REDUCES A STAT FOR AWHILE
- 10) DEFAULT IS ONE LEVEL LESS
- 11) GADGETS AND ARMY UNITS ARE LIKE CHARACTERS
- 12) PICK TWO OPTIONS FROM ANY LIST
- 13) CLIMAX IS A QUICK QUESTION TOWARDS THE END
- 14) PUBLISHED ADVENTURES PROVIDE OPTIONS 'A'

BIVIUS LISTS

In this game you do not use the normal random tables that are present in almost all role-playing games but particular lists of elements based on the Bivius rules #7 e #12.

A Bivius List is a list from which you have to choose one or two items to use as Options to define something in the game. The option to use will then be determined by your B.R.O. (Binary Random Oracle). Each Bivius list ends with a suspension point, which indicates that these are dynamic lists and you can add new items that you think fit.

In the following text when you have to choose an item from a specific Bivius List, the name of the list will be placed in acute brackets: <element>

For example, I need to determine the age of a character using the following statement:

A) <age> B) <age>

Bivius AGE List: teenage, young, adult, mature, elder

I then choose from the Age list two elements that I find fit as Options for the character

A) young B) adult

Then I ask B.R.O. to determine which Option to use, for example the result is Option B then the age of the character is "adult"

Options can also come from two different Bivius lists.

For example, I have to determine what kind of obstacle must face my character:

A) <enemy> B) <danger>

I choose a suitable element ("3 skeletons") from the Enemy list as Option A and a "dart trap" from the Danger List as Option B, then I use B.R.O. to determine the danger faced by the character.

Lastly, if one or both of the Options are not in acute brackets, they do not belong to a Bivius List.



1. CHARACTERS

DEFINITION OF THE PLAYING CHARACTERS

- **Main:** It's the real playing character, the protagonist of the adventure, the character in which you tend to identify yourself.
- **Sidekick:** If present, the sidekick is a loyal companion who follows the Main in much of the adventures. The details of this special bond depend on you.
- **Alt:** There are one or two spare PCs, when you want to use a group of characters. They are created in the same way as Main and Sidekick.

PARTY, COUPLE OR SINGLE CHARACTER?

A Party of 3-4 PCs makes the adventure a little easier, but the retrieved resources must be distributed among all.

A single character has more risk of failing his mission but gains all the resources he finds, so he retrieves the loss of Stats levels faster.

A couple of characters (the Main and the Sidekick) is the most balanced formula.



MAKING YOUR CHARACTER

You can skip up to two of the steps of the procedure by directly selecting a single item from the list, the skipped steps of the procedure are called "blocked".

Choose two of PC's Stats as High Level Stats, the others are Low Level Stats.
Some Stats require that you have at least one of the specified Prerequisites.

STATS PROCEDURE:

1. A) <kinship> B) <kinship>
2. A) <class> B) <class>
3. A) <career> B) <career>
4. A) <background> B) <background>
5. A) <advantage> B) <advantage>

LISTS:

KINSHIP:

Human, Dwarf, Halfling, Half-Elf, Wood-Elf, High-Elf, Dark-Elf, Half-Orc, Feline, Lizardman, Leprechaun, Half-Demon, Feary, Wingfolk, Dragonfolk, Merfolk, Dhampir, Gnome, Clockwork, Werewolf...

CLASS: (*: Special Class)

Warrior, Rogue, Mage, Cleric, Outcast*, Barbarian, Ranger, Druid, Knight, Monk, Commoner*...

CAREER: (Pr = Prerequisite)

Priest(Pr: Monk, Cleric), Bard, Besieger(Pr:Warrior, Engineer), Herald, Pirate(Pr: Rogue, Barbarian), Gambler, Courtier, Burglar(Pr: Rogue), Spy(Pr: Rogue), Merchant, Engineer, Assassin(Pr: Rogue), Monster-Hunter, Paladin(Pr: Knight, Cleric), Healer, Bodyguard(Pr:Warrior, Barbarian, Brawler), Bounty-Hunter(Pr: Ranger, Scout), Watchman(Pr: Warrior, Militiaman), Jeweler(artisan), Weaponsmith(artisan), Armorer(artisan), Woodworker(artisan), Tailor(artisan), Map-Maker, Scout, Artist, Alchemist, Inquisitor(Pr: Monk, Cleric), Mercenary, Skirmisher(throwing weapons expert), Fighter(shields & hand weapon expert), Shooter(ranged weapons expert), Man-at-arms(long weapons expert), Champion(2 hand weapons expert), Shadow(2 short weapons expert, Pr: Rogue), Swashbuckler(rapier & short weapon expert), Scribe, <background>...

BACKGROUND: (Pr = Prerequisite)

Gladiator(Pr: Warrior, Barbarian), Farmer, Servant, Robber, Forester, Prospector, Miner, Hunter, Sailor, Zealot, Wizard's Apprentice, Initiate, Noble, Squire, Beggar, Thief, Caravaneer, Militiaman, Dancer, Musician, Entertainer, Executioner, Animal-Handler, Cook, Rat-Catcher, Fisherman, Tomb-Robber, Artisan-Apprentice, Nomad, Brawler, Labourer, Courier...

ADVANTAGE: Strength, Dexterity, Intelligence, Constitution, Wisdom, Charisma, Stamina, Willpower, Perception, Reflexes, Beauty, Intuition, Agility, Luck, Second-Sight, Good-Weapon, Good-Armor, Good-Tool, Amulet, Followers, Pet, War-Pet, Good-Mount, War-Mount, Contacts, Good-Reputation, Berserker(Pr: Barbarian)...

SPECIAL CLASS: COMMONER

The Commoner is the class representing those characters belonging to ordinary people who are involved in adventurous situations and not particularly prepared to deal with dangers (eg Bilbo Baggins in Tolkien's Hobbit or Sancho Panza in Don Quixote of Cervantes). This Class allows the character to mix better among common people, and can also be used as default for his Kinship.

SPECIAL CLASS: OUTCAST

The Outcast must always start at High Level. However, the Outcast Class is the universal default(see Rule # 10), it can replace any other Stat except Kinship, and at the time of creation an Outcast character can choose any Stat of Rank 1 without taking into account any Prerequisites. Unlike other characters, you can use Brownie Points to buy other Classes.

Because of these peculiarities, the Outcasts have a special destiny, they start every adventure without any equipment except maybe some worn out garments and they can not accumulate resources and equipment between one adventure and another!

The Outcast Class allows you to create unusual and powerful characters, forced to survive in hostile environments, hunted by enemies without mercy, or perpetually escaping from some inner

torment.

CHARACTER'S OTHER DATA

Choose freely the gender, age and all the other details you want to give to you character. You can also use the following procedure and block up to two data in the same way used with Stats.

DATA PROCEDURE:

1. A) <gender> B) <gender>
2. A) <age> B) <age>
3. A) <personality> B) <personality>
4. A) <objective> B) <objective>
5. A) <disadvantage> B) <disadvantage>

LISTS:

GENDER: male, female...

AGE: teenager, young, adult, mature, senior...

PERSONALITY: cheerful, melancholic, extroverted, introverted, cuddly, modest, avaricious, generous, impulsive, methodical, kind, rude, curious, severe, taciturn, chatterer, elegant, precise, distracted, messy, lazy, tolerant...

OBJECTIVE: wealth, vengeance (specify who and why), career (stat Rank 3), find a person, find an object, discover own past, glory, adventure, redemption ...

DISADVANTAGE: alignment(good-lawful), alignment(good-neutral), alignment(good-chaos), alignment(neutral-good), alignment(neutral-chaos), alignment(neutral-evil), alignment(evil-chaos), alignment(evil-lawful), dependence, phobia, hunted, despised, poverty, disability, low_Strength, low_Dexterity, low_Intelligence, low_Constitution, low_Wisdom, low_Charisma, low_Stamina, low_Willpower, low_Perception, low_Reflexes, low_Beauty, low_Intuition, low_Agility, bad_Luck, bad-Weapon, bad-Armor, bad-Tool, bad-Mount, bad_Reputation, Lecherousness, Secret...

Mirror Character: Sidekick

All the discarded options of the Stats Procedure make up another character called the mirror character. Also the discarded options in the Data Procedure are assigned to the mirror character. In the case of a blocked element, that is, chosen by the player, both characters possess it. The mirror character usually becomes the Sidekick who accompanies the Main PC.

Nemesis

It is possible to choose the Mirror Character as your Main PC but then the "discarded" character (the previous Main) becomes a Nemesis i.e. an enemy, a rival, the target of a vengeance or an avenger seeking your character. In a few words, trouble. At least once for adventure you will have to make a quick question (Rule # 8) to know if the Nemesis is involved in the affair.

WEAPONS AD ARMORS:

A character can carry up to 3 weapons and 1 armor.

The permitted categories of weapons and armors depend on the Character Stats, within the allowed categories you can freely choose which weapon or armor to assign (see Armament Lists). Maximum 1 weapon category for Stat.

- **Short Weapon:** any Kinship.
- **Hand Weapon:** Warrior, Cleric, Barbarian, Knight, Paladin, Pirate, Gladiator, Mercenary, Fighter, Squire
- **Long Weapon:** Warrior, Barbarian, Monster-Hunter, Man-at-arms, Militiaman, Executioner
- **Throwing Weapon:** Warrior, Barbarian, Assassin, Skirmisher
- **Ranged Weapon:** Ranger, Shooter, Hunter
- **Double Short Weapons:** Shadow
- **Double Hand Weapons:** Champion
- **Rapier + Dagger:** Swashbuckler
- **Light Armor:** Warrior, Barbarian, Cleric, Ranger, Good-armor
- **Heavy Armor:** Warrior, Knight, Paladin
- **Shield:** Warrior, Cleric, Knight, Paladin, Fighter, Skirmisher, Gladiator

SPECIAL WEAPONS:

- **Lance** (Pr. Knight, Paladin): hand weapon, one handed spear to be used riding a mount.
- **Whip** (Pr. Executioner, Caravaneer, Animal-Handler): hand weapon.
- **Main-Gauche** (Pr. Swashbuckler): short weapon, parrying weapon used with a rapier.
- **War-Net** (Pr. Gladiator): Net to immobilize the enemy, to be used instead of the Shield with a hand weapon.
- **Sap** (Pr. Rogue): short arm, if hits the head, it can stun the target.
- **Blowpipe** (Pr. Assassin): ranged weapon, the darts are covered with poison or drugs.
- **Rapier** (Pr. Swashbuckler): hand weapon.

Some examples: *THYLA* (Wood-Elf, Rogue, Skirmisher, Hunter, Charisma) can choose its weapons between 1 short weapon (Kinship), 1 throwing weapon (Skirmisher) and 1 ranged weapon (Hunter), she can use a shield thanks to the Skirmisher Stat but no armor: in the end I choose 1 knife, 1 sling, 1 longbow and 1 small shield.

RUDZAR (Half-Orc, Warrior, Man-at-arms, Gladiator, Strength) can choose from 1 short weapon (Half-Orc), any weapon (Warrior), 1 long weapon (Man-at-Arms), 1 hand weapon (Gladiator), I can choose between 1 light armor (Warrior) and a heavy armor (Warrior) and possibly 1 Shield when not using a long weapon.

I chose 1 hatchet, 1 morningstar, 2-h mace, 1 heavy armor and no shield to use the long weapon without any problems.

