Adventurer Data

A character for Audeo Play Tests.

Creation Log

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»»  Now talking on #indierpgs
»»  Topic for #indierpgs is: Everyone says they want a fairy-tale wedding .
But show up to curse their first born and suddenly, YOU'RE the asshole.
What the hell?
»»  Topic for #indierpgs set by Lxndr at Mon Apr 15 23:51:31 2013
<JP>  #roll 3[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for JP [3[1d6]]: 6 3 6 >
-Notice-    {from RPGServ} <Roll [3[1d6]]: 6 3 6 >
<JP>  Hard Times! Failed Pursuit! Hard Times!
<JP>  Ouch
<JP>  #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for JP [1d6]: 5>
-Notice-    {from RPGServ} <Roll [1d6]: 5>
<Lxndr>   sounds like Richmont High
<JP>  Enslaved,
<JP>  #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for JP [1d6]: 2>
-Notice-    {from RPGServ} <Roll [1d6]: 2>
<JP>  failed to pursue a 1st Age myth,
<JP>  #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for JP [1d6]: 2>
-Notice-    {from RPGServ} <Roll [1d6]: 2>
<JP>  Scorned!
<JP>  Thats a life, eh?
<JP>  :)
<Lxndr>   geez, poor guy
<Lxndr>   or gal
<JP>  Enslaved, Failed to pursue a 1st Age Myth, and finally Scorned
<JP>  Well things are looking up! Even considering the mortality rate for
D&D adventurers
<Lxndr>   #roll 3[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [3[1d6]]: 6 6 2 >
<Lxndr>   two hard times and... ?
<JP>  gained a mentor
<JP>  nice
<JP>  Roll a d6 for each and I can fill in details
<Lxndr>   wooo
<Lxndr>   #roll 3[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [3[1d6]]: 5 1 5 >
<Lxndr>   enslaved
<Lxndr>   then 1 and 5
<JP>  Enslaved, Hounded, and Gained a Hunter Mentor
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<JP>  Its a tough world it seems
<JP>  !
<Lxndr>   at least for our characters
<Lxndr>   we clearly met as slaves
<JP>  Neither of us has rolled a 5 on the random experience table
<JP>  Which is a Windfall :P
<JP>  Also, there is no windfall chart yet, I'm drawing a blank on that
<Lxndr>   we met as slaves, and then you left to pursue some sort of myth,
while I just got hounded
<JP>  I need six options
<Lxndr>   not sure what that means
<Lxndr>   but then when you got back, you were scorned, and I found this
dude who mentors me, that's also a hunter
<JP>  :)
<Lxndr>   I'd have invited you to train with me, but I was too bus scorning
you
<Lxndr>   sorry
<JP>  lol
<JP>  I'm amazed at how easy the Hard Times table was and how hard the
Windfall one is being :P
<JP>  I have one entry now: A True Friend of Merit
<Lxndr>   well, it's easier to come up with Bads
<Lxndr>   than Goods
<Lxndr>   Briefcase full of Money
<Lxndr>   Magical Item/Artifact?
<JP>  Well I shortened entry one to "Friendship"
<JP>  Then perhaps "A Few Coins"
<Lxndr>   Didn't Die
<JP>  lol
<JP>  Didn't roll a 6
<JP>  :)
<JP>  magic item is "Rare Find" which is more open to player interpretation
<Lxndr>   I'd split that similarly to the failed pursuits
<Lxndr>   Legedary Find,  Mythical Find
<JP>  added: Renown, and A Title
<JP>  Sure, that makes sense
<Lxndr>   Love
<Lxndr>   because finding love is damned important
<JP>  I have a list now
<JP>  Fellowship, Purse of Coins, Renown, Legendary Find, A Title, Love
<JP>  Purse of coins doesn't seem to fit anymore
<Lxndr>   so wait, I know I'm a former slave, then hounded?  (did I escape?)
