

## BUILDING YOUR CHARACTER

When playing *O.L.D. The Roleplaying Game*, you may either use a pre-generated character or you may create a character of your own. Your character might be a knight, an inquisitor, a gladiator, or a ranger. Perhaps you grew up on the streets, or attended a wizarding school, or spent time in prison. While generating your character, you will make a number of choices and decisions which will all come together to define his attributes, skills, contacts, and other resources. You will have chosen traditions and areas of specialization, picked a race, and selected personal background skills. In the end, you'll have a complete, developed character ready for play!

When you have finished you will have adjusted your attributes significantly, and will have 10 skill ranks and a selection of race, tradition, universal, attribute, and age exploits.

- 10 skill ranks: 3 race skill ranks, 5 tradition skill ranks, 1 hobby skill, and 1 trivia skill.
- 10-15 exploits: 1-5 race exploits, 5 tradition exploits, 2 attribute exploits, 1 age exploit, 1 universal exploit plus *Aim* or *Feint*.

## THE PROCESS

1. Choose a race and record starting attributes (a starting baseline of 2 for each attribute plus race adjustments) and three race skills.
2. Note height, weight, and size category.
3. Choose one free artistic, crafting, gaming, performance, or miscellaneous hobby skill plus one free trivia skill.
4. Choose a series of five traditions, noting age (starting at 0 and adding years on as each career is taken), attribute adjustments and new skills as you go.
5. Determine your final age category and select an age exploit.
6. Choose one universal exploit, plus either *Aim* or *Feint* (for a total of two).
7. Choose two attribute exploits.
8. Calculate your derived stats, adjusting for skills and size category if necessary.
9. Equip your character with weapons, armor, and equipment.

You can download character sheets from the downloads section at EN World.



## CHOOSE A RACE

Your character is likely nothing like you. In fact, your character may be a completely different race to you. There are a number of fantasy races to choose from; they all have different starting attributes representing typical members of their race. Some fantasy races may be fast, or strong, while others might be intelligent or magically gifted. Each race is different.

Start by choosing a race and sex for your character. Your race will determine your starting attributes, which are the attributes of a small child of that race (human adult average is 4 in each attribute). Your gender does not affect your attributes or skills at all. Humans provide the simplest, most straightforward playing experience.

Once you have selected your race, record your starting age, starting attributes, and choose three from the list of available skills. Each race also has a number natural exploits (such as the Sylvan Elf's bonus spell list).

## YOUR SETTING

This rulebook presents six basic race (Grand Elves, Humans, Ogres, Sylvan Elves, Smallfolk, and Orcs), although many more may be available from other sources. These race are a "generic" set, designed to suit a multitude of campaign settings. Any given setting may well have an entirely different set of fantasy race, especially if it's set in a popular fantasy world from your favorite novel or fantasy TV series.

You are strongly encouraged to devise your own races and to personalize your own





setting. There is a chapter later in this rulebooks which guides you through the process of creating various setting elements, including races.

## ATTRIBUTES

All of your attributes start at 2. Your choice of race modifies those attributes in the form of bonuses and some (rare) penalties.

## A NOTE ABOUT GENDER & ETHNICITY

Gender has no effect on your character and should be treated as a purely descriptive element. Some fantasy races (though not those above) may have entirely different genders, or no gender at all. You should feel free to select from the entire range of gender-identification and sexuality, though these things will likely not form a major part of the game.

## SIZE

Each race has a SIZE noted (usually small, medium, or large). Size affects a creature as follows:

- Small creatures gain +2 DEFENSE and have a base SPEED of 4
- Medium creatures have a base SPEED of 5
- Large creatures suffer a -2 penalty to DEFENSE and have a base SPEED of 6 and gain SOAK 5.





The tall, graceful elf sat alone at the writing desk in her tent. On it lay the still unused journal her betrothed gave her before she left for the border. Well, she thought, no time like the present to make an entry. She opened it to the first page, took up her fountain pen, and wrote:

"I am Capt. Agathe Drake, daughter of the house of Albanus. Today, it seems, I am very likely to die"

Outside, lightning flashed; seconds later came the rumble of thunder. "Awful weather for a massacre," she muttered.

"Ma'am?" Drake looked up to see Lt. Ivo in the doorway. His cloak was drenched and rain poured from the broad brim of his hat. "Sentries report goblins to the northeast."

"How many?"

"Thousands, ma'am."

She nodded grimly and stood, straightening her tunic. "Right. Time to let War-Chief Korkush know what elves are made of."