WEAPONS LISTS:

- **Short Weapons:** knife, dagger, hatchet, club, hammer
- **Hand Weapons:** shortsword, longsword, sabre, falx, axe, mace, morningstar, flail, trident, spear
- **Long Weapons (2 handed):** 2-h sword, 2-h sabre, 2-h falx, 2-h axe, 2-h mace, 2-h morningstar, 2-h flail, 2-h spear, halberd, quarterstaff
- **Throwing Weapons:** knife, franzizka, stick, javelin, shuriken, dart
- **Ranged Weapons (2 handed):** sling, short-bow, composite-bow, long-bow, light-crossbow, heavy-crossbow
- **Light Armors:** quilted cloth, light leather, heavy leather, partial metallic
- **Heavy Armors:** rings, scale, chainmail, laminated, half-plate, plate
- **Shield:** buckler, small, medium, large

BASIC EQUIPMENT:

All PCs start with the typical equipment provided by their own Stats, their proper outfits and an **adventure kit:**

a backpack with torches/candles/lantern with enough oil for the mission, flint & steel, water bottle, enough rations for the mission).

Exception: The PC with the Outcast class starts wearing some rag and no other equipment, he will have to get everything else by using the resources found during the adventure.

LANGUAGES:

All characters speak the language of their Kinship and the Common Tongue.

Some also know other languages:

- +1 language: Bard, Herald, Merchant, Mage, Cleric
- +1 language: when they reached Rank 3

LITERACY:

Only characters that have at least one of the following STATS can read and write:

Mage, Cleric, Monk, Herald, Scribe, Alchemist, Map Maker, Wizard's Apprentice, Noble, Scholar

COMMITMENT

The character lives of his own career or at a number of jobs that are more or less licit, the money he can collect allows him to survive and even pay for healing and equipment. The resources found in the adventures provide new equipment and allow to recover levels in the Stats reduced due to the dangers encountered. And the Treasure? The riches in coins, gems and precious metal objects that the character gathers as a booty in his adventures? The character has something in store for the Treasure that will be able to accumulate in his first adventures (ie up to Rank 2, see Chapter 7), this is his Commitment. To complete your character you have to choose the main character's Commitment, in parentheses any STAT prerequisites:

- Pay a big debt
- Support your family
- Enjoy feasts and luxury (Pr: Barbarian, Noble, Merchant, Mercenary, Swashbuckler)
- Finance your Guild (Pr: Warrior, Thief, Mage, Merchant, Bard, Mercenary, Beggar, Engineer, Assassin, Scribe, Artisan Stat) is indispensable if you want to become a Guild-Member (see Rank 2 Stats)
- Finance Your Faith (Pr: Monk, Priest, Druid, Zealot, Paladin) it is mandatory for Monk and Priest.
- Give it to the inhabitants of a specific Settlement
- Give it to your Kinship
- Hide it and draw a map to remember where it is located (Pr: Pirate, Mercenary, Rogue, Mage, Dwarf, Alchemist)
- Finance the construction of a monument or other commemorative artwork (Pr: Noble, Artist, Bard, Zealot), the artist can fund his own work, Bard can finance his own poem or a commemorative ballad. Zealot will fund a commemorative work related to the worship that follows.

After you choose the Commitment of the character, describe in more detail what it is and add this information to the character sheet. The Sidekick may have his own Commitment or just use his Treasure share for the Commitment of the Main PC.

Example: My character is Terwald (Human, Mage, Gambler, Farmer, Luck, Objective: Glory), depending on his prerequisites I can choose any of the commitments except these three: 1) To enjoy feasts and luxury 2) To finance his faith 3) finance the creation of a monument. I think it's not a debt since he's a lucky gambler, perhaps Terwald's parents are farmers in grave trouble with famine, or he could donate his surplus earnings to their home village or the people in the city he lives in to reach glory. In the end I decide that it is very important for him to become part of the wizard's guild so Terwald is committed to making donations to the powerful Wizards Guild to get their support in his pursuit of glory.

NON-PLAYER CHARACTERS

Apart from animals and monsters, there are two categories of NPCs:

- Simple NPC: defined by a single Stat and some descriptive data
- Adventurer: Created using the same procedure as PCs (Stats, Data and Rank)

2. TEST

Each time a PC faces a threat, a Test is performed.

SINGLE PC vs THREAT:

PROCEDURE:

1. Rule # 5 is used
2. You decide the most suitable Stat of the character for the test
3. If the character pass the test then overcomes the threat and goes on.
4. If the Character misses the test then does not overcome the threat and the Stat goes down 1 level.
5. If the Stat used in the test has been reduced to zero then the character also undergoes a YELLOW CODE if the Threat was Low Level, a RED CODE if the Threat was High Level.
6. If the character has not passed the test and has at least another suitable Stat then he may, if you want to, start a new Test against the same Threat.

GROUP vs THREAT:

A group is composed of up to 4 PCs (main, sidekick and alts) that face the same Threat together.

PROCEDURE:

1. Rule # 5 is used
2. You decide the most suitable Stat, belonging to any of the Group's characters, for the test
3. If the character pass the test then overcomes the threat and goes on.
4. If the character misses the test then the entire group does not overcome the threat and the Stat used in the test goes down 1 level.
5. If the Stat used in the test has been reduced to zero then the character also undergoes a YELLOW CODE if the Threat was Low Level, a RED CODE if the Threat was High Level.
6. If a YELLOW CODE or a RED CODE has been applied then for each of the other characters of the group ask a quick question (rule # 8): "does the character undergo the same fate?". If the answer is Yes then the character is subjected to the same type of CODE.
7. If the group has not passed the test and at least one of the character has another suitable Stat then they may, if you want to, start a new Test against the same Threat.

YELLOW CODE:

A character whose Stat has been reduced to zero in a confrontation with a low level Threat suffers a consequence of a Yellow Code, that is, some kind of complication appropriate to the situation, if in doubt you can choose the yellow code using the following Bivius List:

A) <yellow code> B) <yellow code>

YELLOW CODE LIST:

Light wound, Severe wound (if already with light wound), Damaged equipment, Exhausted, Stunned, Unconscious, Fallen weapon, Stuck weapon, Tactical disadvantage ...

RED CODE:

A character whose STAT has been reduced to zero in a confrontation with a high level Threat has a permanent or prolonged consequence of a Red Code. Choose the extreme complication that best suits the situation, if you have any doubt, you can choose the red code using the following Bivius List:

A) <red-code> B) <red-code>

RED CODE LIST:

Death, Mutilation, Prolonged imprisonment, Prolonged illness, Prolonged madness, Prolonged amnesia, Permanent change (appearance, personality, alignment, objective), Additional disadvantage (phobia, addiction, etc.), Prolonged stasis (eg petrification, apparent death, etc.), Permanent transformation (eg, zombie, vampire, lycanthrope etc.) ...

RECOVER STAT LEVELS

There are two ways to recover the lost levels of a Stat:

USING A RESOURCE: with a Resource found during an adventure or a sandbox you can recover a level of a Stat, the game time required for recovery depends on the reason and nature of the loss.

The Resources can not be accumulated and allow you to retrieve a level for a one character at a time, so if more than one PC needs to retrieve a level in a Stat you have to decide who to assign the Resource.

NATURAL RECOVERY:

It is possible to retrieve lost levels of Stats during adventures, if a character stays for some time in his Base (see Chapter 5). This recovers 1 level each month of recovery.

RED CODE CONSEQUENCES:

Even if the PC retrieves the lost levels of his Stats, the consequences of a RED CODE are not canceled. Permanent consequences are irrevocable, except for a miracle, while prolonged ones (eg imprisonment) can last many years before they run out but may be interesting tips for new adventures.

CHARACTER vs CHARACTER:

If the threat that the PC faces is a contest with another PC or a NPC then the Threat level corresponds to the Stat level used in the test by the PC/NPC antagonist.

USE OF MAGIC:

there are no spell-specific lists, just use a magical Stat and describe the kind of spell you want to cast, taking into account the situation, the type of magic you want to use and the Rank of the character.

3 . ADVENTURES

SETTLEMENT

During the adventures there will be settlements and ruins of settlements, the first offer many services and the opportunity for more or less friendly encounters, the latter are generated by the same procedure but are uninhabited even if they can offer shelter to bandits and monsters (especially undead).

SETTLEMENT CREATION

PROCEDURE

1. A) <Terrain> B) <Terrain>
2. A) <Settlement> B) <Settlement>
3. A) <Detail> B) <Detail>
4. A) <Detail> B) <Detail>

TERRAIN:

Coast, Plain, Hills, Mountains, Desert, Forest, Swamp, Steppe, Jungle, Island ...

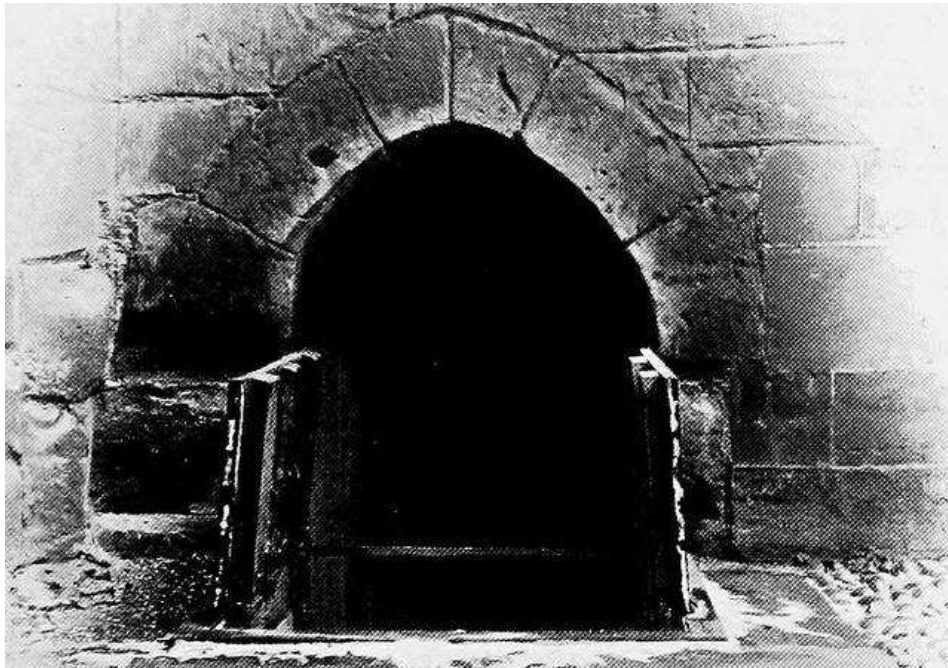
SETTLEMENT:

Outpost, Fortress, Village, Town, City ...

DETAIL:

authoritarian leader, corrupt leader, oligarchy, trading center, agricultural center, mining

center, religious center, multiethnic, very ancient, recent colony, at risk of epidemics, at risk of enemy raids, military center, religious government, important festivity, birthplace of a PC, birthplace of a famous NPC, famous monument, typical clothing garment, typical food, typical drink, very fortified, rich, poor, widespread crime, special taboo, place of a famous battle ...



3.1 DUNGEON

A Dungeon attracts many adventurers because it is rich in treasures but is one of the most dangerous places to explore.

DUNGEON:

Composed from 4 to 10 Locations and Turns of Exploration

HOW TO CREATE A DUNGEON

PROCEDURE:

1. A) <surface> B) <surface>
2. A) <type> B) <type>
3. A) <quest> B) <quest>

SURFACE:

Village Ruins, Town Ruins, Temple Ruins, Castle Ruins, Ruins of a Palace, Ruins of a Monument, Necropolis, Outpost, Village, Town, Temple, Castle, Palace, Monument, Cave ...

TYPE:

Monsters lair, Abandoned mine, Abandoned settlement, Hidden temple, Enemy base, Tomb, Wizard's hideout, Prison ...

QUEST:

Retrieve a Person, Destroy an Object, Kill a Person, Capture a Monster, Kill a Monster, Steal an Object, Capture a Person, Find Another Exit, Raid the Dungeon, Conquer the Dungeon, Destroy the Dungeon, Escort a Person, Deploy an Object, Explore the Dungeon, Find an Information ...

EXPLORING THE DUNGEON

A Dungeon consists of multiple Sections and a Quest Location at the end.

Each Section consists of 3 Locations.

