

Adventurer Data

A character for Audeo [Play Tests](#).

Creation Log

```
»» 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
```

<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

```
<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", "Treasure 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
```

<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

<JP> whoops
<Lxndr> heh
<Lxndr> the root of audacious, then
<JP> right, seems likely
<JP> Pronounced "ow-deh-0" 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

<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 allegiance table for my fellowship
<Lxndr> because it's probably not the Some Mighties
»» JP nods
<Lxndr> not a 2, not a 2

<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

<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>

<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?

<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 understand '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:
<https://wiki.wishray.com/> - **Wishray Wiki**



Permanent link:
https://wiki.wishray.com/doku.php?id=audeo:lx_s_unnamed_adventurer

Last update: **2013/06/18 15:47**