



O.L.O.

THE ROLEPLAYING GAME

WELCOME TO *O.L.D.*

O.L.D. is a roleplaying game set in a fantasy past. However, it doesn't have to be. The system is designed to accommodate both fantasy and sci-fi.

At some point, this section will do that whole “what is a roleplaying game?” thing where it explains what dice are and what a GM does. For now, it assumes that you know what an RPG is and how to play one.

Here are some of the features of *O.L.D.*:

1. It only uses d6s. Except for one table which uses a d20.
2. Character generation is career-based; you select a sequence of careers during the character building process.
3. The skill list is open-ended, and provides extra dice to attribute checks.
4. MAGIC and PSIONICS are optional attributes available depending on the campaign model.
5. LUCK POINTS are action-point type things which enable you to get extra actions or rerolls by generating a random luck point.

It's called *O.L.D.* It's under development (consider this a playtest document of sorts) and will be updated periodically.

Updates will be posted in this thread on EN World:

[http://www.enworld.org/forum/showthread.php?349196-N-E-W-RPG-\(was-Sequential-Career-Based-RPG\)](http://www.enworld.org/forum/showthread.php?349196-N-E-W-RPG-(was-Sequential-Career-Based-RPG))

Enjoy (I hope)!

- Russ Morrissey

INTRODUCING THE ATTRIBUTES

There is no upper limit to an attribute. 12 typically represents performance exhibited by record-holding athletes or scientific geniuses, with 5 being roughly average for an adult human.

STRENGTH (STR)

STRENGTH measures physical power, might, and brawn. It is used to determine carrying capacity, some melee attacks, and melee damage.

AGILITY (AGI)

AGILITY measures dexterity and reflexes. It is also used to determine ranged attacks and some melee attacks.

ENDURANCE (END)

ENDURANCE is a measure of healthiness, constitution, and hardiness. It is used to determine your overall HEALTH score.

WILLPOWER (WIL)

WILLPOWER is strength of mind and power of concentration. It is used as a defence against many mental attacks.

INTELLECT (INT)

INTELLECT is a mixture of smarts and learning. It encompasses both natural ability and education. While IQ isn't a great measure of INTELLECT, $50 + (\text{INT} \times 10)$ gives an approximate IQ.

MAGIC & PSIONICS (MAG & PSI)

Magic and Psionics are optional stats, available depending on the campaign model. A sci-fi campaign might use PSI, for example, while a fantasy one might use MAG. Those with PSI scores have a Psi-Blast attack.

REPUTATION (REP)

REPUTATION is a measure of fame, respect, influence, and contacts.

GOLD COINS (GC)

During character building, your Gold Coins score eventually determines your starting money. Different backgrounds can add or take away from this.

CHOOSE A RACE

Start by choosing a race. This will determine your starting attributes, which are the attributes of a small child of that race (human adult average is 5 in each stat). You may also choose three from the list of available skills. Skills in **BOLD** are mandatory.

Human	15 Years
As a human, you grew up in Humanovar.	
STR 2 AGI 2 END 2 INT 2 WILL 2 CHA 2 PSI 0 SPORT, CLIMBING, SWIMMING, RUNNING, CRAFTING, TRIVIA, GAMING, SCIENCE, ENGINEERING	
Ogre	10 Years
The mighty ogres of Ogrillar are large and tough, but slow witted.	
STR 4 AGI 1 END 4 INT 1 WILL 1 CHA 1 PSI 0 CARRYING, HARDY , BRAVERY, INTIMIDATE	
LARGE SIZE: DEFENCE -2, SOAK 5	
Elf	30 Years
The long-lived elves of Elfaivar are agile and quick.	
STR 1 AGI 3 END 1 INT 3 WILL 2 CHA 2 PSI 2 CLIMBING, RUNNING, REACTIONS , ACROBATICS, MEDITATION, PERCEPTION	
Dwarf	20 Years
The dour dwarves of Dawrfivar are gruff and sturdy, with a love of drink, engineering, and a natural resistance to magic.	
STR 2 AGI 1 END 3 INT 2 WILL 2 CHA 1 PSI 0 CAROUSING, HARDY , CRAFTING, ENGINEERING, APPRAISAL, RESISTANCE	
DARKVISION 60'; SMALL SIZE: DEFENCE +2	