Each Section belongs to the Upper Levels or the Lower Levels, the exploration ends when the PCs find the Quest Location (very dangerous) and if they manage to overcome the final threat that lies there they complete the adventure successfully...provided they can get out.

The exploration of a dungeon always starts from a Section in the upper levels.

UPPER LEVELS:

UPPER LEVELS LOCATION PROCEDURE:

1. A) <corridor>+<detail> B) <room>+<detail>
2. A) no Threat B) Low Level Threat
3. If there is a Threat: A) <enemy> B) <danger>
4. Describe the Scene and face the Threat
5. if a Threat has been overcome:
A) <resource> B) nothing

DUNGEON SECTION:

Every 3 Turns of Exploration ask B.R.O. which Option occurs between:

- A) +1 Clue B) go to LOWER LEVELS

If you got 3 Clues, including all the Clues collected earlier, you will get directly to the QUEST LOCATION otherwise you will continue exploring the UPPER LEVELS

LOWER LEVELS:

LOWER LEVELS LOCATION PROCEDURE:

1. A) <corridor>+<detail> B) <room>+<detail>
2. A) High Level Threat B) Low Level Threat
3. If there is a Threat: A) <enemy> B) <danger>
4. Describe the Scene and face the Threat
5. if a Threat has been overcome:
A) <resource> B) <treasure>

DUNGEON SECTION:

Every 3 Turns of Exploration ask B.R.O. which Option occurs between:

- A) +1 Clue B) go to the QUEST LOCATION

If you got 3 Clues, including all the Clues collected earlier, you will get directly to the QUEST LOCATION otherwise you will continue exploring the LOWER LEVELS

QUEST LOCATION:

QUEST LOCATION PROCEDURE:

1. A) <corridor>+<detail> B) <room>+<detail>
2. High Level Threat
3. A) <enemy> B) <danger>
4. Describe the Scene and face the Threat
5. if a Threat has been overcome:
A) <resource> B) <treasure>
6. if a Threat has been overcome: Adventure completed

LISTS:

CORRIDOR:

Short, Medium, Long, Right Curve, Left Curve, T-Cross, 4 Way Intersection, Stairs Down, Stairs Up, Uphill, Downhill...

ROOM:

Small and Square, Large and Square, Small and Rectangular,

Large and Rectangular, Small and Circular, Large and Circular, Small and Polygonal, Large and Polygonal...

DETAIL:

fully illuminated, lightly lit, dark, dirt everywhere, inscriptions on the walls, inscriptions on the floor, inscriptions on the ceiling, footprints, corpses, wall tapestries, columns, statues, (corridor)excavated-tunnel, (room)cave, (room)dorm, (room)prison, (room)armory, (room)warehouse, (room)throne-room, (room)altar, (room)workshop, (room)library, (room)cemetery, balcony, semi-flooded, semi-collapsed, nuisance*, one door, two doors, false door, strange noise, strange odor, disengaged trap, vehicle, fountain, revolving door, air stream, smoke, cold temperature, hot temperature, decorated walls, decorated floor, decorated ceiling, grate** on a wall, grate** on the ceiling, grate** on the floor...

Notes:

- (*) A nuisance is an <enemy> of rank -2 or a weakened <enemy> of rank -1, it's not a real threat.
- (**) Through a grate you can see another location, if the characters want and manage to open the grate you make another location repeating step 1 of the procedure.

ENEMY (Rank 0):

<weakened Rank 1>, swarm(insects, bats, rats, piranhas), 2 goblins, 2 kobolds, 2 imps, 2 zombies, skeleton, 2 giant ants, 2 giant rats, fungus man, boar, baboon, crawling hand, satyr, 2 small fearies, ratman...

ENEMY (Rank 1):

<enhanced Rank 0>, <weakened Rank 2>, adventurer(Rank 1), orc, lizardman, hobgoblin, bandit, skeleton warrior, wolf, hyena, giant spider, giant scorpion, giant centipede, giant crab, war dog, bugbear, crocodile, snake, buffalo, centaur, willowisp, caveman, ghoul, amphisbaena, calopus, crocote, jaculus...

ENEMY (Rank 2):

<enhanced Rank 1>, <weakened Rank 3>, adventurer(Rank 2), bear, leopard, ogre, strix, deynonichus, giant lizard, flesh golem, mammoth, war elephant, wyrm, dragon turtle, troll, treeman, warg, lesser vampire, manticore, lion, tiger, rhino, minotaur, hippogriff, pegasus, giant worm, giant snake, lycanthrope, giant amoeba, yeti, giant fish, shark, hell hound, gargoyle, gryphon, unicorn, wight, dryad, leucrotta, giant crocodile, smilodon, harpy, mummy, naga, lamia, wyvern, banshee, triceratops, stegosaurus, allosaurus, rashkasa, fishman, jabberwock, hag, doppleganger, slasher, pheanyx, niseag(plesiosaurus), wendigo, idrus...

ENEMY (Rank 3):

<enhanced Rank 2>, <weakened Rank 4>, adventurer(Rank 3), dragon, t-rex, stone golem, clay golem, chimera, roc, giant squid, arch-vampire, cockatrice, catoblepas, elemental, two-headed ogre, medusa, demon, cyclop, basilisk, giant shark(megalodon), djinn, hydra, spectre, giant octopus, efreet, ghost, whale, wraith, sphynx, arch-panther, glatisant...

ENEMY (Rank 4):

<enhanced Rank 3>, great dragon, behemoth, iron golem, kraken, leviathan, beholder, marid, demon lord...

ENEMY (Impossible):

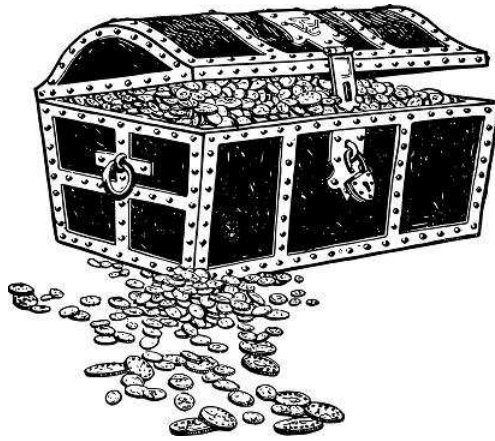
<Rank +2>, <Rank +3>

DANGER:

Unsafe Bridge, Crevice, Cornice, Suspended Rope, Wall to Climb, Well to Climb, Well to Discend, Submerged Pass, Alarm + <enemy>, Sentinel + <enemy>, Arrows Trap, Javelins Trap, Portcullis, Crushing Trap, Boulder Trap, Gas Trap, Spore Trap, Drowning Trap, Net Trap, Flash Trap, Magic Trap, Magic Pool, Poisoned Dart Lock, Bottomless Trap-door, Spear Trap-door, Trap-door & Prison-room, Trap-door & Monster, Trap-door & Acid, Trap-door & Magma, Bottomless Chute, Chute & Blades, Chute & Prison-room, Chute & Monster, Chute & Acid, Chute & Magma, Magic Barrier, Underground Lake, Underground River...

RESOURCE:

Food, Weapon, Armor, Shield, Ammunition, Healing Potion, Equipment, Information, Torches, Lantern Oil, Candles, Prisoner...



TREASURE:

the elements of the treasure sublists below are divided by Section and Threat level. Each element represents the part that belongs to each PC.

These sublists refer to Rank 1 Characters, for Rank 2 double the quantity of treasure, for Rank 3 quadruple the quantity.

1 coin equals about 1 euro or dollar, 1 carat (k) is equal to 0.2 grams, 1 gram is 0.035 ounces.

Treasure:

- **Upper Levels (Rank 1):** 30 coins, 60k lapislazuli/jasper, 30k chalcedony/tiger's eye, 10k malachite/hematite/turquoise, 6k carnelian/amethyst/pearl, 5k jade, 1k fire-opal, 1 gram of gold, 15 grams of silver...
- **Lower Levels + Low Lev Threat (Rank 1):** 300 coins, 45 grams of coral, 1.5 Kg(33 lbs) of ivory, 60k rose quartz, 6k di opale/aquamarine, 3k di garnet, 10 grams of gold, 150 grams of silver...
- **Lower Levels + High Lev Threat (Rank 1):** 3000 coins, 15k zircon, 5k topaz, 100 grams of gold, 1.5 Kg(33 lbs) of silver...
- **Quest Location (Rank 1):** 15,000 coins, 3k emerald/sapphire, 1.5 k ruby, 1k diamond, 500 grams of gold, 7.5 Kg(16.5 lbs) of silver...

SPECIAL SITUATIONS

SECRET DOORS:

If the PCs are in an empty location or if they have successfully passed a High Level Threat then the PCs can look for secret doors:

PROCEDURE:

- 1) A) High Level Threat B) Low Level Threat
- 2) Each PC that search the door makes a separate test
- 3) if at least one PC is successful then ask a Quick Question:
"Is there really a secret door?"
- 4) If there is the secret door: A) new location B) <treasure>

If the secret door leads to a new location then use the Location Procedure of the section of the dungeon in which the characters are located.

MAGIC TREASURE:

It is possible to have a magic treasure only as part of a standard treasure in a secret door or after passing a High Level Threat.

PROCEDURE:

1. Quick Question: "is there a magic treasure?"
2. If there is a magic treasure: A)
<temporary> B) permanent
3. A) <spell> B) <spell>
4. A) <type> B) <type>
5. A) <detail> B) <detail>

LISTS:

- **Temporary:** scroll, potion, 1 charge, 2 charges, 3 charges, 4 charges, 5 charges, 6 charges, 7 charges...

- **Spell:** Attack, Defense, Heal, Summon, Detect, Banish, Create, Control, Shape, Move, Boost, Weaken, Entangle...
- **Tip:** <short weapon>, <hand weapon>, <long weapon>, <throwing weapon>, <ranged weapon>, <light armor>, <heavy armor>, <shield>, ring, jewel, gem, clothing, statuette, tool, crown, book, cup, globe, wand, staff, mask, musical instrument...
- **Detail:** precious appearance, poor appearance, only for Mages, only for one Kinship, unusual decorations, unusual substance, unusual appearance, unusual smell, unusual color, unusual sound, inscription, only for Priest, only for Paladin, only for Druid, only for a Rank 2 Magic School, only for Arch-Mage, only against undeads...

RELICS:

A relic is a special and very powerful magic object. Relics are semi-sentient with their own moral alignment and goal, they try to influence their possessor by using their Stat Willpower. Relics are available only as a Treasure in a Quest Location or the objective of the Quest. In Bivius a relic is a Gadget (Rule # 11) with the following Stats:

RELIC STATS PROCEDURE:

1. A)<type> B)<type>
2. A)<spell> B)<spell>
3. A)<spell> B)<spell>
4. A)<spell> B)<spell>
5. A)Willpower Level HIGH B)Willpower Level Low

Type: (see Magic Treasure)

Spell: (see Magic Treasure)

RELIC DATA PROCEDURE:

1. A)<alignment> B)<alignment>
2. A)<goal> B)<goal>
3. A)<detail> B)<detail>

Alignment: (see Disadvantages, Chapter 1)

Goal: (see Disadvantages, Chapter 1)

Detail: (see Magic Treasure)

COMING BACK:

Usually the PCs may decide to stop exploring the dungeon and go back to the entry, in this case every 3 Locations of the dungeon that they re-run fast, or every 2 Locations that are crossed in slow pace, you have to ask B.R.O. if they encounter Wandering Monsters:

- YES: Wandering Monster ie a Low Level Threat <enemy>
- NO: no encounter in this Section of the dungeon

If there is a Wandering Monster you decide freely (or using Options) in which of the three locations the character meet the <enemy>. Wandering Mosters always attack and there is no treasure or resources in case of victory.