<Lxndr>   then found a hunter as a mentor
<JP>  So I'm thinking Limited Wealth
<Lxndr>   but... what land did I come from?  what is my race?
<JP>  We didn't do that
<JP>  I only rolled what I'm working on
<JP>  :)
<Lxndr>   ah
<JP>  Roll 2d6 and take the least three times for Born, Grew, and Named
<JP>  Then we can answer that
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<JP>  #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for JP [2[1d6]]: 3 1 >
-Notice-    {from RPGServ} <Roll [2[1d6]]: 3 1 >
<JP>  #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for JP [2[1d6]]: 5 4 >
-Notice-    {from RPGServ} <Roll [2[1d6]]: 5 4 >
<JP>  #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for JP [2[1d6]]: 2 2 >
-Notice-    {from RPGServ} <Roll [2[1d6]]: 2 2 >
<JP>  3,4,2: Born in the Wild of Crowned Valley, Grew up in the Upper
Underground (wow), and was Named in a Village.
«---    Paganini (~Paganini@A3F68A2D.73537FFB.187822F.IP) has Quit (Ping
timeout)
<Lxndr>   #roll 3[2d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [3[2d6]]: 11 8 6 >
<JP>  Somehow this fits nicely into my doomer adventurer, taken from the
process of Grew given Upper Underground: "Accept one of the following
impressions: “Glory Hound”, “Reckless Daredevil”, “Treaure Seeker” or make
up one of your own that fits a childhood of dangerous adventure in the
skirts of the underground."
<Lxndr>   bah
<Lxndr>   #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [2[1d6]]: 3 5 >
<Lxndr>   #roll 3[2d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [3[2d6]]: 11 8 7 >
<Lxndr>   #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [2[1d6]]: 5 1 >
<Lxndr>   okay, so 3, 1
<Lxndr>   #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [2[1d6]]: 4 1 >
<Lxndr>   3,1,1
<JP>  Born in the the Wild of Crowned Valley, and grew up and was named one
of the Cities
<JP>  Since nothing gave us a race, we need that too. One more least of 2d6.
<JP>  #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for JP [2[1d6]]: 2 4 >
-Notice-    {from RPGServ} <Roll [2[1d6]]: 2 4 >
<Lxndr>   #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [2[1d6]]: 1 4 >
<Lxndr>   I'm a 2!
<Lxndr>   and you're a 1
<JP>  Reverse that :)
<Lxndr>   ah, right
<JP>  Your adventurer is, Seges: Tall thin humans that live long, Vetu-kin,
the brains.
<JP>  Mine is, Macto: Short stocky humans that live short, Arks-kin, the
brawn.
<JP>  We are both humans
<JP>  No wonder we got enslaved :(
<Lxndr>   I'm... an elf-type
<Lxndr>   tall thin longevity, with brains
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<JP>  Right, part elf
<JP>  and I'm part dwarf
<JP>  Heritage here gives you a summary of the six above ground races,
http://wiki.wishray.com/doku.php?id=audeo:binding_of_laurus
<Lxndr>   and I'm also a hunter
<Lxndr>   so...
<Lxndr>   I'm a stereotypical elf
<Lxndr>   wood elf, at least
<JP>  Well I suppose now I know why my guy grew up in the upper underground,
lusting for the gold mines!
<JP>  :)
<Lxndr>   no wait, I'm a Valley Elf
<Lxndr>   :D
--->    Paganini (~Paganini@A3F68A2D.73537FFB.187822F.IP) has Joined
#indierpgs
»»  ChanServ sets mode +q #indierpgs Paganini
»»  ChanServ gives channel operator status to Paganini
<JP>  Well don't take too much stock in the valley part of Crowned Valley,
it comprises the living part of the entire world that is Laurus
<JP>  :)
<Lxndr>   well, I did grow up in the Wild
<Lxndr>   so Wild Elf? :D
<JP>  Born in the wild, grew up in the city
<JP>  Likely enslaved by the Guardians of the Crown, they are the big
slavers of the modern age of Laurus
<Lxndr>   sure, stolen from my home
<JP>  That is the large and stifling organization that protects the valley
from the devils outside
<Lxndr>   then I escaped slavery, and was hounded by slave hunters
<Lxndr>   then finally found a hunter to mentor me
<JP>  Sounds likely
<JP>  Its been a tough life, but it takes a tough man to make a tender
chicken. I mean, adventurer with gusto!