"Steel and starlight, captain."

"Steel and starlight, Ivo."

The goblin army appeared at the crest in less than an hour. The elves could see them standing in ranks in the pouring rain, their banners held high and their spearheads glinting whenever lightning flashed. Drake had hoped the sentries' report was exaggerated, but as she gazed on them with a practiced eye she estimated at least two thousand on the field. She could see War-Chief Korkush with his captains, and could imagine the smile on the crafty old goblin's face as he counted the elven muskets arrayed against him.

"I rather hoped there'd be more," Cpl. Skarskad said drily.

"That lot over there." Ivo pointed. "Look that they're holding."

"Their privates?"

"Muskets," Hawkfriend said. "Probably old and poorly cared-for, and their owners terrible shots. Still, let's keep an eye on them."

Here they come," Ivo said. A roar went up from the goblin ranks, and several hundred warriors began to charge the eastern wall. The elves at the barricades squared their shoulders, their mouths set in grim lines as they readied their muskets.

"At one hundred yards, volley fire, present!" Ivo shouted. The earth shook with the thunder of the goblin's charge.

"Aim!" A hundred musket barrels snapped into position.

"Fire!" With a deafening crash the musketeers fired into the charging goblins, spitting fire from their muzzles and filling the air with a cloud of blinding, acrid smoke. Through it Drake heard screams of pain, rage and fear as the elf-shot found its deadly mark.

"Volley by ranks! Right rank, fire!" Ivo shouted. Another volley tore into the goblin army. Drake could see warriors falling into the mud, to be trampled by their oncoming fellows.

"Front rank, fire! Rear rank fire, reload!" With a precision like dwarven clockwork the musketeers took turns cutting down swaths of the enemy. But it wasn't enough, and in moments the goblins were at the walls, stabbing with swords and spears, trying to wrest the muskets from the defenders' hands. The musketeers fought back with their bayonets and sabres. Some drew charged wands designed for close-range fighting and aimed blasts of frost and fire at their foes.



*Drake unsnapped the holster at her hip and drew her wand of ash. Pointing it at the sky she cried out in the ancient tongue. A fountain of golden sparks leaped from its tip, rising a hundred feet in the air. They swirled, coalesced, and all at once the sign of the Summer Queen blazed brightly overhead. A cheer went up from the defenders.*

*"Steel and starlight!" she shouted. And drawing her blade, Agathe Drake leaped into battle with a song in her heart.*



## GRAND ELVES

Grand Elves are an ancient race. Masters of gunpowder, there is nothing more awe-inspiring than the sight of ranks of Grand Elves lined up with their muskets in the driving rain, felling row after row of charging goblin hordes. Tall, pale, and serious, Grand Elves are strong believers in the good of the community being more important than that of the individual.

Grand Elves are slightly taller and slimmer than humans, with a grave, stoic bearing. Their ears are pointed, and their faces tend towards the angular. They are immortal, and do not age past middle-age, although can still be slain by accident, illness, or violence.

Music is important to Grand Elves. Most are able to play one or more musical instruments, and singing comes naturally to them. Their music is beautiful and ethereal.

Grand Elf adventurers tend to be musketeers, alchemists, and sailors.

*Typical names (male and female):* Nimrothor, Anduilas, Galmoth, Earros, Mabborn, Celelas, Mirairë, Glorgolfin, Lúfindel, Arwë.



## STATISTICS

**Size:** Medium

**Attributes:** AGI +2, LOG +2, MAG +2

**Skill choices:** Muskets, pistols, rapier, alchemy, law, intimidate, leadership, sailing, [musical skills].

**Type:** Elves of all types are considered Fey.

## EXPLOITS

- Grand Elves begin play with a free musket or pistol.
- Naturally magical, Grand Elves begin play with one free spell list.
- Grand Elves can sense magic within 10' of them. They can intuitively sense the presence of magic, but not the power level, type, direction, or exact location.
- Grand Elves do not need to sleep. They may choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.



## HUMANS

There's a reasonably strong chance that you, the reader, are human. Often referred to simply as the "Race of Man", Humans are an adaptive and expansionist race, with a tendency towards colonization and innovation – they are as varied as the many cities, plains, hills, and forests from which they hail.

Human lifespans are about 70 years in length. Most humans reach adulthood at about age 18, although some cultures vary.

Human adventurers are extremely varied, from military officers to knights, to priests, to wizards.