ASSIGN ATTRIBUTES

You already have starting attributes from your race. Now allocate 9 further points among those attributes to customize your character; you can add a maximum of 2 to any single attribute. You cannot add to REP or GC at this stage. MAGIC and/or PSI may or may not be available depending on the campaign model. For example:

STR +2 AGI +1 END +2 INT +1 WILL +1 CHA +2

(REP 0 GC 0)

(MAGIC 0 PSI 0)

[Magic and Psi may not be available, depending on the campaign model]

BUILD YOUR BACKGROUND

To build a character you take a series of backgrounds. Each adds a number of years to your age and affects your attributes. Each background also grants you a skill choice of two from those listed. This series of backgrounds will define your character, adding to your attributes, skills, and age. Some backgrounds have pre-requisites based on attributes or previously chosen backgrounds.

Repeating: Some backgrounds are marked [repeatable]. If you repeat a background you **MUST** take a penalty of 1 to one stat of your choice. If you repeat it a second time, you must take a penalty of 2 to a stat of your choice, and so on. Those marked [starter] may only be taken as your first background.

Squire [starter] 4 Years

Prerequisites: Any two physical skills at 2+.

You were a squire to a noble knight. You developed your physical and social skills, but your academic skills fell slightly behind.

STR +1 AGI +1 END +1 INT -1 CHA +1
SPORT, CAROUSING, ARMED FIGHTING

Street Orphan [starter] 4 Years

Prerequisites: None.

Your childhood was not a happy one.

AGI +1 END +1 INT +1 CHA +1
RUNNING, UNARMED FIGHTING, STEALTH, THIEVERY, SURVIVAL, INTUITION, BLUFFING

Wealthy Upbringing [starter] 4 Years

Prerequisites: None.

You had a privileged upbringing in a wealthy family.

END -1 INT +1 GC +3 REP +1
TRIVIA, GAMING, SCIENCE, SPORT

Noble 4 Years

Prerequisites: Wealthy Upbringing

You grow up to become a noble or aristocrat.

END -1 CHA +1 REP +2, GC +3
CAROUSING, NEGOTIATING, LEADERSHIP, RIDING, TRIVIA

Band Member [repeatable]	1d6 Years
Prerequisites: CHA 2+	
You joined a band and played local gigs.	
CHA +2 WILL -1 GC +1 REP +1 CAROUSING, PERFORMING	

Rich Patron [repeatable]	1d6 Years
Prerequisites: Band Member	
You scored big as a rich individual provides patronage for your art! Life becomes luxurious.	
CHA +1 END -1 WIL -1 GC +4 REP +3 CAROUSING, PERFORMING	

Street Thug [repeatable]	1d6 Years
Prerequisites: None.	
You fell into the fringes of society and ended up as a thug on the street, committing petty crimes for small amounts of money. Roll 1d6. On a roll of 1 you must next take the Prison background.	
AGI +1 END +1 CHA +1 GC +1 INTIMIDATION, RUNNING, UNARMED FIGHTING	

Bartender [repeatable]	1d6 Years
Prerequisites: CHA 2+	
Bartending is a great way to pay the bills. Some make a lifelong career of it.	
CHA +2 GC +1 REP +1 CAROUSING, INTUITION, PERCEPTION, GAMING, INTIMIDATE, FLIRTATION	

Thieves Guild [repeatable]	1d6 Years
Prerequisites: Street Thug.	
Eventually your life of crime led you to better things as you fell into a thief's guild. On a roll of 2 you must next take the Prison background.	
END +1 CHA +1 GC +3 REP +1 INTIMIDATION, THIEVERY, DRIVING	

Con Artist [repeatable] 1d6 Years

Prerequisites: Street Thug, CHA 3+.

You honed your skills and learned how to trick others out of their money. On a roll of 2 you must next take the Prison background.

CHA +2 GC +3
BLUFFING, DISGUISE, FLIRTATION

Burglar [repeatable] 1d6 Years

Prerequisites: Street Thug, AGI 3+.