DEAD END:

If you get to a dead end or you can not overcome an obstacle, you can first and foremost seek a secret door. if it is not there or it is not found by the characters then you go back to the nearest junction or unexplored area and you continue exploring, if there are no access to unexplored areas then you go back to the nearest corridor already explored (see Coming Back), here there will be at least one accessible door.

RECOVERING LOST LOOT:

If you decide to try to recover the loot that you lost during an escape you have to face the same threat again at the same level, if you overcome the threat then you ask a Quick Question: "Can I recover the booty?"

RETURN TO A DUNGEON RECENTLY EXPLORED:

If the PCs come back to a Dungeon they visited in the previous month then in the Sections already explored:

1. Use Locations selected in the previous explorations
2. Instead of standard encounters with <enemy> check the presence of Wandering Monsters every 3 Locations.
3. Traps are not working, other types of dangers are present

4. There are no Resources or Treasure
5. If the Quest Location has already been visited there is no further completion of the Quest

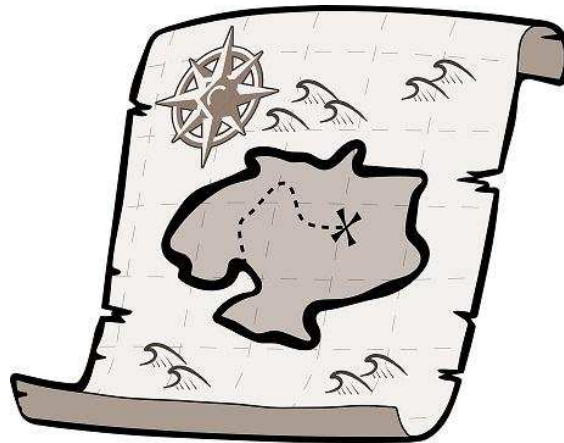
In any areas that are still unexplored, you proceed as in as a standard Dungeon

RETURN TO A DUNGEON EXPLORED FOR A LONG TIME:

If the PCs come back to a Dungeon they visited months or years before then in the Locations already explored:

1. If the PCs had completed the previous Quest in this Dungeon, a new Quest is generated
2. Use the Locations selected in the previous explorations
3. Use the other steps of the exploration Procedures

In any areas that are still unexplored, you proceed as in as a standard Dungeon



3.2 JOURNEY

A Journey is composed of at least 10 turns/scenes of exploration by land, water or air.

DURATION OF A TURN

In a Journey every turn is equivalent to 1 day trip.

TRAVEL AREA

The travel area is created randomly and consists of hexagons or squares that represent areas of 25 km (15 miles) in width each.

EXPLORED AREA

When you cross a previously explored area you use the Terrain, Settlement and Detail that are already generated, you follow the Exploration Procedure with regard to the presence and level of a threat and the presence of Resources (see next paragraphs).

INCOMPATIBLE TERRAINS:

The following Terrains can not be placed in contiguous zones, it is necessary to separate them at least with one Mountain zone.

- Desert-Jungle
- Desert-Forest
- Desert-Swamp
- Jungle-Steppe
- Jungle-Forest

OPEN SEA:

The Open-Sea Terrain can only be placed near a Swamp, Coast or Open-Sea zone.

ISLAND TERRAIN:

This Terrain represents an island within a single zone, this type of island possesses two types of Terrain at the same time: Coast + another suitable Terrain. An Island Terrain can only be placed near other Island or Open-Sea Terrains. Islands larger than 1 Zone are created by the generation of the Terrain of the inner zones surrounded by Coast zones. An islet, on the other hand, is less than 1 square km (0.38 square mile) wide and is a <Water-Detail>.

JOURNEY BY LAND:

Movement:

It is calculated based on the daily travel speed (usually 8 hours per day):

- **1 Zone/day:** human, pack horse, yak, reindeer, llama, donkey (10 hours), wagon driven by horses/oxen/mules.
- **2 Zones/day:** mule (10 hours), camel, elephant, mammoth, elf
- **3 Zones/day:** saddle horse
- **6 Zones/day:** stagecoach (*)
- **7 Zones/day:** dog-sled
- **8 Zones/day:** running courier (*)
- **11 Zones/day:** horse courier (*)

Modifiers:

- Zones per day halved (ie time doubled) if the Terrain is difficult (Mountain, Swamp, Forest, Jungle) or with extreme weather. Exception: Mountain Terrain does not apply penalties with donkey, mule, yak and llama.
- +1 Zone per day if forced marches (but 50% of injuries or incidents)
- Wagons and stagecoaches go on plains and/or roads, they can not normally cross difficult Terrain (Mountain, Swamp, Forest, Jungle) without roads.
- Dog sleds can only travel in snow covered Zones.
- Couriers are professionals moving with the minimum encumbrance and maximum speed on well-made roads and stopping at refueling stations every 25 km (15 miles) to refresh and/or change horses.

Inaccessible Terrain:

- Jungle: inaccessible for camel, llama, yak, reindeer, dog sled, mammoth.
- Desert: inaccessible to yak, reindeer, dog sled, mammoth.

Exploration Procedure:

Repeat the procedure for each Zone crossed

PROCEDURE:

1. A) previous <wilderness-terrain>* B) other <wilderness-terrain>*
2. A) <Settlement> B) <wilderness-detail>
3. Every 2 Zones crossed make a Quick Question: "Is there a threat?"
4. If there is a threat: A) <wilderness-danger> High Level B) <wilderness-danger> Low Level
5. Describe the Scene and Face the Threat
6. A) <Resource> B) nothing

(*): You can add a <Detail> for one or both of the Options

WILDERNESS-TERRAIN:

Coast, Plain, Hills, Mountains, Desert, Forest, Swamp, Steppe, Jungle...

SETTLEMENT:

Outpost, Fortress, Village, Town, City, Outpost ruins, Fortress ruins, Village ruins, Town ruins, City ruins...

WILDERNESS-DETAIL:

River, Bridge, Lake, Creek, Ruins of an ancient civilization, Travellers, Plenty of one kind of plant, Plenty of one kind of animal, Quarry, Wellspring, Mineral deposits, Waterfall, Cave, Wreckage, Secluded building, Natives, Weather type, Sunrise, Sunset...

WILDERNESS-DANGER:

Lost, Extreme climate, Fire, Storm, <enemy>*, Flooding, Epidemic, Landslide, Quick sands, Trap, Eruption, Earthquake, No food, No fresh water, Tornado, Accident, Mutiny ...

(*)See Bestiary

RESOURCE:

Money, Equipment, Information, Supplies, Shelter, Assistance, Allies...

JOURNEY BY WATER:

If the Terrain is not Open-Sea or Swamp PCs may decide to land and then start exploring on the ground (see Terrain and Urban Sandbox).

Movement:

It is calculated based on the daily travel speed, 8 hours for rowing boats and aquatic creatures, 24 hours for sailboats or sail-and-rowing boats:

- **1 Zone every 3 days:** raft
 - **1 Zone every 2 days:** barge
 - **1 Zone every day** raft or barge going downstream of a river
 - **2 Zones every day:** canoe, kayak
 - **3 Zones every day:** boat
 - **4 Zones every day:** drakkar, whale
 - **5 Zones every day:** trireme, merfolk, killer whale
 - **6 Zones every day:** galley
 - **9 Zones every day:** sailing ship
 - **11 Zones every day:** galleon
-
- **raft, barge, canoe:** they have oars or poles, they cannot travel in Open-Sea Zones, rafts and barges to go upstream of a river must be driven by draft animals from a river bank (travel speed of a wagon with modifiers of travel by land)
 - **kayak:** is has oars
 - **boat, drakkar, trireme, galley:** they use oars and sometimes sails, they cannot travel in a Swamp Zone
 - **sailing ship and galleon:** they use sails, they cannot travel in Rivers or a Swamp

Modifiers

- Zones per day halved (ie time doubled) if the Terrain is difficult (Swamp, Jungle-river) or with extreme weather
- A raft has 50% chance of been damaged every day of travel

Exploration Procedure:

Repeat the procedure for each Zone crossed

PROCEDURE:

1. A) previous <Water-terrain>* B) other <Water-terrain>*
2. A) <Settlement> if not Open-Sea or Swamp B) <Water-detail>
3. Every 6 Zones crossed and at least once a day make a Quick Question: "Is there a threat?"
4. If there is a threat: A) <Water-danger> High Level B) <Water-danger> Low Level
5. Describe the Scene and Face the Threat
6. A) <Resource> B) nothing

(*): You can add a <Detail> for one or both of the Options

WATER-TERRAIN:

Coast, Open-Sea, Swamp, Plain_river, Forest_river, Jungle_river, Hills_river, Lake, Island...

SETTLEMENT:

Outpost, Fortress, Village, Town, City, Outpost ruins, Fortress ruins, Village ruins, Town ruins, City ruins...

WATER-DETAIL:

Sighting of a ship, Sighting of aquatic animals, Sighting of an island, Wreck, Drifting boat, Fog, Strong wind, Weak wind, Sighting of sea birds, Weather type, Sunrise, Sunset, Islet...

WATER-DANGER:

Reef, Sand banks, Strong currents, Pirates, Storm, Iceberg, <enemy>*, Damaged hull, Fire, No food, No fresh water, Gale, Off course, Ghost ship, Mutiny, Epidemic, Damaged equipment, Enemy ship, Hurricane, Maelstrom...

(*)See Bestiary

RESOURCE:

Money, Equipment, Information, Supplies, Shelter, Assistance, Allies...

JOURNEY BY AIR:

If the Terrain is not Open-Sea or Swamp PCs may decide to land and then start exploring on the ground (see Journey by Land or Urban Sandbox).

Movement:

Wingfolks characters can fly on their own, otherwise PCs can use, if available, magic flying vehicles (flying galleons, flying carpets, flying brooms). Riding flying mounts (wyvern, dragon, gryphon, hippogriff, pegasus, giant-eagle, etc.) is only possible with the Rank 3 Stat "Monster Rider".

Movement is calculated based on the daily travel speed (8 hours):

- **3 Zones every day:** vampire, harpy, gargoyle, wingfolk
- **7 Zones every day:** wyvern
- **8 Zones every day:** dragon, flying galleon
- **9 Zones every day:** flying carpet
- **10 Zones every day:** gryphon, djinn, elemental
- **11 Zones every day:** chimera, great-dragon
- **12 Zones every day:** hippogriff, flying broomstick
- **16 Zones every day:** pegasus, roc, giant-eagle

Modifiers:

- Zones per day halved (ie time doubled) with extreme weather.
- Vampires fly only in the night, during the day they must hide in caves or buildings

Exploration Procedure:

Repeat the procedure for each Zone crossed

PROCEDURE:

1. A) previous <Terrain>* B) other <Terrain>*
2. A) <Settlement> if not Open-Sea or Swamp B) <Detail>
3. Every 6 Zones crossed and at least once a day make a Quick Question: "Is there a threat?"
4. If there is a threat: A) <Danger> High Level B) <Danger> Low Level
5. Describe the Scene and Face the Threat
6. A) <Resource> B) nothing

(*): You can add a <Detail> for one or both of the Options

TERRAIN:

Coast, Plain, Hills, Mountains, Desert, Forest, Swamp, Steppe, Jungle, Open-Sea, Lake, Island...

SETTLEMENT:

Outpost, Fortress, Village, Town, City, Outpost ruins, Fortress ruins, Village ruins, Town ruins, City ruins...

DETAIL:

<Wilderness-detail> o <Water-detail>

DANGER:

<Wilderness-danger> o <Water-danger>

RESOURCE:

Money, Equipment, Information, Supplies, Shelter, Assistance, Allies...