<JP>  Well you already have two merits for your adventurer: Cunning from
being born in the wild, and Educated from growing up in the city, nice.
<JP>  Merits are nice
«---    Ettin (Ettin@MagicStar-45907240.static.tpgi.com.au) has Quit
(Disintegrated: )
<JP>  Holy crap, I'm filling in the Minor Misfortune table and I've done
four. They are all the exact same number of characters...
<JP>  What are the odds!
<JP>  Ah! Another one!
<Lxndr>   heh
<Lxndr>   the odds of that last one being the exact same is actually rather
high after you noticed the first four
<Lxndr>   because human brains are weird once they notice patterns
<Lxndr>   so why 'audeo'?  is it because of your speakers?
<Lxndr>   oh shit, I have a fault?
<Lxndr>   cunning and educated and cautious
<JP>  Audeo, latin for "dare" or "I date"
<JP>  *I dare
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<JP>  whoops
<Lxndr>   heh
<Lxndr>   the root of audacious, then
<JP>  right, seems likely
<JP>  Pronounced "ow-deh-O" from what I can garner online, which is pleasing
to say and easy to remember, IMO
<Lxndr>   yep.
<Lxndr>   From Latin audacia (“boldness”), from audax (“bold”), from audeo
(“I am bold, I dare”)
<Lxndr>   rather different from audio.  it's interesting that that one very
similar vowel sound is all it takes to go from "I dare" to "I hear"
<JP>  hehe, right
<Lxndr>   I dare and I obey, one syllable different
<Lxndr>   linguistics is interesting
»»  JP nods
<JP>  ouch, the major misfortune table is a B I T C H
<Lxndr>   good?
<JP>  Disfigured, Hated, Cursed, Enfeebled, Delusional, and Crippled
<Lxndr>   oh hey, though
<Lxndr>   because I was named in the city, I get a Windfall
<JP>  right
<JP>  The only way to get to Major Misfortune at the moment is to have been
Named in the Deadlands
<JP>  Which gives you a roll on that and the Merit: Champion :)
»»  JP goes about filling in the second processes
«---    Paganini (~Paganini@A3F68A2D.73537FFB.187822F.IP) has Quit (Ping
timeout)
---»    Paganini (~Paganini@A3F68A2D.73537FFB.187822F.IP) has Joined
#indierpgs
»»  ChanServ sets mode +q #indierpgs Paganini
»»  ChanServ gives channel operator status to Paganini
<JP>  Lx, the processes for Mentor experiences is filled in
<JP>  Hard Times done too
<JP>  #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for JP [1d6]: 2>
-Notice-    {from RPGServ} <Roll [1d6]: 2>
<Lxndr>   okay, time for my mentor
<Lxndr>   #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [1d6]: 1>
<Lxndr>   wait, no. I'm already a hunter
<JP>  right
<JP>  :)
<Lxndr>   so that's my windfall I guess
<Lxndr>   because I needed to roll it too
<Lxndr>   I haz a fellowship!
<Lxndr>   and because we're being lazy and defaultish, I've got the Sure
Footed Stance of the Hunter
<Lxndr>   and Highly Sharpened Senses
<Lxndr>   but I guess I have to roll for my Hounded too
<JP>  You get some uncommon means
<Lxndr>   actually, wait
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<Lxndr>   I gotta roll to see who enslaved me
<Lxndr>   #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [1d6]: 3>
<Lxndr>   'some mighty guild'
<JP>  indeed
<JP>  Seems fitting
<Lxndr>   and... was hounded.