You became an accomplished thief, breaking into homes and grabbing cash and jewelry. On a roll of 2 you must next take the Prison background.

AGI +2 GC +3
CLIMBING, STEALTH, THIEVERY, APPRAISAL

Prison [repeatable] 1d6 Years

Prerequisites: Street Thug or Thieves Guild.

Your life of crime ended you up in prison where you served time.

END +2 REP +1
INTIMIDATION, SURVIVAL

Jousting Apprenticeship 4 Years

Prerequisites: High School Jock

You become an apprentice jouster, training for the big leagues. You received a decent education, a busy social life, and extensive athletic training. Choose your sport.

STR +1 AGI +1 END +1 INT +1 CHA +1
SPORT, RUNNING, ACROBATICS, RIDING, ARMED FIGHTING

Jouster 1d6 Years

Prerequisites: Sports Scholarship.

All that training paid off. You finally became a successful jouster!

STR +1 AGI +1 END +1 CHA +1 GC +4 REP +2
RUNNING, ACROBATICS, RIDING, ARMED FIGHTING

Champion Joust**1d6 Years****Prerequisites:** Pro Athlete

You've become a true superstar. People know you wherever you go. And the money ain't bad, either – along with the accompanying temptations!

STR +1 AGI +1 CHA +2 WIL -1 GC +4 REP +3
 RUNNING, ACROBATICS, RIDING, ARMED FIGHTING

Joined the Army**1 Years****Prerequisites:** END 2+

You joined the military and completed basic military training.

STR +1 END +2 WILL +1 GC +1
 CARRYING, MARKSMAN, LEADERSHIP

College [repeatable]**4 Years****Prerequisites:** INT 2+

You joined a prestigious university to increase your learning. Choose a subject. This is repeatable, but only by choosing additional subjects.

INT +1 CHA +1
 CAROUSING, SCIENCE, ENGINEERING, CRYPTOLOGY, LINGUISTICS

College Maester [repeatable]**2 Years****Prerequisites:** College; one subject at 1+

Your education advances you to the level of a Maester. Choose a subject. This is repeatable, but only by choosing additional subjects.

INT +1 CHA +1 END -1 GC +1
 CAROUSING, SCIENCE, ENGINEERING, CRYPTOLOGY, LINGUISTICS

Grand Maester [repeatable]**2 Years****Prerequisites:** College Maester; one subject at 2+

You are now a Grand Maester of your chosen subject. Choose a subject. This is repeatable, but only by choosing additional subjects.

INT +1 WILL +1 END -1 GC +1 REP +1
 CAROUSING, SCIENCE, ENGINEERING, CRYPTOLOGY, LINGUISTICS

Infantry Tour of Duty 1d6 Years

[repeatable]

Prerequisites: Military Academy

You completed a tour in the infantry.

STR +1 END +1 GC +1

CARRYING, UNARMED FIGHTING, MARKSMAN, HARDY, SURVIVAL, LEADERSHIP, TACTICS, CAROUSING, BRAVERY, PERCEPTION, ARMED FIGHTING

Sailor [repeatable] 1d6 Years

Prerequisites: None.

You got a commission on a civilian ship – a merchant vessel.

AGI +1 CHA +1 GC +1 REP -1

SWIMMING, ENGINEERING, CAROUSING, SAILING, COMPUTER OPERATIONS

Drifter [repeatable] 1d6 Years

Prerequisites: None.

Somehow you lost your way. Drinking, gambling, with no clear objective, you drifted through the fringes of society.

WIL -1 CHA +1 GC -3 REP -1

CAROUSING, GAMING, FLIRTATION, PERFORMING, BLUFFING, APPRAISAL, THIEVERY

Smuggler [repeatable] 1d6 Years

Prerequisites: None.

You spent time as a smuggler, moving stolen or illegal goods from one city to another. Roll 1d6. If you roll a 1, you must next select Prison as a background.

AGI +1 CHA +1 GC +2

THIEVERY, ENGINEERING, CAROUSING, SAILING, BLUFFING, APPRAISAL

Counsellor [repeatable] 1d6 Years

Prerequisites: College Maester, Science (Psychology)

You become a counsellor or psychologist, learning the ways of the mind.