3.3 GENERIC ADVENTURE

Comprised of 6 to 10 scenes/turns

- GENERIC MISSION: Define the quest and use Bivius RPG with or without other RPGs or tools.
- PUBLISHED ADVENTURE: Use a published adventure adapted with Bivius rule # 14
- INVESTIGATIVE ADVENTURE: Play an adventure based on an investigation to solve an enigma or a crime, use "Nine Steps And a Bloody Heart" tool (NSAABH)

You can use the following Procedure to create the quest for a Generic Adventure or a Sidequest.

QUEST PROCEDURE:

1. A) <Generic-Mission> B) <Generic-Mission>
2. A) <Generic-Target> B) <Generic-Target>

GENERIC MISSION:

Escort, Attack, Defend, Capture, Find, Follow, Reach, Escape, Repair, Train, Carry, Watch, Examine, Spy, Buy, Sell, Halt, Help, Build, Destroy...

GENERIC TARGET:

Friend, Enemy, Stranger, Group, Organization, Settlement, Animal, Object, Treasure, Relic, Message, Place, Vehicle, Monster, Herd, Building, Evidence, Resources...

4 . CAMPAIGNS

4.1 MEGA-DUNGEON:

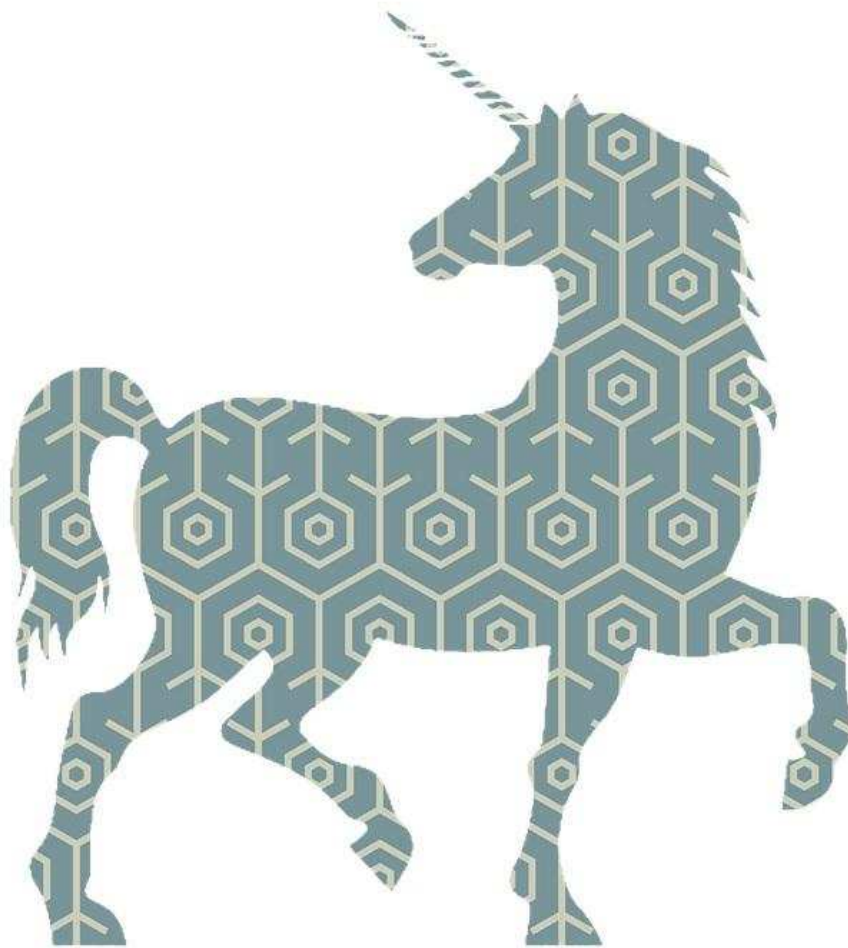
2 to 4 connected Dungeons. To create huge Dungeons in which to run multiple quests, create each Quest Location as the passage to the next part of the megadungeon until you reach the last Quest Location that ends the campaign.

4.2 MEGA-JOURNEY:

2 to 4 connected Journeys. Each Journey ends in a place relevant for the story (usually a Settlement) which is a stage of the Mega-Journey. The next Journey use the same travel method or another one (land, water, air).

4.3 GENERIC CAMPAIGN:

From 2 to 4 connected adventures of different types (Dungeons, Journeys, Generic Adventures)



5. SANDBOX

MAPS:

A Sandbox allows you to wander around for a known and relatively safe region in search of adventures or experiences.

For this game mode you use a map showing roads, coastlines, distances, settlements, terrain types, and so on.

A suitable map (of a region or settlement) can be made by yourself or it can be chosen from the myriad of suitable maps on the web, geographic atlases or RPG books.

BASE

One of the inhabited Settlements on the map should be designated as "Base".

The Base is the settlement that PCs use as a starting point for their adventures, is the closest inhabited place where characters can buy equipment and supplies where they can rest and heal from wounds. The PCs may only have one Base (the Settlement they live in) but can visit and explore any other inhabited Settlement.

DURATION OF A TURN:

In a Sandbox game every turn equals 1 week, the scene generated by the Sandbox Procedure represents the most significant event that happens to the character in that time period.

THREAT LEVEL:

In a Sandbox game the Threat Level is always Low

5.1 OUTDOORS SANDBOX:

When the character is in the non-hazardous region of a Sandbox then a Scene is created every turn using the following procedure based on the means of transport (land, water, air). The Terrain is determined by the location on the map where the character is.

Exploration Procedure:

Repeat the procedure for each Zone of the map crossed

PROCEDURE:

1. A) <Outdoors-detail> B) <Outdoors-detail>
2. Ask a Quick Question: "Is there a threat?"
3. If there is a threat: A) <Outdoors-danger> Low Level
B) <Outdoors-danger> Low Level
4. Describe the Scene and Face the Threat
5. A) <Resource> B) nothing
6. If there was a threat you can ask a Quick Question:
"Does an Adventure start?"

OUTDOORS-DETAIL:

<Wilderness-detail>, <Water-detail>, <Air-detail>

OUTDOORS-DANGER:

<Wilderness-danger>, <Water-danger>, <Air-danger>

RESOURCE:

Money, Equipment, Information, Supplies, Shelter, Assistance, Allies...

5.2 URBAN SANDBOX:

When the character is in an Inhabited Settlement for the first time, you must create it using the Settlement Creation Procedure.

Urban Sandbox Procedure:

Repeat the procedure every turn

PROCEDURE:

1. A) <Urban-location> B) <Urban-location>
2. A) <Encounter> B) <Urban-detail>
3. Ask a Quick Question: "Is there a threat?"
4. If there is a threat: A) <Urban-danger> Low Level
B) <Urban-danger> Low Level
5. Describe the Scene and Face the Threat
6. A) <Resource> B) nothing
6. If there was a threat you can ask a Quick Question:
"Does an Adventure start?"

URBAN-LOCATION:

Alley, Square, Inn, Tavern, Temple, Shop, Warehouse, Palace, Town gate, Walls, Bridge, Prison, Barracks, Hospital, Guildhouse, Harbor, Merchant district, Thieves district, Rich district, Poor district, Marketplace, Garden, Cemetery, Stables, Baths...

ENCOUNTER:

Guard, Bandit, Kid, Street artist, <class>, Governor, Prostitute, Fugitive, <career>, <background>, Tax collector, Drunk, Con man, Racketeer, Shopkeeper, Peddlar...

URBAN-DETAIL:

Weather type, Dawn, Sunset, Night, Stray animals, Bad smell, Good smell, Dirt, Very clean place, Hostile inhabitants, Friendly inhabitants, Curfew, Crowded streets, Smoke, Graffiti, Music...

URBAN-DANGER:

Sidequest, Crime, Siege, Ceremony, Fire, Collapse, Riot, Duel, Arrest, Chase, Intrigue, Incident, <enemy>...

RESOURCE:

Money, Equipment, Information, Supplies, Shelter, Assistance, Allies...

SIDEQUEST:

A Sidequest is a mission based on a single Test on the Background or Career Stats of the PC. The Threat is always Low Level. The player may accept or reject the offer to make the Sidequest. 10 Sidequests passed successfully, even if they have not been played one after the other, correspond to the completion of an adventure (see Advancement).

You use the most suitable lists according to the nature of the Sidequest, usually those of the Urban Sandbox.

SIDEQUEST PROCEDURE:

1. Stat to be used: A) Career B) Background
2. A) <Location> B) <Location>
3. A) <Encounter> B) <Detail>
4. A) <Danger> Low Level B) <Danger> Low Level

LOCATION:

<Urban-location>, <Wilderness-terrain>, <Water-terrain>

ENCOUNTER:

Guard, Bandit, Kid, Street artist, <class>, Governor, Prostitute, Fugitive, <career>, <background>, Tax collector, Drunk, Con man, Racketeer, Shopkeeper, Peddlar...

DETAIL:

<Urban-detail>, <Wilderness-detail>, <Water-detail>

DANGER:

<Urban-danger>, <Wilderness-danger>, <Water-danger>



6 . ADVANCEMENT

Rule # 6 applies. You can spend 3 Brownie Points to add a new Stat at Low Level from Careers, Backgrounds, Advantages and Advanced Stats, provided the character has the requested Prerequisites. With 3 Brownie Points you can also raise the level of any Stat of your character from Low to High.

EXPERIENCE AWARDS

The main character gets experience points (XP) at the end of each adventure or sidequest according to the following rules:

- For every completed Adventure: 1000 XP
- For every completed Sidequest: 100 XP

Experience points allow you to buy Brownie points for your main character (see rule # 6), 1 Brownie Point costs 1000 XP.

RANKS :

Rank measure the The experience and power of a character.

- Rank 1: Character that has earned less than 6,000 XP
- Rank 2: Character that earned 6,000 to 10,000 XP
- Rank 3: Character that has earned more than 10,000 XP

ADVANCED STATS (RANK 2) :

When Rank 2 is reached, in addition to becoming a Guild-Member, your main character can buy Magic School Stats. These Stats represent specific magic schools and make the magic-user character more powerful and adaptable. In brackets there are the prerequisites, that is, the additional conditions to be able to buy the Advanced Stats.