<Lxndr>   do I hae to roll again, or can I just say 'it makes sense that I
was hounded by the people who enslaved me'?
<JP>  It generally says: choose/roll for that reason
<JP>  However, I've been lazy of late as I write it out
<Lxndr>   heh
<JP>  So yea, you don't need to reroll
<Lxndr>   well, some mighty guild also hounds me
<Lxndr>   it's clearly a mercenary guild.  a 'Some Mighty' is just a hired
gun.
<JP>  heh
<Lxndr>   oh and I have Steely Resolve!
<Lxndr>   and minor misfortune
<Lxndr>   #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [1d6]: 5>
<Lxndr>   betrayed by a friend
<Lxndr>   fucker
<Lxndr>   YOU did it
<JP>  heh
<Lxndr>   that's why I later scorned you
<JP>  :D
<Lxndr>   I'm hounded because of something YOU did
<Lxndr>   while you go off and follow your first age myth
<JP>  Seems likely
<Lxndr>   I'm hiding
<Lxndr>   AND YOU DIDN'T EVEN GET ANYTHING OUT OF IT
<JP>  I'm about to write up the failed pursuit ones
<Lxndr>   :D
<JP>  the big ones never end well
<JP>  :)
<Lxndr>   oh, now uncommon means
<Lxndr>   #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [1d6]: 2>
<Lxndr>   I'm a Mastermind?
<Lxndr>   okay
<Lxndr>   that's how they never caught me
<JP>  Right, you developed it along the way
<JP>  :)
<Lxndr>   creating characters is always more interesting as a group
<Lxndr>   now I can blame you for my problems
<JP>  yep
<Lxndr>   I suppose I should roll on the allegience table for my fellowship
<Lxndr>   because it's probably not the Some Mighties
»»  JP nods
<Lxndr>   not a 2, not a 2
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<Lxndr> #roll 1d6
-Notice- -RPGServ/#indierpgs- <Roll for Lxndr [1d6]: 1>
<Lxndr> whew
<Lxndr> I'm connected to the Guardians of the Crown?
<JP> somehow
<Lxndr> through my Hunter mentor
<Lxndr> or no
<Lxndr> this came from my made-a-name
<Lxndr> so before I was enslaved, I made fast friends with someone in the Guardians
<Lxndr> or while
<Lxndr> I spent my childhood in the Wild, my adolescence in the City, and made my name in the City too.
<Lxndr> And AFTER I was Enslaved?
<JP> Yep, you urbanized
<Lxndr> born/grew/named make sense to me as a process
<Lxndr> so the second processes are after that?
<JP> Well remember the note, the slavery is a legal for convicted criminals
<Lxndr> here's how I'm imagining it:
<JP> Lx, yes
<Lxndr> I spent my childhood in the Wild, then was sold into slavery by my poor family, who needed monies
<Lxndr> brought to the City
<Lxndr> where I grew up, likely as a slave of the Guardians
<JP> I thought some Mighty Guild enslaved you?