INT +1 WIL +1 CHA +1 END -1 GC +2 REP +1

LINGUISTICS, INTUITION, NEGOTIATING

Watch Officer [repeatable]	1d6 Years
Prerequisites: Military Academy or College	
You join the Watch and begin a career as a uniformed officer.	
AGI +1 INT +1 GC +1 UNARMED FIGHTING, MARKSMAN, DRIVING, BUREAUCRACY, PERCEPTION, INTUITION, INTIMIDATE	

Inquisitor [repeatable]	1d6 Years
Prerequisites: Watch Officer	
Your Watch career continues as you make Inquisitor.	
INT +1 WIL +1 GC +2 MARKSMAN, DRIVING, BUREAUCRACY, PERCEPTION, INTUITION, INTIMIDATE, STEALTH	

Healer	1d6 Years
Prerequisites: Science (Medicine) 4+	
You became a healer or doctor.	
INT +2 CHA +1 GC +2 SCIENCE (MEDICINE), BUREAUCRACY	

Priest	1d6 Years
Prerequisites: WIL 3+	
You joined the clergy and practiced religion.	
INT +1 WIL +2 CHA +2 REP +1 PSI +1 PERCEPTION, CRAFTING, BUREAUCRACY, CRYPTOLOGY, LINGUISTICS, INTUITION, TRIVIA, MEDITATION, BRAVERY, LEADERSHIP, PERFORMING	

Gambler	1d6 Years
Prerequisites: CHA 2+	
Somehow you ended up as a gambler; a focused kind of drifter.	
INT +1 WIL -2 CHA +2 GC +/- 1d6* RUNNING, TRIVIA, INTUITION, GAMING, CAROUSING, BLUFFING, FLIRTATION	
*Roll 1d6 for the amount of GC You gain or lose. Roll another d6 to randomly determine if you gain or lose it (evens gain; odds lose)	

Secret Police Recruit**2 Years****Prerequisites:** Military Academy or College Maester

You were recruited into the Secret Police, where you began to learn the ways of spies and investigators.

INT +1 WIL +1 GC +1

STEALTH, THIEVERY, ESCAPE ARTIST, CRYPTOLOGY, INTUITION, BLUFFING,
DISGUISE, BUREAUCRACY

CALCULATE DERIVED STATS

Once you have your final stats, determine the following derived stats:

AGE: Add the years together to determine your final age. Apply stat modifiers (minimum of 1 in any stat).

Age	STR	AGI	END	CHA	WILL	INT
15-21	+0	+2	-1	+0	-2	-1
22-28	+1	+1	+0	+0	-1	+0
29-35	+1	+0	+1	+0	+0	+1
36-42	+1	-1	+0	+0	+1	+1
43-49	+0	-2	-1	+0	+1	+1
50-56	-1	-2	-2	+0	+2	+2
57-64	-2	-3	-3	+0	+2	+2
65-70	-3	-4	-4	+0	+3	+3

HEALTH: Roll your ENDURANCE dice. Record your HEALTH. These work like hit points. When you are hit, you take damage; when you reach 0 HEALTH you are unconscious. You naturally gain health at a rate equal to your END each day, although other things might modify this.

SPEED: Add together half AGILITY + half STRENGTH (round up both). This is how many squares you can move in one action. The Running skill can increase your speed.

DEFENSE: AGILITY x 3. Defense is how hard you are to hit. When somebody attacks you, this is the target score they need to roll to hit you. It can also be affected by SIZE (Large -2, Small +2).

MENTAL DEFENSE: WILLPOWER x 3. This works just like regular DEFENSE, but is used vs. PSI attacks. You only need to calculate this if the campaign model uses psionics.

CARRYING CAPACITY: STRENGTH x10 in pounds. For every 10 lbs (or part thereof) beyond that, AGILITY is reduced by 1. The Carrying skill can increase this capacity.

