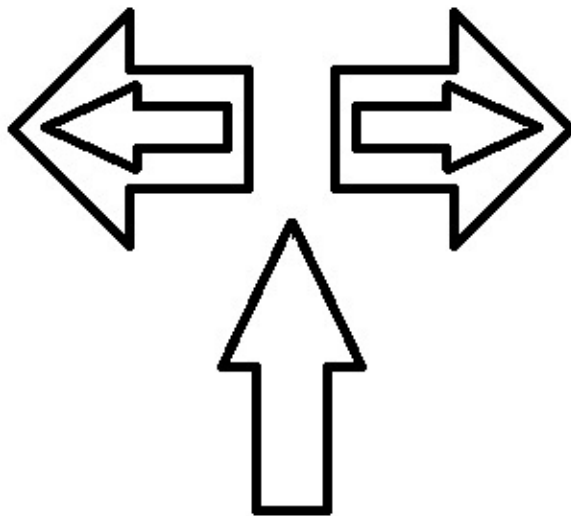


BIVIUS COMPANION

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ver 1.1

by
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For more information about this game please
visit <https://lostpangolin.wordpress.com/>

Introduction

Bivius is a solo role-playing game designed to be extremely simple to be played with a minimum of equipment. If you have memorized the eight simple rules of the game you can play even without the manual (!).

Paper, pen and a B.R.O. (Binary Random Oracle) are sufficient to have endless adventures.

The basic game was reduced to the essential but hundreds, thousands of detailed rules remained outside the original manual.

Countless other games have been examined by a team of experts, volumes and volumes of history, mythology, statistics, geography, psychology and strategy were treated to distill the most detailed game system possible. Millions of dollars, euro and yen have been invested in this ambitious task... in a mirror universe.

Seriously, these are six advanced rules, they bring the game system to a total of 14 rules and extend the game far beyond what I had expected at the beginning.

I hope you like them.

What you need to play:

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

RULE 9: A FAILURE REDUCES A STAT FOR AWHILE (consequences)

When a character fails a test then one of his stats (usually the one used in the test) drops of a level. If the stat is of high level it goes to low level, if it is of low level then it can not be used.

This reduction represents a significant decline in the character capabilities linked to that statistic, it can represent physical damage, fatigue, loss of resources or equipment, tactical or psychological difficulties or any other type of complication that seems appropriate. The stat returns to its original value after a period of game-time that is reasonable based on the situation.

RULE 10: DEFAULT IS ONE LEVEL LESS (default skills)

Sometimes a character can try to use an ability that he does not know, to do this he will have to pass a test with a default skill.

If the default is derived from a similar skill of high level, then it is

considered as a low-level stat, but if the similar ability is already low level or if the character has no useful skills, then the default skill can be used only against a low level threat in a test between unequals (the threat is the stronger, the default is the weaker), see Rule #5.

There are some particularly difficult or unusual abilities that should not allow a default, in this case the character can hope to pass the test only spending a Brownie point, see Rule #6.

RULE 11: GADGETS AND ARMY UNITS ARE LIKE CHARACTERS (equipment and mass combat)

Any type of equipment which is particularly important for the adventure is called a Gadget (eg chasing vehicles, tanks or mechas in a battle, magic weapons, high tech tools etc.)

When a character uses a Gadget then this item can be defined by Rule #3, as if it were a character with a name, High and Low Level Stats and other data. In a test, a character with a gadget can use both his own Stats and those of the Gadget.

This system can also be useful when you want to play a mass combat in your adventure.

To represent a battle each army is divided into units, each of which is created as a Bivius character with their own abilities and weaknesses.

RULE 12: PICK TWO OPTIONS FROM ANY LIST (sources)

You can use any table of other games as a source of options for Bivius. Any list, table, wordcloud, set of data that you want to use are valuable mines to create the options necessary for your scenes (see also Rule #7).

RULE 13: CLIMAX IS A QUICK QUESTION TOWARDS THE END (building climax)

To build climax in the adventure is very useful to make a quick question towards the end of a scene or in the second half of the adventure, it must relate to the context of the plot and is done before a test or before the definition of the options of the next scene.

Examples of questions: "is there a deadly danger?" "It happens a twist?", "There is a shocking revelation?" etc.

RULE 14: PUBLISHED ADVENTURES PROVIDE OPTIONS 'A' (using published adventures)

If you want to play a solo adventure based on a published adventure it can be done with Bivius Solo RPG. Use the situations and the events of the published scenario as the source of the options A to Rule # 7.

Half of the job is done, you only need to create options B according to the situation.

RULES SUMMARY

BIVIUS ADVANCED RULES :

RULE 9: A FAILURE REDUCES A STAT FOR AWHILE

RULE 10: DEFAULT IS ONE LEVEL LESS

RULE 11: GADGETS AND ARMY UNITS ARE LIKE CHARACTERS

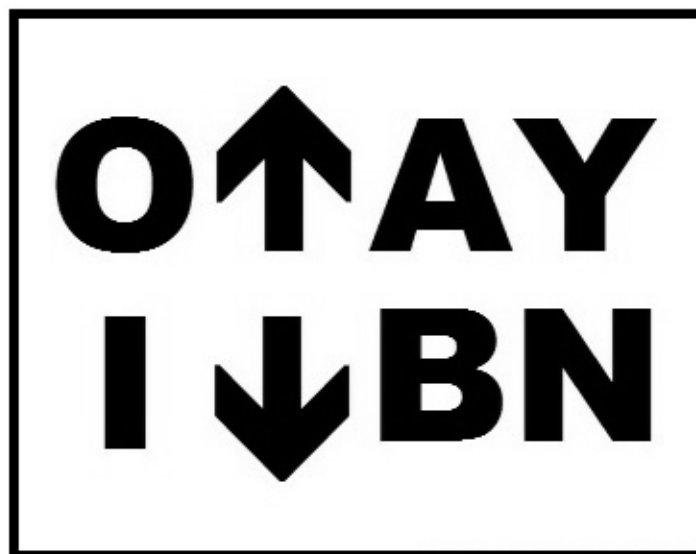
RULE 12: PICK TWO OPTIONS FROM ANY LIST

RULE 13: CLIMAX IS A QUICK QUESTION TOWARDS THE END

RULE 14: PUBLISHED ADVENTURES PROVIDE OPTIONS 'A'

ALTERNATIVE BIVIUS TABLE

(symbolic)



BIVIUS SOLO RPG