- **Guild-Member**(Pr: Warrior, Thief, Mage, Merchant, Bard, Mercenary, Beggar, Engineer, Assassin, Scribe, an "artisan" Stat): the character is a member of the Guild corresponding to the prerequisite, the character pays an annual fee and benefits from assistance of his Guild in many cities and towns.
- **Fire Magic**(Pr: Mage): magic based on the fire element, good offensive ability but it does not work in places where the fire does not burn. It has increased (positive or negative) effects against Water Magic.
- **Earth Magic**(Pr: Mage, Druid): magic based on the earth element, excellent defensive ability but it does not work if the mage or druid is not in direct contact with a solid surface of earth or metal or stone. It has increased (positive or negative) effects against Air Magic.
- **Air Magic**(Pr: Mage): magic school based on the Air element, specialized in telekinetic and weather effects, but the mage can not wear or use anything metallic. It has increased (positive or negative) effects against Earth Magic.
- **Water Magic**(Pr: Mage, Druid): magic based on the element Water in its various states (solid, liquid, gaseous) but the difficulty of casting spells depends on the presence of water sources in the area (impossible in a desert if you do not carry water). It has increased (positive or negative) effects against Fire Magic.
- **Animal Magic**(Pr: Druid): magic devoted to non-sentient animals, requires the use of depictions of the animals involved in the spells, it may be fetishes, amulets, sculptures or parts of the animal itself. It also has effects on giant versions of animals but not on sentient or partially animal creatures.
- **Plant Magic**(Pr: Druid): magic dedicated to plants. It also has effects on sentient plants or partially vegetable creatures but does not work in places where it is impossible to live for a plant.
- **Necromancy**(Pr: Mage): magic dedicated to death and undead, especially to communicate, evoke, control, create undead. The Necromancer in the event of a Red Code failure to cast a spell is likely to undergo mutations or other horrible side effects.
- **Illusionism**(Pr: Mage): magic devoted to illusions and invisibility, most of these spells only work on sentient living beings.
- **Light Magic**(Pr: Mage): magic dedicated to light. This magic school has good offensive and defensive capabilities but it requires as a focus a crystal to expose to sunlight at least 1 hour a day. It has increased (positive or negative) effects against Darkness Magic.
- **Darkness Magic**(Pr: Mage): magic dedicated to the darkness. It has good defensive skills but the mage must devote himself exclusively to it and can not use any other Rank 2 Magic School. It has increased (positive or negative) effects against Light Magic.
- **Healing Magic**(Pr: Mage, Cleric, Druid): other schools may have healing spells, but this is the most powerful healing magic known. To be able to use this Magic School the Mage/Cleric/Druid must meditate 3 hours a day.
- **Purity Magic**(Pr: Cleric, Monk): Magic specialized in protective spells, requires at least 1 hour of meditation per day. It has increased (positive or negative) effects against Witchcraft and Necromancy.
- **War Magic**(Pr: Mage, Cleric): Magic dedicated to combat spells particularly suited to the battlefield. It takes at least 1 hour of prayer per day.
- **Witchcraft**(Pr: Mage): Magic based on potions, curses, spells. The Witchcraft practitioner must use a focus (a spellbook, a wand or a cauldron) and must have a familiar (see Pet or War-Pet Advantages).
- **Runic Magic**(Pr: Mage, Cleric, Druid): magic based on the power of magical symbols (runic alphabets) to be engraved on various surfaces, it is a type of magical similar to the elemental magic schools and it is specialized in the creation of temporary or permanent magic objects. There may be different types of runic alphabets.
- **Ritual Magic**(Pr: Mage, Priest): This is a very powerful and eclectic magic school, even if it is particularly dedicated to the evocation of supernatural beings. It takes a lot more time to launch a ritual magic spell and you often need a large number of ritual objects or a specific period of the month or year to launch the most powerful spells of this school.

COMMITMENT (RANK 2)

If the character is lucky enough to reach Rank 2 then you have to decide what advanced Stat you want to achieve when you reach Rank 3, this could change the Commitment. For details see description of Rank 3 Stats.

- **Commitment to becoming Lord** (Pr: Warrior, Barbarian, Knight, Soldier, Noble): Financing the creation of the Feif, the construction of the Castle or making donations to the king to get his support.
- **Commitment to becoming Arch-Mage**(Pr: High Level Mage): Financing the construction of the Wizard's Tower.
- **Commitment to becoming High-Priest**:(Pr: High Level Priest or Monk) Financing the construction of the Fortified Temple or Monastery.
- **Commitment to becoming Guild-Master**:(Pr: Guild-Member) Making donations to the Guild to get the appointment or financing the construction of a new Guild Hall.
- **Commitment to becoming Explorer**:(Pr: Scout, Sailor, Map-Maker) Financing a future great exploration.
- **Commitment to becoming Clan-Master**:(Pr: Human+Barbarian, any other Kinship) Financing the construction of a Settlement of the same Kinship.
- **Commitment to becoming Weapon-Master**:(Pr: a High Level among Gladiator, Champion, Man-at-arms, Shooter, Skirmisher, Fighter, Shadow, Swashbuckler, Brawler) Financing the construction of a Martial School.

- **Commitment to becoming Captain:**(Mercenary, Warrior, Knight) Financing the creation of a Company of soldiers.
- **Commitment to becoming Emissary:**(Herald, Noble, Courtier) Making donations to the king or the Base to gain the appointment.
- **Commitment to becoming Merchant-Prince:**(Pr: Merchant, Caravaneer) Financing the creation of a Mercantile Venture.
- **Commitment to becoming Monster-Rider:**(Animal-Handler, Knight) Financing the search and training of the Mount.
- **Commitment to becoming Sea-Captain:**(Pr: Sailor, Pirate) Financing the search/building/buying/repair of the ship.
- **Commitment to becoming Scholar:**(Pr: Mage, Alchemist, Bard, Scribe, Herbalist, Courtier, Herald, Map-Maker, Engineer) Financing the researches or making donations to a patron to gain the appointment.
- **Commitment to becoming Duelist:** (Pr: one High Level among Warrior, Knight, Gladiator, Champion, Man-at-arms, Shooter, Fighter, Swashbuckler, Brawler) Same Commitment or another Rank 1 Commitment.
- **Commitment to becoming Wanderer:** Same Commitment or another Rank 1 Commitment.

Example: Terwald (Human, Mage, Gambler, Farmer, Luck, Sailor, Commitment: glory) has reached Rank 2 and spent 3 Brownie Pts to aquire the Guild-Member Stat, I have to define which Rank 2 Commitment to assign him.

I must therefore determine which Rank 3 Stat to get, depending on the prerequisites, the choice between Arch-Mage (Pr.Mage), Guild-Master (Pr.Guild-Member), Explorer (Pr: Sailor), Sea-Captain (Pr : Sailor), Scholar (Pr: Mage) and Wanderer.

The most natural choice would seem to be Guild-Master, but in his adventures Terwald has become Sailor and I want to make him an Explorer, so I change his commitment to: "Financing a future great exploration".

ADVANCED STATS (RANK 3):

One of the following Stat must be the first one purchased once the PC has reached Rank 3. Between brackets there are the prerequisites, the additional conditions to be able to buy the Advanced Stat.

- **Lord**(Pr: Warrior, Barbarian, Knight, Soldier, Noble): a lord rules a fief from his castle, gets taxes from the villagers, fights the enemies to its borders and the enemies of his country. He can aspire to extend his dominion or even become the ruler of a kingdom.
- **Arch-Mage**(Pr: High Level Mage): also known as the Wizard, an Arch-Mage rules a territory from his tower, conducts magical experiments with the help of assistants, creates magical objects and potions, studies ancient grimoires, teaches a few apprentices, creates new spells, and can build a dungeon to select new apprentices or to guard a treasure or his future tomb.
- **High-Priest:**(Pr: a High Level among Priest and Monk)the High-Priest rules a territory from a fortified temple or monastery, receives tributes from nearby villagers in exchange for help and protection. He can design a dungeon for the selection of novices or to guard a relic or his future tomb.
- **Guild-Master:**(Pr: Guild-Member) in a city a Guild-Master administers the local Guild of his own Class or Career. He can aspire to rule the entire city through alliances and intrigues between different guilds.
- **Explorer:**(Pr: Scout, Sailor, Map-Maker) he explores unknown territories, organizes long journeys by sea, land or air, makes maps of the territories he discovers. He can also aspire to discover some legendary lands and name them.
- **Clan-Master:**(Pr: Human+Barbarian, any other Kinship) a Clan-Master rules a settlement inhabited by his own Kinship. He can aspire to gather many clans and become their king.
- **Weapon-Master:**(Pr: a High Level among Gladiator, Champion, Man-at-arms, Shooter, Skirmisher, Fighter, Shadow, Swashbuckler, Brawler) he teaches in his school the use of the weapons that he masters. Martial schools are opened in a city or in the castle of a lord or king. Some Weapon-Masters aspire to create their own combat style to be handed down to future generations.
- **Captain:**(Pr: Mercenary, Warrior, Knight)commands a group of soldiers, conducts war campaigns, participates in battles and sieges by guiding his warriors. He can aspire to become general and command an entire army.
- **Emissary:**(Pr: Herald, Noble, Courtier) diplomat sent to distant places on behalf of his own people or kingdom, elaborates negotiations, makes alliances. He can aspire to become a personal adviser to his king.
- **Merchant-Prince:**(Pr: Merchant, Caravaneer) he manages a merchant company from its fortified warehouse in a city, uses his caravans or merchant ships to import and export goods. His main goals are expanding his commercial network and becoming immensely rich.
- **Monster-Rider:**(Pr: Animal-Handler, Knight) he can tame and ride some kind of creature or monster (pegasus, hippogriff, griffon, dragon, giant eagle, mammoth, sea dragon, etc.). You can have one creature at a time as mount, the creature is totally loyal to its master. You can continue to have your Rank 2 Commitment or one of Rank 1.
- **Sea-Captain:**(Pr: Sailor, Pirate) commands a ship and its crew, can be devoted to trade, piracy or war. He can aspire to become admiral and command a whole fleet.
- **Scholar:**(Pr: Mage, Alchemist, Bard, Scribe, Healer, Courtier, Herald, Map-Maker, Engineer) he researches and writes tomes on obscure topics in his library. He resides in a city by living a retirement or serving a guild or a wealthy patron. Once every year you have the chance to discover a new mystery or part of the solution to an enigma, this could start an important adventure. Can aspire to the construction of an Academy or University.

- **Duelist:** (Pr: one High Level among Warrior, Knight, Gladiator, Champion, Man-at-arms, Shooter, Fighter, Swashbuckler, Brawler) adventurer who travels to face new opponents in duels and tournaments to improve his technique or just to win prizes and honors. You can continue to have your Rank 2 Commitment or you can chose one of the Rank 1 Commitments.
- **Wanderer:** a traveling adventurer always looking for new opportunities, once a year has the chance to get a map of a treasure and to organize a group of adventurers to find it. The kind of treasure and adventures should be linked to the character class (eg Mage: Magic Treasure, Priest, Cleric, Monk, Druid: sacred treasure, otherwise treasure precious). You can continue to have your Rank 2 Commitment or you can chose one of the Rank 1 Commitments.

LANGUAGES:

After reaching Rank 3 a character can speak additional languages:

- 4 more languages: Scholar
- 1 more language: any other Rank 3 Stat

LITERACY:

All Rank 3 characters can read and write unless otherwise specified.

AGEING:

At each Rank increase, a character usually change his age, according to this sequence: teenager, young, adult, mature, senior

BEYOND RANK 3:

When Rank 3 is reached, characters can retire and become a NPCs (for example, a Patron for new PCs) or continue their adventures by spending XP for getting new Stats or improving what they already have.



7. BESTIARY

The number of enemies encountered is usually multiplied by the number of PCs (Main, Sidekick, Alts) and their followers, so the Threat is always balanced by the number of characters as well as their Rank.

A Swarm indicates a very large group of small creatures.

7.1 ENHANCED ENEMY:

Enhancing means using an <enemy> as if it was 1 Rank higher than normal. An Enhanced Enemy represents a double number of individuals, or a tactical advantage (better location, ambush, etc.), it may also represents a more experienced or dangerous enemy or an enemy with improved equipment.

An enhanced enemy can also be the combination of two different types of <enemy>.

Example: For a Rank 1 PC a High Threat is a Rank 1 <enemy> as an orc but can also be an enhanced Rank 0 <enemy> as 2 boars or 1 well-armed skeleton ambushing the character.

7.2 WEAKENED ENEMY:

A Weakened <enemy> is the opposite of an Enhanced <enemy>: you use an <enemy> of 1 Rank below normal, this represents a weak, wounded, inexperienced <enemy>, or an <enemy> with a tactical disadvantage (exposed location, surprised), poor equipment or an halved number of enemies compared to normal.

7.3 IMPOSSIBLE ENEMY:

An Impossible <enemy> has a Rank greater than 2 or 3 levels compared to the Rank of the PCs. Normally it appears as a special danger. An Impossible <enemy> is ... impossible to defeat for lower Rank PCs in the sense that it is an enemy that can not be destroyed, killed or captured. Overcoming a Threat represented by an Impossible <enemy> means being able to avoid the <enemy>, escape it with stealth or speed, because every direct contact with it would mean the end for the PCs.

Example: In Tolkien's Hobbit, Bilbo has no hope of defeating the great-dragon Smaug but manages to confuse him with cunning and escape him by becoming invisible.

7.4 BIVIUS LISTS OF ENEMIES:

ENEMY (Rank 0):

<weakened Rank 1>, swarm(insects, bats, rats, piranhas), 2 goblins, 2 kobolds, 2 imps, 2 zombies, skeleton, 2 giant ants, 2 giant rats, fungus man, boar, baboon, crawling hand, satyr, 2 small fearies, ratman...