NATURAL DAMAGE: This is the damage you do with a punch, kick, claw, bite etc. It can be improved with skills. It is equal to 1d6 per 5 STR or part thereof:

STR	1-5	6-10	11-15	16-20	21-25	26-30	31-35
DMG	1d6	2d6	3d6	4d6	5d6	6d6	7d6

PSI-BLAST DAMAGE: If you have a PSI score, Psi-Blast damage is calculated the same way as STR damage (but using the PSI score) and has a range equal to your PSI score.

GOLD COINS: Roll your total GOLD COINS in d6s x 100. So if your GC Score is 4, roll 4d6 x 100.

CONTACTS: List your contacts as determined in the CONTACTS section on the next page.

CONTACTS

Your contacts represent your influence in the world. You have a number of contacts equal to your REPUTATION attribute. If your REP score increases or decreases, you add or remove contacts during the game (for example, if you became a Drifter and lost REP, you might lose touch with your old jousting teacher, or that city governor might no longer reply to your letters).

Choose your contacts based on your backgrounds; your contacts should come from the background which granted the REP score increase.

Record your contacts on your character worksheet. The number of contacts must always exactly match your REP score.

To use a contact, you must have an appropriate one. An Inquisitor might be able to get some evidence records for you, but an archaeologist can't. The GM is the final arbiter on whether or not a contact is appropriate.

Once you have chosen a contact to use, make a REP check. The difficulty of the check depends on the request being made of your contact.. The GM might not tell the player the difficulty, although the contact might protest at very hard or dangerous tasks.

Request	Difficulty
Information easily obtainable as part of their job	10
Information which would cost them their job	15
Information which requires them to break the law	17
Classified information	20
Requires physical stealth/burglary/combat	25

COMBAT RULES

- Everyone rolls INITIATIVE. This is simply an INTELLECT roll. They then act in order. Each character may take TWO actions. An action is a move, an attack, or a regular action. You can move twice, or attack twice, or move and attack, or any other combination.
- A melee attack is STR or AGI. A ranged attack is AGI. Modifiers apply. The target number is the target's DEFENSE.
- On a successful hit, roll damage (xd6) according to the weapon (or your STR if melee). Armor reduces X. The result comes off your HEALTH. For example: a heavy crossbow does 4d6 fire damage. Target has Soak 2 leather armor. So the crossbow does 2d6 damage.
- Psionic attacks work like other attacks (PSI vs. WIL) and do damage on a successful hit as calculated by the derived Psi-Blast Damage stat.

Dice always “explode” on a max roll

RANGED MODIFIERS

Situation	Modifier
Each range increment	-1 die
Prone target	-1 die
Cover	-2 dice
Obscured (smoke, darkness, invisible)	-2 dice

MELEE MODIFIERS

Situation	Modifier
Flanking target	+1 die
Prone target	+2 dice
Helpless target	Automatic hit
Higher ground	+1 die
Sneak/target unaware	+2 dice

In melee only, you can also spend attack dice to achieve a desired effect. Reduce your attack dice by the cost shown before making your attack roll.

Effect	Attribute	Cost
Knockdown	STR	2 dice
Knockback	STR	1 die
Trip	AGI	2 dice
Throw	STR or AGI	1 die per square
Disarm	AGI	2 dice

MELEE WEAPONS

Weapon	Damage	Type	Cost	Weight	Special
Club	1d6	-	-	3 lb.	
Sword, shortsword	1d6	-	10 GC	2lb.	
Sword, longsword	2d6	-	15 GC	4 lb.	
Whip	1d6	-	5 GC	2 lb.	

RANGED WEAPONS

Weapon	Damage	Type	Range	Cost	Weight	Special
Bow, longbow	2d6	-	20	45 GC	2 lb.	
Dart	-	-	5	75 GC	1 lb.	
Crossbow, light	2d6	-	10	75 GC	3 lb.	
Crossbow, heavy	4d6	-	20	100 GC	4 lb.	

*Each range increment reduces the attack roll by 1d6.
Indicated stats are a basic quality weapon.

Superior Quality: Multiply the price by 3. Increase the damage by 1d6. Increase the range by 10%.

ARMOR

Armor	Soak	Cost	Weight	Special
Padded armor	1	30 GC	5 lb.	
Leather tunic	2	100 GC	30 lb.	
Ringmail	3	1000 GC	50 lb.	
Chainmail	4	2000 GC	60 lb.	
Platemail	5	3000 GC	65 lb.	
Full plate armor	6	5000 GC	75 lb	

Indicated stats are basic quality armor.

