

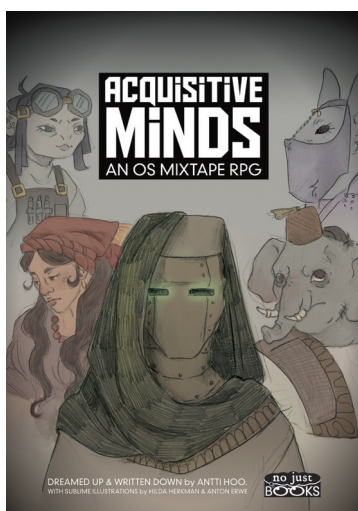
ACQUISITIVE MINDS

AN OS MIXTAPE RPG

by Antti Hoo.

PLAYERS' KIT • Basic Rules & Character Sheet

All the rules you need for figuring things out during play. Your GM will guide you through Character Building and provide you with any spell & gear lists as needed. Visit our website for more information on *Acquisitive Minds: An OS Mixtape RPG* and its world expansion booklet, *Sandbox Casual: An Assortment of Excitement for Acquisitive Minds*. Have fun!



An Excerpt from *Acquisitive Minds: An OS Mixtape RPG*

Published in 2025 by No Just Books.
Haapaniemenkatu 7-9 B 28 • 00530 Helsinki • Finland

Text © 2025 Antti Hulkkonen.
Images © 2025 Hilda Herkman & Anton Erwe.

ISBN 978-952-65664-0-5 (softcover)
ISBN 978-952-65664-1-2 (PDF)

Printed in Helsinki by aDigi Oy.

www.acquisitiveminds.com

RULES, CONDENSED

Character Attributes yield Modifiers: 3 gives -3, 4-5 gives -2, 6-8 gives -1, 9-12 gives 0, 13-15 gives +1, 16-17 gives +2 and 18 gives +3. Add this Modifier to your d20 roll and try to meet or beat your Save Roll or To Hit target. Natural 20 is always a success, Natural 1 is a fumble.

TOKENS: You get a *Well Done!* token, used to boost a single roll. A token is worth +2; one received from another Player also makes the roll Lucky. Unused tokens are worth XP after the session.

DOING THINGS: Explain to the GM how the task you are attempting is typical to your Trade; you often succeed without rolling. If the task is Trade-appropriate but tricky or hazardous, roll d20 and add the relevant Attribute Modifier and your Level in the Trade. If your Trade is not applicable, just add your Attribute Modifier. If a Monster opposes the task, use its MR as a negative Modifier to the roll. Some things that are difficult or not really related to your Trade may be accomplished with time; the GM will tell you if you succeed simply by spending a Moment or two, or if you still need to roll. A creative or devious plan may add +2 to your roll.

FIGHTING THINGS: When you meet Monsters, ask the GM to describe the scene, and come up with a plan. Players always act first, unless they are ambushed or choose to wait. Place your Character token in the appropriate zone: Melee, In Range or Away. The GM does the same with Monsters.

- Characters act in the order the players choose. Monsters only react. Player attacking a Monster rolls d20, adds their Attribute Modifier (STR for melee, DEX for missile) and Level (if their Trade seems absolutely appropriate) and tries to meet or exceed their To Hit target number plus Monster's Monster Rank (MR). On a success, they deal damage; roll the weapon's damage die (and add STR Modifier if in melee). The GM rolls the Monster's damage die. If the player missed, Monster deals damage to the Character's Hit Points. If the GM rolls a specific number (depending on the Monster), a Monster Special is triggered. A player rolling a Natural 20 deals double damage – or gets some other advantage, if they so wish.
- Armour protects from damage. If your Character is hit, roll your armour's die and reduce the result from the damage. Note that weapons and armour have quality modifiers: cheap items get -1 to the roll, excellent items get +1. Some tougher Monsters also have armour.
- Characters in the same zone can attack a Monster together; the Monster rolls just once, and if it deals damage, the Players choose who gets hurt. Monsters with no immediate opponent get to react, too. They simply deal damage to any suitable Character in range.
- At zero HP, a Character is barely able to stumble away from combat; below zero, they are unconscious. Recovering to zero requires a CON Save. At -10 HP, death can only be averted with a CON Save. Falling unconscious twice in the same battle also results in death.