## STATISTICS

**Size:** Medium

**Attributes:** LUC +2, add 1 to any other two attributes

**Skill choices:** Climbing, swimming, running, [crafting skills], [gaming skills], [lore skills], dungeoneering, sailing.

## EXPLOITS

- Humans are more varied than other races. Add 1 to any two attributes (already noted, above). Additionally, Humans gain one additional starting skill; choose four from the list above instead of three.
- Humans are very ambitious and competitive. They gain a +1d6 bonus to opposed checks against non-humans (this does not include attack rolls in combat, however).
- Driven by an inquisitive, exploratory nature, Humans gain 100 bonus XP every time they make a wilderness journey of more than a week's length. They cannot gain this bonus more than once per month.





## OGRES

Ogres stand 7' tall. Towering masses of muscle, accompanied by green skin and bestial tusks, Ogres have a well-earned reputation for stupidity.

Ogres have greasy, lice-ridden black hair, and are often covered in warts and other blemishes. They smell terrible, and an indescribable odor reminiscent of a mixture of stale sweat and rotting food.

Ogres are technically goblinoids, distantly related to orcs and goblins, but some giant blood was added in the long past. They are brutish, prone to violence, and tend to act on instinct.

Ogre adventurers tend to be mercenaries and soldiers. Tribal in nature, those which have joined adventuring outfits tend to curb their worst instincts and possess slightly higher intelligence than their wilder brethren.

*Typical names (male and female):* Lúrbag, Lugog, Gorrat, Ugbug, Bolglúk, Maudush, Radhur, Ugdush, Grishog.



## STATISTICS

**Size:** Large

**Attributes:** STR +3, END +3

**Skill choices:** [Melee weapons], carrying, hardy, intimidate.

## EXPLOITS

- Ogres are extremely tough, with leathery skin. They gain 2 SOAK to physical attacks in addition to the 5 SOAK they gain from their large size.
- Ogres can see in the dark as though it were normal daylight. They gain an environmental die in darkness.
- Ogres smell awful, however often they wash. They suffer a -1d6 die penalty to any attempts at stealth.
- Ogres have acidic blood. In addition to gaining an additional 5 SOAK (acid), melee attackers which cause more than 10 damage in a single blow take 1d6 acid damage.



## SYLVAN ELVES

Wild, fierce, and at one with nature, Sylvan Elves live in the woodlands and forests, armed with bow and spear. Sylvan Elves can be xenophobic at times, and are well-trained in the arts of both war and nature.

Sylvan Elves are slim, like their Grand Elf cousins, but much shorter, at about 5-feet in height. With pointed ears, their skin tones tend to be dark, their hair brown, black, or sometimes with a greenish tinge. Unlike the Grand Elves, Sylvan Elves are not immortal. However, they have extremely long life spans of up to two-thousand years.

Naturally magical, Sylvan Elves know the words and spells of the forest. They are known to talk to plants, or to command animals. At home in the branches of trees, Sylvan Elves are also adept at hiding their presence, and more than a few unwary intruders have found themselves ambushed upon entering Sylvan woodlands.

Sylvan Elf adventurers tend to be priests, rangers, and druids.

*Typical names (male and female):* Ashonn, Branmer, Kozain, Kalier, Tereval, Rathell, Sinehan, Nerrat, Dukhon, Deerenn, Delon, Mayen.



## STATISTICS

**Size:** Medium

**Attributes:** AGI +2, END +2, MAG +2

**Skill choices:** Climbing, running, survival, tracking, animal handling, herbalism, bows, nature, stealth.

**Type:** Elves of all types are considered Fey.

## EXPLOITS

- All Sylvan Elves gain one free [Plant]or [Animal] spell list.
- Sylvan Elves are not affected or slowed by difficult terrain.
- Sylvan Elves gain a climb speed equal to their regular speed.
- Sylvan Elves do not need to sleep. They may choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.
- Sylvan Elves are completely immune to illness and disease of a non-magical nature.



## SMALLFOLK

Smallfolk are welcome in most places. Standing at about 3' in height, with ruddy cheeks and simple clothing, they have a reputation for good cheer and friendliness. Homebodies, Smallfolk are agile and resilient, and are good with their hands. They make excellent farmers and shopkeepers.

Smallfolk favor simple clothes in bright colors. They tend towards the stout (though not nearly so much as Dwarves), and live to over 100 years of age. They boast pointed ears, although not as pronounced as those of the Elves, and frequently hidden by their curly hair.