Superior Quality: Multiply the price by 3. Increase the soak by 1. Reduce the weight by 10%.

-----O.L.D. CHARACTER WORKSHEET

NAME:	CAREER:
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HEALTH	SPEED	DEFENSE	DAMAGE	CARRY	GOLD COINS
[Roll]	Half AGI + Half STR	AGI x 3	1d6/5 STR	STR x 10	[Roll]
		MENTAL DEFENSE	PSI-BLAST DMG		

BACKGROUND	Skills	STR	AGI	END	INT	WILL	CHA	REP	GC	MAG	PSI	AGE
RACE:								0	0			15
ALLOCATION:								0	0			
TOTALS:												
AGE MODIFIERS:												
FINAL SCORES:												
ADVANCEMENT	Skills	STR	AGI	END	INT	WILL	CHA	REP	GC	MAG	PSI	AGE
TOTALS:												

Attacks	Attribute	Damage	Damage Type	Range Increment

ARMOR	SOAK	AGILITY	SPECIAL

	CONTACTS	
REPUTATION		

SKILL LIST

The skill list is “open-ended”. This means that ANYTHING can be a skill; it doesn't have to be on the list below. You might want Flower Arranging, Origami, or Interior Decorating. The list below is a basic core list.

STRENGTH

Sport (Specific)*: +1d6 to STR checks related to that sport.

Climbing: +1d6 to STR checks when climbing.

Swimming: +1d6 to STR checks when swimming.

Jumping: +1d6 to STR checks when jumping.

Unarmed Fighting: +1d6 to STR attack rolls when unarmed.

Carrying: +10 lbs. carrying capacity.

AGILITY

Running: +2 speed.

Sport (Specific)*: +1d6 to STR checks related to that sport.

Marksman: +1d6 to AGI attack rolls for ranged attacks.

Armed Fighting (specific): 1d6 to AGI attack rolls for melee attacks with a specific weapon.

Sailing: +1d6 to AGI rolls when flying.

Stealth: +1d6 to AGI rolls when sneaking.

Thievery: +1d6 to AGI rolls when picking pockets or opening locks.

Acrobatics: +1d6 to AGI rolls when tumbling.

Escape Artist: +1d6 to AGI rolls when escaping restraints or grabs.

Riding: +1d6 to AGI rolls when riding.

Driving: +1d6 to AGI rolls when driving.

ENDURANCE

Hardy: +1d6 HEALTH.

Survival: +1d6 to END rolls against adverse conditions (weather, etc.)

GENERAL **

Crafting: +1d6 to attribute rolls related to that craft.

PSIONICS

Sense Emotion (Empathy): Detect emotions of target creature.

Read Thoughts: Hear the thoughts of another creature.

Instil Suggestion: Implant an idea or concept in another creature.

Psychic Assault: +1d6 to PSI rolls when using Psi-Blast.

INTELLECT

Bureaucracy: +1d6 to INT rolls when dealing with bureaucracy.

Science: +1d6 to INT rolls to do with a specific specified science. You must choose the science.

Engineering: +1d6 to INT rolls to repair mechanical or electrical objects.

Tactics: +1d6 to initiative rolls.

Trivia (specific): +1d6 to INT rolls when the trivia subject is related.

Linguistics: +1d6 to INT rolls to understand new languages.

Cryptology: +1d6 to INT rolls to decipher codes.

Appraisal: +1d6 to INT rolls to appraise the value of objects.

Perception: +1d6 to INT rolls to do with awareness or searching.

Intuition: +1d6 to INT rolls to do with sensing motives and lies.

Gaming (specific)*: +1d6 to CHA rolls when playing the specific game.

Reactions: +1d6 to initiative rolls.

WILLPOWER

Concentration: +1d6 to WILL rolls to avoid distractions.

Meditation: +1d6 to WILL rolls to meditate to recover HEALTH.

Bravery: +1d6 to WILL rolls against fear effects.

Resistance: +1d6 to WILL rolls to resist metal attacks.