- Anything a Character does (attacking, moving to attack or retreat, casting spells, helping their comrades, performing clever stunts to gain advantage or confuse, even procrastinating) is considered an action. If actions are used to measure time (like with spells), it lasts until the Character acts again – or has a chance to act but chooses not to.
- After battle, check to see if your weapons or armour have been damaged. Roll an item's die; on a 1, lower its Die Type (from d6 to d4, say). Rolling a Natural 1 on a To Hit roll damages a weapon automatically. With arrows, oil flasks etc. roll the Supply die to see if you have run out.

HEALING: A Moment's (about 30 min) rest and some food heals Hit Points equal to the Supply die of your rations plus your CON Modifier. A full night's rest heals the maximum amount, no roll needed. If you are staying at an inn, use the inn's Quality Die instead.

CASTING SPELLS: Spells cost their level in Spell Points to cast. When casting spells with a level lower than the caster's, its effect (range, duration, area of effect) can be boosted; each boost counts as one added level and costs one extra SP. Spells may not be boosted above the caster's level in Magician. Some spells allow the Target to make a Save Roll to avoid its effect. Monsters have no Attribute bonuses; their Save target is 16-MR.

- Casting spells that are above your level in Magician is possible but requires an INT Save with the level difference as a negative modifier. You also have to know the spell. Failing the roll causes a Magical Mishap. Spellcasting in especially difficult circumstances can also require a roll.
- All Spell Points are regained at sunrise.
- Magician's known spells up to their level in Alchemist (or Scholar, using Cinder magic) may be bound in material form, creating potions, scrolls, ointments or powders. This costs 100 s per the level of the spell in components.
- If your starting Trade was Alchemist or Scholar and you have 1/2 Spellcasting Ability, you learn to bind spells when you gain levels in Magician. The spells may not exceed your Magician level.

STUFF AND RUNNING OUT OF IT: Equipment with a Supply die may run out. Whenever you eat rations, light torches, write letters or salt your catch of fish, roll the Supply die of the material used; on a 1, lower the Die Type. Tools, clothes and other individual items have a Quality die. If you roll a Natural 1 on a Save Roll when using an item, lower its Die Type.

- Supplies and items up to d8 take one slot in your backpack. More than that takes two. Weapons with damage die of d10 or bigger are considered two-handed.
- You may freely carry two one-handed items in your belt – plus up to your CON Attribute in items and supplies if you have some sort of luggage. Armour does not count as an item.
- At a push, you may overburden yourself with items up to your CON + STR, but then doing any physical task becomes Unlucky. You also need extra luggage or free hands.

STR
DEX
CON
INT
WIL
CHA

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SPECIAL ABILITIES

- Lv. 2 (XP)

- Lv. 3 (XP)

- Lv. 4 (XP

- Lv. 5 (XP)

- Lv. 6 (XP

- Lv. 7 (XP

- Lv. 8 (XP

- Lv. 9 (XP

- Lv. 10 (XP

XP TOTAL

SP/DAY _____

DAMAGE / QUALITY / SUPPLY

HAND 2:

ARMOUR:

LUGGAGE () d4 d6 d8 d10 d12 d20

1	2	3	4	5	6
2	3	4	5	6	1
3	4	5	6	1	2
4	5	6	1	2	3
5	6	1	2	3	4
6	1	2	3	4	5
1	2	3	4	5	6
2	3	4	5	6	1
3	4	5	6	1	2
4	5	6	1	2	3
5	6	1	2	3	4
6	1	2	3	4	5
1	2	3	4	5	6
2	3	4	5	6	1
3	4	5	6	1	2
4	5	6	1	2	3
5	6	1	2	3	4
6	1	2	3	4	5

SPELLS / SCARS / ENEMIES / NOTES

MONEY

TALES OF THRILLING ADVENTURE / GLORIOUS VICTORIES, IGNOBLE DEFEATS / LESSONS LEARNED:

STARTING CHARACTER ABILITIES & XP BASE

HD TO HIT SAVE ROLL

WEAPONS ARMOUR

SPELLCASTING/SCHOOL

SPECIAL ABILITIES

TRADE SPECIES

TOTAL XP BASE

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