Introduction

Audeo is a game of daring adventure in a dangerous land of fantasy not unlike Dungeons and Dragons. The mechanics are heavily focused on the idea of the gamble, and what you will dare (or risk) for victory.

Rules

- Basic Terminology - The common terms used in the game.
- Rolling the Dice - Basic rules for rolling the dice and other randomness.
- Aura and Destiny - All about Aura and resolving Destiny.
- Creating the Adventurer - How you create an Adventurer to play Audeo.
- Playing Audeo - Simple guide for how you play the game.
- Narrating Audeo - Simple guide for how you narrate the game.
- Pursuits of Audeo - All about Pursuits and what they mean in play.
- Understanding Potential and Ability - How potential works with ability scores in the game.
- Means and Instances - Wrangling Means for your Adventurer.

World

- Laurus, a World subject to Three Suns - An overview of the world Laurus.
- The Nine Races - Six races living in the Crowned Valley to keep the old ways, and Three that retreated into the Underground captivated by the glitter of gold and promise of cool darkness.
- Binding of Laurus - A set of rules that bind Laurus to adventurer creation.

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