CHARISMA

Carousing: +1d6 to CHA rolls when drinking.

Gaming (specific)*: +1d6 to CHA rolls when playing the specific game.

Negotiating: +1d6 to CHA rolls when negotiating or bargaining.

Bluffing: +1d6 to CHA rolls to lie or deceive.

Leadership: +1d6 to CHA rolls when giving orders.

Disguise: +1d6 to CHA rolls when in disguise.

Animal Handling: +1d6 to CHA rolls when interacting with animals.

Intimidate: +1d6 to CHA rolls to intimidate others.

Performing (specific): +1d6 to CHA rolls to sing, orate, or other performance.

Flirtation: +1d6 to CHA rolls when interacting with a chosen gender.

*Some skills appear in more than one list.

**General skills are not linked to a specific ability.

LUCK POINTS

A Luck Point fills the same space that Hero Points or Action Points do in other games. They are a limited resource which can be spent to give the players an additional power of narrative agency. By spending a Luck Point, a character can re-roll an attack or action, or gain an additional action in his turn. When using a Luck Point, roll 1d20 three times on the following table, declare the Luck Point, and then either re-roll your attack or action, or take an additional action. You can only spend Luck Points in your *own* turn.

When using a Luck Point you must describe the fortuitous event which gave you the bonus.

You start play with 3 Luck Points. The GM can hand out Luck Points as rewards for good play. Additionally, you gain a new Luck Point every time you gain a level.

PSIONICS

Psionics are special powers of the mind. The feared and distrusted Psi-Corps recruits and regulates psionic individuals, although there are plenty who do not fall under their umbrella.

Psionics uses the PSI attribute to use psionic powers. When targeted against another's mind, psionic powers are defended against using the WIL attribute, from which MENTAL DEFENSE is derived in much the same way that DEFENSE is derived from AGILITY.

$$\text{MENTAL DEFENSE} = \text{WIL} \times 3$$

Every psionic individual has a basic Psi-Blast attack. This is a simple, crude telepathic assault on another's mind.

PSI	1-5	6-10	11-15	16-20	21-25	26-30	31-35
DMG	1d6	2d6	3d6	4d6	5d6	6d6	7d6

Psi-Blast damage is calculated the same way as STR damage (but using the PSI score) and has a range equal to your PSI score. So a Psi-Cop with a PSI of 12 would do 3d6 damage, and have a range of 12 with her Psi-Blast.

PSIONIC SKILLS

Other psionic powers take the form of skills. These skills are learned applications and refinements of raw psionic potential. They share the same base range, which is the same as your PSI attribute.

Sense Emotion (empathy): This skill allows you to detect the emotions of a target creature.

Read Thoughts: This skill allows you to “hear” the thoughts of another creature.

Instil Suggestion: This skill allows you to implant an idea or concept in another creature.

Touch	+1 die
Per 5' distance beyond range	-1 die
Different species	-2 dice
Greatly different species	-2 dice
Per additional target	-2 dice

Some races have additional special abilities.

MONSTERS

A starting PC is level 5.

Bandit [medium]

STR 5 AGI 6 END 5 INT 4 WIL 3 CHA 5
HEALTH 15 SPEED 6 DEFENSE 18 CARRY 50
MENTAL DEFENSE 9
Punch 1d6
Light Crossbow 2d6 Fire (Range 10)
Leather Tunic Soak 1
XP: 3

Ogre Berserker [large]

STR 15 AGI 3 END 10 INT 2 WIL 2 CHA 2
HEALTH 30 SPEED 10 DEFENSE 7 CARRY 75
MENTAL DEFENSE 6
Club 3d6
Hide Soak 5
XP: 9

Knight [medium]

STR 5 AGI 10 END 5 INT 5 WIL 8 CHA 5
HEALTH 15 SPEED 8 DEFENSE 30 CARRY 60
MENTAL DEFENSE 24
Punch 1d6
Longsword 2d6
Platemail Soak 4
XP: 13

Tyrannosaurus Rex [enormous]