<Lxndr> well, they did later
<JP> oh right, ok, we aren't there yet
<Lxndr> the Guardians bought me first, so I could impress them
<Lxndr> (in Naming)
<JP> You were already an accomplished slave
<JP> :)
<Lxndr> so somewhere around there, despite having a fellowship with the Guardians, I wound up in a slave auction, or wound up being just stolen
<Lxndr> I was probably very close to earning my freedom before the Mighties stole me
<Lxndr> they are in the unfortunate habit of taking already-trained-and-well-regarded slaves
<Lxndr> because they then don't have to waste the investment
»» JP nods
<Lxndr> so, fyi, you were probably also enslaved similarly
<Lxndr> ;)
<Lxndr> since you betrayed me
<Lxndr> and all
<JP> Someone was getting to big for their britches was all
<Lxndr> so, as a mercenary guild, they took me out of the city
<JP> With that smart air of smart superiority
<Lxndr> (to a battlefield, and also away from people who might recognize me)
<JP> I took care of that
<Lxndr> hey, I EARNED my fucking freedom, then they took me away
<JP> Right, suck-up too, I forgot

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<JP>  :D
<Lxndr>   I didn't suck up to the fucking Mighties
<Lxndr>   but I served the Guardians well, because they served me well
<JP>  Oh no, I'm saying I betrayed you with the Guardians and had you sold
off to the Mighties, if you can see that
<Lxndr>   ohh, I can see that
<JP>  That was the betrayal
<Lxndr>   yes
<Lxndr>   excellent
<Lxndr>   you're the reason I don't trust dwarves
<JP>  hehe
<Lxndr>   and why I call Mactos 'dwarves', because that's a racial slur
<JP>  Remember we are both human, just elf-like and dwarf-like
<JP>  :)
<Lxndr>   but Arks are dwarves too
<Lxndr>   hmm
<JP>  Vetu and Arks are Elves and Dwarves actually
<Lxndr>   either way, fuck Arks and Macto
<Lxndr>   because of you
<JP>  lol
<JP>  Well I don't know if the game mechanics are going to work but it looks
like the chargen will be fun with the right mindset
<JP>  :)
<Lxndr>   either way, after enough time I finally escaped from the Mighties
<Lxndr>   and did a Frank Abnegale for a while, avoiding them
<Lxndr>   (Mastermind)
<Lxndr>   though maybe that's more Intrigue than Mastermind
<Lxndr>   hm
<JP>  Mastermind as I see it when I wrote it down, is Nate Ford.
<Lxndr>   either way, somehow I used my masterminding to keep away from the
Mighties
<Lxndr>   ahh
<Lxndr>   that works
»»  Paganini is now known as Mastermind
<JP>  hehe
<Lxndr>   anyway, my shell games kept the Mighties from finding me
<Lxndr>   until I finally made it 'home'
<Lxndr>   my Hunter Mentor was family
<Lxndr>   (which is why we're poor. not a lot of money in hunting.)
<JP>  tasty food though
<JP>  Ugh, failed to pursue a first age myth...
<JP>  #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for JP [1d6]: 2>
-Notice-    {from RPGServ} <Roll [1d6]: 2>
<JP>  Yay, it didn't end Horribly Bad, just Badly!
<JP>  I get a minor misfortune and +2 Hurry
<JP>  Likely from all the running away
<JP>  Oh, and +1 Ip, nice
<JP>  #roll 1d6
-Notice-    -RPGServ/#indierpgs- <Roll for JP [1d6]: 4>
-Notice-    {from RPGServ} <Roll [1d6]: 4>
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<JP>  String of Bad Luck
<JP>  heh
<JP>  No wonder this guy adventures, deathwish :P
<JP>  So, enslaved, escaped, 1st age pursuit ended badly with a string of
bad luck, and finally scorned from society.
<JP>  I bet he betrayed you to earn this escape
<Lxndr>   probably
<Lxndr>   put me in your spot
<Lxndr>   you were going to be sold
<Lxndr>   and of course, the Mighties conveniently ignored my protests until
it was 'too late'
<JP>  hehe
<JP>  ok, one chart to go and then I can work on the auditing process
<JP>  Which is the step after all this where you see if your character has
enough definition or buy some with starting "Gold"
<JP>  yay, all tables done
<Lxndr>   so in audeo, you have to audit
<JP>  hehe
<JP>  I just added in you can waive the audit though, since it will in a way
balance out in play even if your adventurer turns out pretty bad. I think,
dunno honestly, time will tell.
<Lxndr>   well I'm a former slave, fugitive, and hunter
<Lxndr>   I'm good
<JP>  hehe
<Lxndr>   btw,  'hoard'
<Lxndr>   not 'horde of treasure'
<Lxndr>   unless it's, like, a gang of treasure
<Lxndr>   also: where does it say 'roll 2 dice and take the lower'?  we did
that for the first processes, but not the second.