Jovial in nature, it can be hard to make a Smallfolk take offence. Smallfolk will put a positive spin on almost anything, a trait which endears them to many. They are as generous as they are jovial, and always happy to welcome others to their homes: indeed, entertaining others is a prime instinct for the Smallfolk.

Many view the Smallfolk as weak, sometimes even cowardly. While it is true that the race does not tend towards violence, a cornered Smallfolk will defend his or her friends to the death. In truth, Smallfolk are the most courageous of all races.

*Typical names (male and female):* Dobur, Thrari, Kirin, Borin, Boli, Filin, Gimnor, Thrarin, Dwain, Dolo, Kibur.



## STATISTICS

**Size:** Small

**Attributes:** AGI +2, CHA +2, LUC +2

**Skill choices:** [Crafting skills], farming, fishing, appraisal, cooking, brewing,, slings, stealth, diplomacy, bluffing.

## EXPLOITS

- Smallfolk are difficult to enchant. They gain a +5 bonus to their MENTAL DEFENSE.
- Smallfolk are nimble and adept at dodging. They gain a +5 bonus to their DEFENSE.



## ORCS

Orcs are tribal, aggressive, violent, quick to anger and easy to offend. Strong and tough, Orcs can be a little slow on the uptake.

The warlike Orcs have a barbaric, strength-based society. Orcs venerate warriors to the extreme, and include violence in most social rituals. Orcs believe that those who die gloriously in battle are guaranteed an afterlife of drinking, carousing, and fighting.

Orcs tend to be slightly taller, stronger, and broader than humans, with green skin and black hair. Their ears are pointed, and some historians claim they are an ancient corrupted mockery of the Elves. Like Ogres, they are goblinoids, perhaps with Elven lineage in the distant past.

Orcs tend to be crafty and cunning, both on the battlefield and elsewhere. They are adept at crafting weapons, and wield many custom blades with unusual shapes. Equally, they are at home underground.

Orcs excel as soldiers and other warriors.

*Typical names (male and female):* Kevak, Deshe, Bra-el, G'Vera, Dracla, K'Ehleyr, Kellein, Kargan, Kalan, Adjur



## STATISTICS

**Size:** Medium

**Attributes:** STR +2, END +2, INT +1

**Skill choices:** [Melee weapons], carousing, intimidation, running, hunting, tracking, blacksmithing, tactics, mining.

## EXPLOITS

- Orcs take pleasure in battle, and pride in their wounds. When reduced to below half HEALTH, they gain a +1d6 die bonus to attack rolls.
- Orcs can see clearly in the dark as though it were daylight. They gain an environmental die in darkness, but bright sunlight hurts their eyes, inflicting a -5 DEFENSE penalty.
- Once per day an Orc can drink fresh blood to recover 2d6 HEALTH. This takes an action. The blood must come from a creature slain in the last hour.



## MOUNTAIN DWARVES

Mountain Dwarves are a sturdy folk who live in great mountain strongholds. They have a love of treasure, and great skill at mining and engineering. Sometimes gruff, they can be very serious about their work, but are amongst the world's greatest carousers.

An honorable race, Mountain Dwarves tend towards the serious-minded, although their reputation for sometimes excessive pride is not undeserved. Craftsmen, engineers, miners, metalworkers, stoneworkers – Mountain Dwarves are skilled with their hands, and most are equally skilled using weapons reminiscent of the tools of their trade. Hammers and axes, therefore, are common Dwarven weapons.

Mountain Dwarves, like most Dwarves, are stocky and broad. They stand about 4 feet tall; the males almost invariably sport beards, while the females do not. They are stronger and tougher than Humans, though they lack grace and agility. Mountain Dwarves are mortal; they live for about 250 years on average.

A reputation for greed follows all Mountain Dwarves. Almost every member of the race is born with an innate appreciation of precious metals and rare gems, and much of their industry has historically been based around these things.

Mountain Dwarf adventurers are usually warriors. They tend to shun magic, and have no innate natural ability.

*Typical names (male and female):* Kibur, Bruebur, Finor, Donor, Bomnor, Toin, Barin, Dwali, Gimlin, Babur.



## STATISTICS

**Size:** Small

**Attributes:** STR +2, END +3

**Skill choices:** [Crafting skills], appraisal, engineering, mining, axes, hammers, carousing.

## EXPLOITS

- Mountain Dwarves can see in the dark out to a distance of 60'. They gain an environmental die in darkness.
- Sturdy, with a low center of gravity, it is hard to nowck a dwarf down. Any attempt to do so suffers a -2d6 die penalty.
- Dwarves are immune to non-magical poisons.