STR 20 AGI 2 END 18 INT 1 WIL 1 CHA 1
HEALTH 54 SPEED 11 DEFENSE 4 CARRY 200
MENTAL DEFENSE 3
Bite 4d6
Hide Soak 10
XP: 18

Evil Knight [medium]

STR 10 AGI 10 END 10 INT 8 WIL 12 CHA 8
HEALTH 03 SPEED 10 DEFENSE 30 CARRY 100
MENTAL DEFENSE 36
Punch 2d6
Longsword 2d6 Fire
Full Plate Armor Soak 5
XP: 33

Kaiju [gigantic]

STR 40 AGI 2 END 40 INT 1 WIL 1 CHA 1
HEALTH 120 SPEED 21 DEFENSE 4 CARRY 400
MENTAL DEFENSE 3
Bite 8d6
Hide Soak 20
XP: 60

Goblin [small]

STR 3 AGI 7 END 4 INT 4 WIL 3 CHA 2
HEALTH 12 SPEED 6 DEFENSE 23 CARRY 30
MENTAL DEFENSE 9
Punch 1d6
Light Crossbow 2d6 Fire (Range 10)
XP: 0

Psion [medium]

STR 5 AGI 6 END 5 INT 6 WIL 6 PSI 6
HEALTH 15 SPEED 6 DEFENSE 18 CARRY 50
MENTAL DEFENSE 18
Punch 1d6
Psi-Blast 2d6 Psi (Range 6)
Leather Tunic Soak 1
XP: 9

CREATING A MONSTER

1. Allocate attributes to create the approximate “feel” of your monster.
2. Calculate derived statistics using the formulae below.
3. Apply size modifier to Defense and record Soak value.
4. If able to use equipment, assign weapons and armor.

DERIVED STATISTIC FORMULAE

HEALTH: ENDURANCE multiplied by 3.

SPEED: Add together half AGILITY + half STRENGTH (round up both).

DEFENSE: AGILITY multiplied by 3.

MENTAL DEFENSE: WILLPOWER x 3. This works just like regular DEFENSE, but is used vs. PSI attacks. You only need to calculate this if the campaign model uses psionics.

CARRYING CAPACITY: STRENGTH x10 in pounds. For every 10 lbs (or part thereof) beyond that, AGILITY is reduced by 1.

NATURAL DAMAGE: 1d6 per 5 STR or part thereof:

STR	1-5	6-10	11-15	16-20	21-25	26-30	31-35
DMG	1d6	2d6	3d6	4d6	5d6	6d6	7d6

PSI-BLAST DAMAGE: If the creature has a PSI score, Psi-Blast damage is calculated the same way as STR damage (but using the PSI score) and has a range equal to the PSI score.

XP: Add up the creatures attributes and then deduct 25. Minimum is 0.

SIZE MODIFIERS

Size	Example	Defense	Soak
Small	Halfling	+2	0
Medium	Human	0	0
Large	Ogre	-2	5
Enormous	T-Rex	-4	10
Gigantic	Godzilla	-6	20

ADVANCEMENT

You earn XP throughout the game - either by overcoming challenges or achieving story-based goals. The GM hands these out at the end of each game session.

These XP are then used to “buy” new career choices. This is much like choosing a career during character generation, but outside of character generation the following differences apply:

- The TIME (noted in years) on a career choice no longer applies. This only mattered during character generation. Instead, that time in years equals the cost of the career in XP multiplied by 100. So a 2-year career costs 200 XP. A 1d6-year career costs 350 XP.
- You no longer lose a mandatory attribute point for repeating a career.
- You and your GM will need to incorporate any role-playing effects of a career change. If you're playing an Inquisitor and suddenly choose the Drifter career, this will have story-based ramifications on the whole campaign. In this sense, players have a powerful narrative agency in the campaign.
- You continue to earn gold coins in your career – if your new career offers a GC bonus, roll 1d6 and multiply by 100 as normal. Sometimes you gotta make a career decision just for the cash!
- Enter your new career on your character creation worksheet.

DOWNTIME

You can also gain new careers during extended downtime between adventures. In this situation, treat the advancement in exactly the same way as you did during character generation – the XP cost etc. mentioned above do not apply. The “cost” is years plus the standard reduction in attributes for repeating careers.