<Lxndr>   ah, nevermind
<JP>  It is for the first part of the process
<JP>  whoops, re: horde
<JP>  :)
<Lxndr>   hm
<Lxndr>   the implications of Random Creation is that I should have also
done it for the Mentor/Hard Times/etc. too
<Lxndr>   did we do that?
<JP>  I figure its all fast and free, since well, its not like you could
just another option at the moment
<JP>  :)
<Lxndr>   oh sure
<Lxndr>   but it seems kind of sad to do that for, say, the Windfall table
<Lxndr>   makes Love even more rare :(
<Lxndr>   like "nope, only way you'll get Love is boxcars."
«---    Mastermind (~Paganini@A3F68A2D.73537FFB.187822F.IP) has Quit (Ping
timeout)
<JP>  The two dice least is only for the first tables
<JP>  It should say that somewhere, but it does not
<Lxndr>   cool
<Lxndr>   sorry for the nitpikiness, but... I hope it helps
<Lxndr>   what's a lp?
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<JP>  Innate potential
<JP>  Its one of the two types of chips that let you fill up abilities
<Lxndr>   aha
<Lxndr>   let's see
<JP>  So you have 3 potential hurry, but it counts as 0 unless you put 3 Ip
on it
<Lxndr>   I have +1 Hurry, +1 Trick, +1 ip
<Lxndr>   +1 Hurry again
<Lxndr>   +2 IP, +1 to a random/chosen ability
<Lxndr>   +! to a random/chosen ability
<Lxndr>   so I only have +2 hurry
--->    Mastermind (~Paganini@MagicStar-
BD8F9D2B.dr03.crvl.il.frontiernet.net) has Joined #indierpgs
<JP>  All abilities start at 2
<Lxndr>   ah, okay, so I can get up to 4
<Lxndr>   for Hurry
<JP>  right
<Lxndr>   plus two for random/chosen abilities
<JP>  There is a table for that
<Lxndr>   #roll 2[1d6]
-Notice-    -RPGServ/#indierpgs- <Roll for Lxndr [2[1d6]]: 3 2 >
<Lxndr>   hurry and drive
<Lxndr>   so... I'm going to be a nascar driver
<Lxndr>   lots of hurry, some drive
<JP>  hehe
<JP>  hurry is the goto combat roll
<Lxndr>   but I have 3 ips
<JP>  You start with 5 Ips
<JP>  So you have 8 chips to assign to your abilities at any one time.
<Lxndr>   hm
<Lxndr>   so I have 2 Push, 3 Drive, 5 Hurry, 2 Sharp, 3 Trick, and 8 IPs
<Lxndr>   I undestand 'freeform creation' as a concept
<Lxndr>   what's unfolding creation?
<JP>  Its random rolls and choices based on those rolls, and returning to
random rolls
«---    Mastermind (~Paganini@MagicStar-
BD8F9D2B.dr03.crvl.il.frontiernet.net) has Quit (Ping timeout)
<JP>  Well I'm in total burnout for design and quite ready to run Audeo,
damn
<JP>  So much for some testing today
<JP>  At least I will likely finish that all up tomorrow during the day
<JP>  So it will be ready to go at a moments notice for testing later
--->    Paganini (~Paganini@MagicStar-FB280B21.dr03.crvl.il.frontiernet.net)
has Joined #indierpgs
»»  ChanServ sets mode +q #indierpgs Paganini
»»  ChanServ gives channel operator status to Paganini
--->    Demo2 (Demota@MagicStar-E2BD3C5.hsd1.ca.comcast.net) has Joined
#indierpgs
«---    Demota (Demota@MagicStar-E2BD3C5.hsd1.ca.comcast.net) has Quit (Ping
timeout)
<Lxndr>   okay, so... you're going to run Audeo?
```

```
<Lxndr>   cool
```

From:
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