Creating The Adventurer

Audeo is a game of daring adventure in a dangerous land of fantasy not unlike Dungeons and Dragons. In order to play, you'll need an Adventurer. Here you will find all the rules needed to create one. There are a few methods, but all come up with the same result. You can pick any of these to create your adventurer, and they can be mixed and matched among players in the same game.

In the **unfolding method**, you take some randomness and make choices that will create your adventurer. This is recommended method and one in between the Random and Freeform methods.

If you use the **random method**, you get no choice and end up with a truly random adventurer. You still get to fill in the blanks though, in the same manner of the unfolding method. This method needs the least input from the player.

If you chose the **freeform method**, you get maximum control of what your adventurer will be like. You will choose everything from what is available at any step, no chance is used in any way. Use this method if you have a clear vision of the adventurer you want to create.

Regardless, all of these methods are connected to the world the game takes place within. In this case it is Laurus, but if the Narrator wishes they can supply their own world for the game. They will just need to take the time and effort to rebuild the parts of the rules here that are bound to the world itself. You can simply replace the rules from Binding of Laurus with your own. You can read more about what that means below in For the Narrator: Binding a New World

Preparing to Start

Besides obviously needing imagination, you need to bring a few things to the table in order to create an Adventurer. You will need two sheets of paper or some way to keep track of: a worksheet, and a definition.

The **worksheet** will details the options picked, created, or rolled for the adventurer, it is a kind of log of their creation. It is kept forever since it does shine light on adventurer in ways the definition does not. Record on this worksheet that all of the adventurers abilities start at potential of 2, and those will likely increase as you go through creation. You should also record they start with 0 Xp, 5 Ip, and 15 Gold.

The **definition** is the things that define the adventurer in the rules of the game. You will use this with the rules to determine how they fare in their Pursuits, and shape it based on what you record in your worksheet.

Then you simply select one of the three methods to create your adventurer (A, B, or C below), and away we go!

A] Unfolding Creation

In unfolding creation you use directed randomness to create your adventurer. You make general

choices about them and roll the dice to see what happened. This lets you feel as if you are making the choices your adventured did in their life. You will need a single six-sided die to use this method, and a print out for, or the page Binding of Laurus itself, to reference. In particular you will use the Unfolding Tables section most often.

The first step is the rough shape of the adventurer. You choose the Land in which the adventurer was: Born. After that, roll a die on one of the Upbringing Tables to determine where your adventurer Grew Up, and then do the same for where they were Named. Record all the details for these directed rolls. If nothing has given your adventurer a Heritage, choose or roll one on the Race table. Record its details as well onto your worksheet.

The second step is the early experiences of the adventurer. You get three choices on the Early Experiences Tables, roll the die for each and see what comes up. After that, discover exactly what happened with another roll on the proper table you determined from this one. Meaning, if you roll a Failed Pursuit, on the first roll, toss a die and consult that table to see what you get. Record the details and follow any rules for each (possibly rolling on other tables).

You can place these in any order you'd like, chronologically for the story of your adventurer. This doesn't matter one lick for adventurer creation, but does often have an impact on how you view the story of your adventurer.

Finally, for the third step you can elect to purchase up to three Electives with Gold. Each purchase costs 3 Gold and lets you do one of the following:

- Gain another random Early Experience, use the rules above to determine it.
- Roll an Exploit, use the table based on where your adventurer was Named.
- Roll an Encounter, use the table based on where your adventurer Grew up.

B] Random Creation

You'll need two six-sided dice for the first step of this method. Each time you roll them you will keep the lowest and discard the other die. You'll need a print out for or the page Binding of Laurus itself to reference.

The first step is the rough shape of the adventurer. Start by rolling the dice and determining the Land in which the adventurer was: Born, Grew, and finally Named. Record the details and adjustments for each, then roll the dice for Heritage recording that too.

For the remaining steps, roll only one die and take its result when asked. The second step is the early experiences of the adventurer. You get three experiences, roll a die for each to see which they are of the three possible:

- 1-2: Gained a Mentor, 3-4: Took part in a Failed Pursuit, 5: Fell on Hard Times, 6: Met with a Windfall.

You can place these in any order you'd like, chronologically for the story of your adventurer or take them in rolling order. This doesn't matter one lick for adventurer creation, but does often have an impact on how you view the story of your adventurer.

Finally, for the third step you can elect to purchase up to three Electives with Gold. Each purchase costs 3 Gold and lets you do one of the following:

- Roll another random Experience
- Roll a random Exploit, use the table based on where your adventurer was Named.
- Roll a random Encounter, use the table based on where your adventurer Grew up.

C] Freeform Creation

In freeform creation you choose the options for your adventurer as you wish. You'll need a print out for, or the page Binding of Laurus itself, to reference.

The first step is the rough shape of the adventurer. You choose the Land in which the adventurer was: Born, Grew, and finally Named. Record the details and adjustments for each. Finally if you don't already know the adventurer's race, pick from Heritage and record its details too.

The second step is the early experiences of the adventurer. You get three experiences, pick for each from any of the following charts:

- Found a Mentor
- Took part in a Failed Pursuit
- Fell on Hard Times
- Met with a Windfall.

You can place these in any order you'd like, chronologically for the story of your adventurer. This doesn't matter one lick for adventurer creation, but does often have an impact on how you view the story of your adventurer.

Finally, for the third step you can elect to purchase up to three Electives with Gold. Each purchase costs 3 Gold and lets you do one of the following:

- Choose another random Experience
- Choose an Exploit, use the table based on where your adventurer was Named.
- Choose an Encounter, use the table based on where your adventurer Grew up.

Finishing Up

Before you can start play you have to audit your adventurer. This just assures that you don't start with a lemon, but it will cost you gold in return. You can skip the audit by waiving it as you wish. That said, you will want to make sure you at least have an Impression before you play - yes, its that important!

The audit process simply turns Gold into defining characteristics of your adventurer, making sure you start with someone that has a measure of capability. Here are the steps:

1. Does your adventurer have an entry under **Impression**? If not, spend 2 Gold and create one of your choosing or spend 3 Gold to roll/choose on the Mentor table.
2. Does your adventurer have at least one **Story** point? If not, spend 2 Gold and create one of your choosing or spend 3 Gold to roll/choose on the Minor Misfortune table.
3. Does your adventurer have at least one **Means**? If not, spend 1 Gold and roll/choose on the Common Means table, or spend 2 Gold and roll/choose on the Uncommon Means table, or spend 3 Gold and roll/choose on the Magical Means table.

4. Does your adventurer have at least one **Merit**? If not, spend 2 Gold and create one of your design, or spend 3 Gold to roll/choose on the Interesting Merit table.
5. Count your **Abilities** with potential (scores) or 3 or less. If you count three or more, spend 2 Gold and boost two of your choice one, or roll on the Random Ability table.
6. How many **Ip** are you starting with? If 8 or less pay 2 Gold to earn 2 more for 10.

There you are all audited. Now you can elect to spend Gold on Aura cards before play. You get one for free and pay three Gold for each additional one of your choice.

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TODO

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