ENEMY (Rank 1):

<enhanced Rank 0>, <weakened Rank 2>, adventurer(Rank 1), orc, lizardman, hobgoblin, bandit, skeleton warrior, wolf, hyena, giant spider, giant scorpion, giant centipede, giant crab, war dog, bugbear, crocodile, snake, buffalo, centaur, willowisp, caveman, ghoul, amphisbaena, calopus, crocote, jaculus...

ENEMY (Rank 2):

<enhanced Rank 1>, <weakened Rank 3>, adventurer(Rank 2), bear, leopard, ogre, strix, deynonichus, giant lizard, flesh golem, mammoth, war elephant, wyrm, dragon turtle, troll, treeman, warg, lesser vampire, manticore, lion, tiger, rhino, minotaur, hippogriff, pegasus, giant worm, giant snake, lycanthrope, giant amoeba, yeti, giant fish, shark, hell hound, gargoyle, gryphon, unicorn, wight, dryad, leucrotta, giant crocodile, smilodon, harpy, mummy, naga, lamia, wyvern, banshee, triceratops, stegosaurus, allosaurus, rashkasa, fishman, jabberwock, hag, doppleganger, slasher, pheanyx, niseag(plesiosaurus), wendigo, idrus...

ENEMY (Rank 3):

<enhanced Rank 2>, <weakened Rank 4>, adventurer(Rank 3), dragon, t-rex, stone golem, clay golem, chimera, roc, giant squid, arch-vampire, cockatrice, catoblepas, elemental, two-headed ogre, medusa, demon, cyclop, basilisk, giant shark(megalodon), djinn, hydra, spectre, giant octopus, efreet, ghost, whale, wraith, sphynx, arch-panther, glatisant...

ENEMY (Rank 4):

<enhanced Rank 3>, great dragon, behemoth, iron golem, kraken, leviathan, beholder, marid, demon lord...

ENEMY (Impossible):

<Rank +2>, <Rank +3>



8 . APPENDICES

8.1 MORE INFORMATION ABOUT STATS:

KINSHIPS:

- **Human:** common, adaptable.
- **Dwarf:** longevity, low stature, tough, bearded, night vision, default on Axe and Miner
- **Halfling:** small, stealthy, glutton, peaceful, resistant to magic, default on Sling and Cook
- **Half-Elf:** Human-Elf hybrid, reduced elven abilities
- **Wood-Elf:** longevity, night vision, agile, default on Longbow and Scout
- **High-Elf:** longevity, night vision, wise, default on Fighter and Wizard's Apprentice
- **Dark-Elf:** longevity, night vision, neutral or evil alignment, default on Rogue and Crossbow
- **Half-Orc:** Human-Orc hybrid, night Vision, default on Barbarian and Berserker
- **Feline:** humanoid feline, agile, has fangs, claws and tail, night vision, default on Scout and Rat-Catcher
- **Leprechaun:** 30 cm high, can become invisible, greedy (gold), default on Mage
- **Half-Demon:** Human-Demon hybrid, immune to fire, horns, default on Wizard's Apprentice
- **Feary:** flying fairy, with insect wings, 15 cm high, default on Mage and Druid
- **Wingfolk:** flying humanoid with feathered wings, default to Hunter and Spear
- **Dragonfolk:** humanoid related to dragons, similar to Lizardman but lives in the mountains, claws and fangs, breathes fire within a range of 1 m
- **Merfolk:** amphibious humanoid, Human appearance with blue or green skin, gills on the neck, lives in the sea or lakes, must be immersed in water at least 1 hour per day, default on Fisherman and Trident
- **Dhampir:** Human-Vampire hybrid, living creature, night vision, immune to vampirism and lycanthropy, perceives vampire presence, wants to kill all vampires, when he dies he is likely to become a Vampire, default on Monster Hunter and Wizard's Apprentice
- **Gnome:** similar to Dwarf but smaller size, night Vision, alliance with Dwarfs, default on Wizard's Apprentice and Engineer
- **Clockwork:** have a humanoid mechanical body made up of gears and with vital force and conscience inserted into the body by magic, he must be recharged every 24 hours with a key or lever accessible only by other people, otherwise the clockwork will turn off. immunity to illness, hunger, poisons, lack of air, temperature, and so on.
- **Werewolf:** human appearance, able to transform into a specific animal, never wears armor, there are various subspecies based on the animal in which they can be transformed (wolf, wild boar, bear, tiger, fox etc.) , the werewolves can communicate and command the normal animals of the same species. Their bite does not cause lycanthropy.

CLASSES:

- **Warrior:** trained in combat, knows how to use any kind of weapon, armor, and shield.
- **Rogue:** expert in subterfuges, uses their cunning and / or agility to escape in any situation, often involved in illegal activities. It can not have a lawful alignment.
- **Mage:** a magic expert, needs a focus for casting spells, the focus is usually a wand, a staff or a spellbook.
- **Cleric:** belonging to religious worship, able to heal but also able to fight for his own faith. He must follow the precepts of his religion and pray at least 1 hour a day.
- **Outcast:** has an unusual fate, a tormented past, often fleeing from his tormentors or exiled for his own powers. (Special Class)
- **Barbarian:** a primitive warrior
- **Ranger:** an experienced shooter who lives in the forest or in other wild places.
- **Druid:** a follower of a cult devoted to wildlife and nature.
- **Knight:** a warrior with a heavy armor, defends the castle of his Lord or wanders in search of adventures.
- **Monk:** belonging to a religious community, lives an austere life, must meditate at least 1 hour a day. He can be sent out of the monastery to carry out a specific mission or to experience.
- **Commoner:** * A common person, before starting his adventures, had a monotonous life.

CAREERS:

- **Priest**(Pr: Monk o Cleric): skilled in the use of the magic provided by the divine entities he worships. For his followers he can also perform religious ceremonies such as weddings, funerals, and so on.
- **Bard:** storyteller and poet, knows history and folklore, his ballads and speeches can arouse every kind of emotion in the audience.
- **Besieger**(Pr:Warrior, Engineer): expert in the conduct of siege and in the construction of siege machines and fortifications.
- **Herald:** messenger, diplomat and expert of heraldry
- **Pirate**(Pr: Rogue, Barbarian): marauder of the seas attacks coastal settlements and other ships in search of booty. A pirate cannot have a lawful alignment
- **Gambler:** expert in every gamble and every type of bet
- **Courtier:** a member of the court of a lord or a ruler, he administers activities for his lord but also plots against or in favor of other courtiers and nobles.
- **Burglar**(Pr: Rogue): thief expert in climbing, burglary locks and stealth. He can not have a lawful alignment
- **Spy**(Pr: Rogue): he knows how to disguise, sneak into guarded places, intercept secret messages, and get confidential information.
- **Merchant:** he becomes rich by buying and selling any kind of merchandise or by specializing in a particular commercial sector.
- **Engineer:** designs and builds buildings or machineries

- **Assassin**(Pr: Rogue): expert in stealth, poisons and any other kind of system to kill their target on behalf of their own. He can not have a lawful alignment
- **Monster-Hunter**: skilled in capturing or eliminating monsters, can be a real profession or a vocation. Some Monsters-Hunters specialize in hunting a specific type of creature.
- **Paladin**(Pr: Knight, Cleric): A sacred warrior dedicated to protecting temples or completing sacred missions, can be endowed with special powers guaranteed by his faith. Must have a lawful alignment.
- **Healer**: expert in healing wounds and cure diseases with herbs and practical remedies.
- **Bodyguard**(Pr: Warrior, Barbarian, Brawler): in charge of escorting and protecting your employer or boss.
- **Bounty-Hunter**(Pr: Ranger, Scout): hunts criminals and fugitives to get money for their capture
- **Watchman**(Pr: Warrior, Militiaman): in charge of defending and guard a settlement from enemies and criminals.
- **Jeweler**(artisan): knows how to evaluate and work gems and precious metals to make jewels.
- **Weaponsmith**(artisan): crafts weapons of every kind, some Weaponsmiths specialize in the realization of a particular type of weapon.
- **Armorer**(artisan): crafts armors and shield of every kind
- **Woodworker**(artisan): woodworker and carpenter, he crafts wooden objects, vehicles and structures
- **Tailor**(artisan): crafts clothes, headgears, rugs etc.
- **Map-Maker**: makes maps, the most precious of which can be a treasure.
- **Scout**: expert in tracking and surviving in wilderness
- **Artist**: gifted with artistic talent, can be a poet, musician, painter, sculptor, etc.
- **Alchemist**: expert in inventing and producing magical potions, he needs a lab for producing powerful potions.
- **Inquisitor**(Pr: Monk, Cleric): seeks and eliminates heretics and other (real or allegedly) enemies of their own cult
- **Mercenary**: offers its combat skills in exchange for money and the opportunity to booty after a battle.
- **Skirmisher**: skilled in the use of any kind of throwing weapon
- **Fighter**: expert in the use of any kind of hand weapon in combination with a shield of any kind.
- **Shooter**: skilled in the use of any kind of ranged weapon
- **Man-at-arms**: skilled in the use of any kind of long weapon
- **Champion**: skilled in the combined use of two medium weapons of any kind
- **Shadow**(Pr: Rogue): skilled in the combined use of two short weapons of any kind
- **Swashbuckler**: skilled in the use of a sabre or rapier in combination with a short weapon of any kind
- **Scribe**: bureaucrat, accountant, notary

BACKGROUNDS:

- **Gladiator**(Pr: Warrior, Barbarian): fights in an arena for public entertainment or in a judicial duel. It may be a prisoner or a volunteer
- **Farmer**: produces food on a farm
- **Servant**: servant, waiter, valet etc.
- **Robber**: highwayman, bandit
- **Forester**: woodcutter and gamekeeper
- **Prospector**: looks for deposits of gems, minerals and precious metals
- **Miner**: dig mines to extract raw materials
- **Hunter**: hunts the game, follows tracks, puts traps
- **Sailor**: a member of a crew of a boat
- **Zealot**: follower of a religious worship, worshiping one or more deities (to be specified).
- **Wizard's Apprentice**: magic student, knows a little magic, is familiar with the activities of magic-users, default on Mage
- **Initiate**: novice of a cult, studied to become Cleric, Monk or Druid (to be specified), he is familiar with the activities of his cult (to be specified)
- **Noble**: aristocratic, in many places has a privileged treatment.
- **Squire**: Knight apprentice, he knows how to fight and ride.
- **Beggar**: expert in begging, he is despised but knows how to survive in every urban environment.
- **Thief**: generic thief expert in pickpocketing
- **Caravaneer**: travels with a caravan for long distances to carry goods, he is familiar with draft animals.
- **Militiaman**: received a brief military training, can be part of a local militia, an auxiliary or conscripted military unit who fought in a war.
- **Dancer**: skilled in dance, useful to seduce and to entertain an audience
- **Musician**: skilled in playing one or more musical instruments (to be specified)
- **Entertainer**: actor, juggler, jester, puppeteer, busker and so on.
- **Executioner**: skilled in executing death penalties and torturing prisoners according to the will of a boss or a law authority. expert in the use of two handed axes.
- **Animal-Handler**: breeder and/or trainer of animals
- **Cook**: skilled in preparing tasty foods for many people
- **Fisherman**: skilled in hunting aquatic creatures
- **Rat-Catcher**: skilled in hunting rats and similar animals, putting traps, surviving in the sewers.

- **Tomb-Robber:** a thief specializing in plundering ancient or recent tombs in search of precious objects and sometimes of the corpses.
- **Artisan-Apprentice:** default on an artisan Stat (to be specified)
- **Nomad:** belongs to a nomadic tribe, experienced in survival in a Terrain (to be specified)
- **Brawler:** expert wrestler with bare hands
- **Labourer:** worker, porter etc
- **Courier:** carries messages running on foot or riding a fast mount

ADVANTAGES:

- **Strength:** physical strenght
- **Dexterity:** manual dexterity
- **Intelligence:** reasoning ability, logic
- **Constitution:** physical health, resistance to damage and fatigue
- **Wisdom:** common sense
- **Charisma:** charm, leadership
- **Stamina:** resistance to fatigue
- **Willpower:** determination
- **Perception:** good aim, keen senses
- **Reflexes:** readiness
- **Beauty:** exterior beauty
- **Intuition:** intuitive ability
- **Agility:** physical dexterity
- **Luck:** blessed, lucky
- **Second-Sight:** sensitivity in perceiving the presence of magic and supernatural beings and having premonitions. It's a talent but it does not allow to cast spells
- **Good-Weapon:** one of the weapons of the character is of superior quality or is a special model or has special powers
- **Good-Armor:** the armor of the character is of superior quality or is a special model or has special powers
- **Good-Tool:** one of the tools of the character is of superior quality or is a special model or has special powers
- **Amulet:** the character owns an object with some protective magical power.
- **Followers:** the character is always escorted by a group of followers, servants, henchmen
- **Pet:** the character is accompanied by a pet, in some cases can execute some of her master's order but is unable to fight. (examples: cat, small dog, parrot, a familiar)
- **War-Pet:** the character is accompanied by a pet able to fight. (examples: war dog, trained hawk, a familiar)
- **Good-Mount:** the character's mount is of superior quality, stronger or faster than normal.
- **Contacts:** the character can count on a series of contacts, people who are willing to provide information and/or support.
- **Berserker** (Pr: Barbarian): the character, if he gets angry or faces a danger, can become furious, fighting with bare hands or melee weapons with amazing strength and resistance, sometimes, however, his rage does not run out with the end of the fight and a berserker can smash everything nearby or attack anyone near him.



8.2 FIREARMS:

In certain fantasy settings firearms are allowed, the following Stats can be considered Careers or (Rank 2) Advanced Stats.

Firearms are, however, uncommon and considered Special Weapons.

STATS:

- **Gunner** (Pr: Alchemist, Besieger, Pirate), skilled in the use of cannons
- **Pistoleer** (Pr: Pirate, Swashbuckler, Noble) skilled in the use of pistols, default to Arquebusier

- **Arquebusier** (Pr: Hunter, Swashbuckler, Militiaman, Dwarf) skilled in the use of arquebus e blunderbus, default to Pistoleer
- **Grenadier** (Pr: Alchemist, Warrior) skilled in the use and preparations of blackpowder bombs and hand grenades

WEAPONS:

- **Pistol** (Ranged Weapon): a muzzle-loading pistol (matchlock, flintlock or wheellock), single shot, used by a Pistoleer.
- **Arquebus** (Ranged Weapon): a muzzle-loading rifle (matchlock, flintlock or wheellock), single shot, used by an Arquibusier
- **Grenade** (Throwing Weapon): ancient hand grenade, it often has a shape of an iron sphere with a match cord sticking out of one end. Used by a Grenadier
- **Blunderbuss** (Ranged Weapon): a muzzle-loading shotgun (matchlock, flintlock or wheellock), loaded with a number of metal balls smaller of the size of the barrel. Used by an Arquebusier

8.3 NPC REACTIONS:

When you want to randomly determine the reaction of any NPC, just ask B.R.O. using these two options:

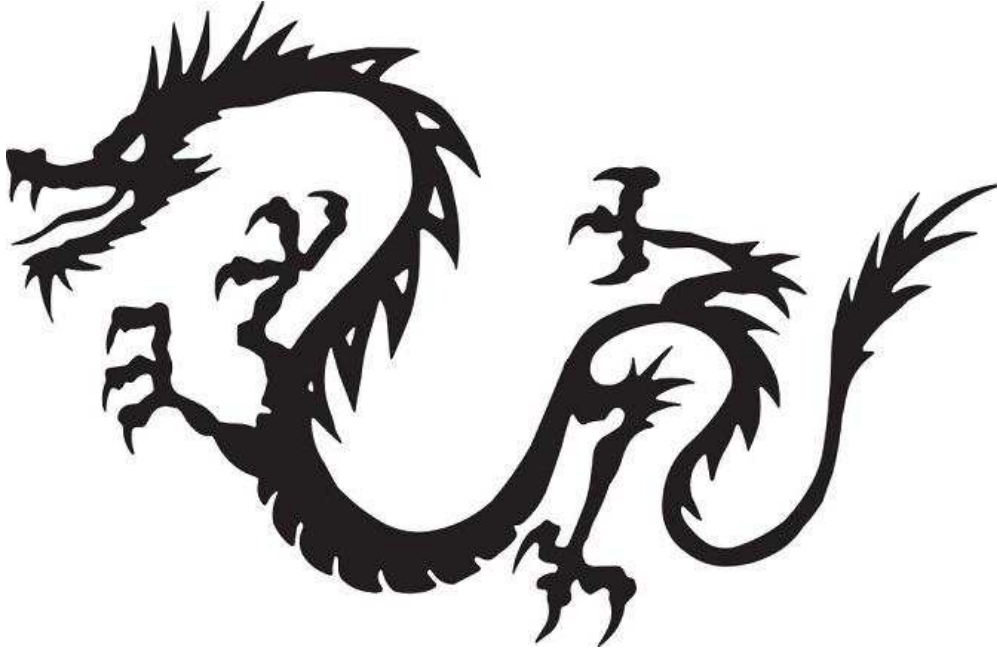
A) <Reaction> + <Cause>, B) <Reaction> + <Cause>

REACTION:

Extremely Positive, Positive, Slightly Positive, Neutral, Slightly Negative, Negative, Extremely Negative ...

CAUSE:

doubt, anger, anxiety, indifference, jealousy, empathy, sorrow, joy, lust, greed, respect, concern, envy, gratitude, curiosity, remorse, confusion, acceptance, fear, fun, suspicion, hatred, hunger...



8.4 APPRENTICESHIP AND ADVANCEMENT:

If a character is a Commoner and reaches Rank 2, it is possible to buy an additional Class or Background if the character has the appropriate prerequisite:

- Mage (Pr. Wizard's Apprentice)
- Knight (Pr. Squire)
- Druid (Pr. Initiate[Druid])
- Cleric (Pr. Initiate[Cleric])
- Monk (Pr. Initiate[Monk])
- a specific artisan Stat(Pr. Artisan's Apprentice[same artisan type]):

8.5 FUNNEL ADVENTURE:

A Funnel Adventure is a funny variant of a standard adventure, a bunch of young peasants with no adventuring experience go through a meat-grinder mission and out of the survivors you pick one to

graduate to your Main Character for further adventures.

A Funnel Adventure follows some additional rules:

- It substitutes only the first adventure of your (future) characters.
- You generate 6 Pre-Characters (Pre-C for short) for the adventure, they are called "peasants" and all of them are from the same Settlement.
- Despite their weaknesses the Pre-C peasants are considered Rank 1.
- Every Pre-C has only 2 Stats (Kinship and Background) both at Low Level, 2 Data (Gender and Age) and a Name.
- 1 Yellow Code means that the Pre-C is wounded.
- 1 Red Code or 2 Yellow Codes mean that the Pre-C is dead.
- The Funnel Adventure ends when every Pre-C has faced at least 1 Threat.

FUNNEL SCENARIO:

Choose one of the Scenarios for the Funnel Adventure or make two Options and use B.R.O.

- Escape from a Dungeon: The peasants are prisoners in a dungeon and must find a way to escape, overcoming traps and enemies.
- Escape from a Danger Zone: The peasants are dispersed in a wild area, survivors of a natural disaster or are fugitives pursued by their captors, they must cross a danger area and find a way out.
- Recovery of Prisoners: The peasants must find and recover their friends and relatives held prisoners by powerful enemies.
- Recovery of a Relic: A relic has been stolen by enemies. The peasants must find and recover their holy treasure, a precious item guarded for centuries in their Settlement.
- Siege: The Settlement of the peasants is under attack by enemies, there is no other way than fight at any cost to save their lives. Note: you have to create the peasants Settlement and draw a map before the adventure.
- Levy: The peasants have been recruited and deployed in large numbers in the front line for a great battle. Ignoring the motives of war and what is expected of them, the peasants are forced to fight by going to the assault or resisting the waves of enemies who mercilessly attack them. Note: choose the Terrain and draw a map of the battlefield.
- Arena: The peasants are forced to fight enemies and face incredible dangers in an arena for the amusement of a public, only those who survive this ordeal will be released. Note: The Gladiator Stat is not allowed for this scenario.

Pre-C Creation Procedure:

1. Choose one Kinship for all the Pre-C, you can chose a different Kinship for only 1 Pre-C of 6
2. A) <Background> B) <Background>
3. A) <Gender> B) <Gender>*
4. Age: A) Teen B) Young
5. Choose a name for the Main Pre-C and the Mirror one
6. Repeat steps from 2 to 5 other two times to create all the six Peasants necessary for the Funnel Adventure

Note: you can block the gender if you want.

EQUIPMENT:

Every Pre-C is usually equipped with one peasant weaponry chosen by the B.R.O.

A) <Peasant-Weaponry> B) <Peasant-Weaponry>

Peasant-Weaponry:

pitchfork, rock, club, rusted knife, old spear, shovel, sickle, sling, pike, hoe, rake, hatchet, quarterstaff, torch, hammer...

RELATION:

Every 2 Pre-C, you can determine a relation between them:

A) <Relation> B) <Relation>

Relation:

Friends, Siblings, Cousins, Former-friends, Lovers, Ex-lovers, Rivals, Former-rivals, Acquaintances...

Funnel Adventure Procedure:

1. A) <location> B) <location>
2. A) <Pre-C> B) <Pre-C>*
3. A) High Level Threat B) Low Level Threat
4. A) <enemy> B) <danger>
5. Describe the Scene and let the chosen Pre-C face the Threat
6. A) <Resource> B) nothing

Note (*): a wounded Pre-C is automatically picked as one of the options

Pre-C:

Peasant #1, Peasant #2, Peasant #3, Peasant #4, Peasant #5, Peasant #6

Bivius lists for locations, enemy and danger depend on the scenario:

- Escape from a Dungeon: Dungeon lists
- Escape from a Danger Area: Urban lists or Journey lists
- Recovery of Prisoners: Dungeon lists or Journey lists
- Recovery of a Relic: Dungeon lists or Journey lists
- Siege: Urban lists are optional, draw a map of the settlement, the locations are areas of the map
- Levy: draw a map of the battlefiled, the locations are areas of the map
- Arena: locations are optional, draw a map of the arena, the locations are areas of the map

AFTER THE FUNNEL:

if one or more Pre-C have managed to survive the Funnel Adventure, they can be transformed into complete characters, using this mission as a traumatic beginning of their new life:

- The PC has the same Name of the Pre-C or a modified version of it.
- Use the Stats Procedure. The Background is blocked: use the background of the Pre-C
- Use the Data Procedure. The Gender is blocked: use the Gender of the Pre-C. the PC is one level older than the Pre-C
- Complete the Character as usual
- The PC gains 1000 XP for the completion of the Funnel Adventure
- If more than one Pre-C survived the Funnel you can choose one of them as a main, another one as a sidekick and the others as alt characters

CHARACTER SHEET:

Bivius: TUNNELS & DRAGONS Character Sheet

Name: Rank:
XP:
Brownie Pts:

STATS:

- Kinship:
- Class:
- Career:
- Background:
- Advantage:
- Advanced Stats:

DATA:

Gender: Age: Personality:
Objective:
Disadvantage:

Literacy(Y/N):
Languages:
Commitment:

Weapons:
Armor & Shield:
Equipment:

Notes:
