

What's O.L.D. is N.E.W.

Character Creation

This short PDF compiles the latest rules regarding character creation for *O.L.D.*, *N.E.W.*, and *N.O.W.* It does not include all the modular items (careers/traditions, equipment, etc.) but codifies the overall structure of character creation including recent rules changes, errata, etc.

At the back of the PDF you will find a character worksheet and a simple character sheet.

Some terms are used interchangeably in this document; these terms refer to the same thing, but have genre appropriate names in each game.

O.L.D.	N.O.W.	N.E.W.
Tradition	Career	Career
Race	Heritage	Species

Note that starter careers are now named *origins*.



Table of Contents

The Process.....	3
Changes to Races.....	3
Dice Pool Limits.....	3
Descriptor.....	4
Trait.....	4
Age.....	4
Young Characters.....	5
Old Characters.....	5
Age Categories By Race.....	5
Derived Statistics.....	6
Dice Pools.....	6
HEALTH.....	6
SPEED.....	6
JUMP.....	6
CARRY.....	6
INITIATIVE.....	7
DEFENSE.....	7
Careers & Defensive Skills.....	7
Career Changes.....	8
Defensive Exploits.....	8
Equip Your Character.....	8
Attacks.....	8
Magic, Martial Arts, Psionics.....	9
Quick NPC Creation.....	10
Example: Spork, a grade 10 naval science officer.	10

The Process

Follow these steps to create a character.

1. Note your starting attributes (3 for each attribute, except for MAGIC which starts at 0).
2. Choose a race. Apply racial attribute adjustments, note your SIZE, choose **three** racial skills, and note any racial exploits.
3. Choose **five** careers. Start with an **origin**, and then select **four** further careers. For each career grade, do the following:
 1. Apply attribute adjustments.
 2. Choose **two** skills and advance each by one point. Note that characters may always select a **defensive skill** instead of a listed skill.
 3. Record the new career exploit.
 4. Roll for the years spent at that career grade and record your age.
 5. If it's a magical tradition from *O.L.D.*, choose a new spell-path. However, your LOG attribute limits the total number of spell-paths you may know.
4. Select *aim* or *feint* (free universal exploits) plus one other of your choice for which you qualify.
5. Choose **one** trait and note that in your descriptor.
6. Calculate your derived statistics.
7. Determine age and build (height and weight). If these are not average, include them in the descriptor.
8. Spend money to equip your character with armor, weapons, and equipment.
9. Finally, complete the descriptor by adding a *hook*.

Changes to Races

Humans have a new exploit. Whenever a human would increase an attribute via a new career grade, she may always choose to increase LUCK instead. This only applies to one of the attributes at each career grade.

Dice Pool Limits

Your max dice pool is equal to the total number of career/tradition grades you have taken. A starting character with 5 career grades has a max pool size of **5d6**.

Note that this has a few knock-on effects, in terms of both game difficulty and character generation strategies.

Descriptor

The character's *descriptor* has changed. At the top of each character sheet is a *descriptor*. This is a short introductory character summary. For example, **Dr. TikTok's** reads:

an erudite android medic who _____

The descriptor is made up of the following elements, some of which are not always used..

a[n] [age] [build] [trait] [race/species/heritage] [career/tradition] who [hook].

The *trait* is the name of a special ability defined by a character's lowest or highest attribute.

Age is only used if the character is younger than adult or older than middle-aged. You may choose any synonyms for young and old (adolescent, youthful, aged, mature, etc.); age can give you a free exploit (see the section on age, later).

Build is a physical descriptor only included if the character's height or weight are not average.

The *hook* is a broad background/skill/interest chosen by the player. It can be anything, but it's designed to round out the character with personality, interests, or hobbies. For example, a player might choose "...who enjoys hard liquor" or "... has a taste for romance" or even "...who collects insects as a hobby".

The *hook* works as a broad skill. Any time you make an attribute check, you can use the descriptor to gain a +1d6 bonus, but *only if you are not using a skill already*. The GM should be generous in allowing this; the hook should provide a frequent reminder of a character's background.

What you can't do with the hook is gain a combat bonus to attack or damage. Hooks like "...who enjoys target shooting" or "... who likes boxing" can sometimes be slipped in by players as sneaky combat bonuses, but sadly they do not work like that. The boxing hook might help recall a past champion or identify a winner's belt, but it won't assist a character in throwing a punch.

Have each player read their full descriptor to the rest of the group before beginning play.

Trait

A character's trait (previously referred to as an attribute exploit) is a dominant characteristic based on your attributes. It provides you with an ability or quality related to either your highest or lowest attribute. Traits include things like *rugged, massive, alcoholic, inspiring*, and so on.

Choose *either* your highest or lowest attribute (both will give you an advantage; choosing the lowest doesn't give you a disadvantage – for example, a low WIL allows you to choose *alcoholic*, which gives you a bonus SOAK score when intoxicated). You may choose a corresponding trait (or roll for it if you prefer).

Traits are listed in the main playtest rulebooks.

Age

Your age is determined by the total of your character's years in each career. Age falls into three broad bands – *young*, *adult*, and *old*. Consult the table below to find out which band you fall into, based on your race.

If you are *young* or *old*, choose any synonym for that word and insert it into your descriptor. It's up to you what adjective you choose. If you are *adult*, you do not need to add it to your descriptor.

Young Characters

Young characters are characterized by curiosity and brashness. Once per day, when rolling a dice pool, you may declare it to be an exploding dice pool. Any 6s that you roll may be rolled again, the new roll adding to the existing 6. If you roll a 6 again, repeat, until you roll less than a 6.

Old Characters

Old characters are characterized by experience. Once per day, when rolling a dice pool, you may declare it to be a careful dice pool. Any 1s that you roll may be rerolled, with the new roll replacing the 1. If you roll a 1 a second time, however, you must keep the 1.

Age Categories By Race

The following table lists age categories according to race.

O.L.D. Race	Young	Adult	Old
Human	1-25	26-59	60+
Dwarf	1-89	90-209	210+
Elf	1-189	190-549	550+
Ogre	1-19	20-39	40+
Orc	1-33	34-79	70+
Smallfolk	1-29	30-109	110+
N.E.W. Species	Young	Adult	Old
Human	1-25	26-59	60+
Android	-	-	-
Borian	1-89	90-209	210+
Felan	1-11	12-29	30+
Ogron	1-19	20-39	40+
Venetian	1-189	190-549	550+
N.O.W. Heritage	Young	Adult	Old
Human	1-25	26-59	60+
Augmented	1-26	27-56	57+
Designed	1-34	35-89	80+
Mutant	half to double	half to double	half to double
Robot	-	-	-

Derived Statistics

Derived statistics are values which are calculated based on existing statistics. You'll need to calculate each of the derived statistics in the section below, and record them on your character sheet.

Dice Pools

For each attribute and each skill, record the derived dice pool on your character sheet. These are noted on the character worksheet for convenience. They are as follows:

1-2 = 1d6 3-5 = 2d6 6-9 = 3d6 10-14 = 4d6 15-20 = 5d6 21-27 = 6d6

The actual attribute scores are not needed during play; you need only refer to the dice pools. The attribute scores are used during character creation to provide an expanding granular scale to attribute development.

HEALTH

Health is a mixture of physical and mental stamina. Roll an END dice pool and a WIL dice pool. If you have the *hardy* skill, you may roll that also. Record the total as your HEALTH. If the total is less than 10, then increase your HEALTH to 10. When you are hit, you take damage; when you reach 0 HEALTH you are unconscious.

SPEED

You need to determine your regular SPEED, and your CLIMB speed. Note that this process also applies to SWIM and other forms of movement.

Your SPEED is equal to the size of your STR dice pool plus your AGI dice pool. You may also add your *running* dice pool if you have that skill.

For *climbing*, *swimming*, etc. replace the *running* skill and **halve the final total** unless a career tells you otherwise.

Small (or smaller) characters suffer a -1 penalty to SPEED.

JUMP

This is the distance and height you may jump automatically. It should be recorded on your character sheet in units of feet, not squares (unlike SPEED) in the format 7'/4'.

Your horizontal jump is equal to twice your AGI attribute in feet.

Your vertical jump is equal to your STR attribute in feet, but cannot exceed your horizontal jump.

These values assume a 10' run-up. From a standing start, they are halved.

CARRY

Your basic carry increment is equal to STR + END multiplied by 10. Record the value in pounds. If you have *carry* skill, you may add this (the raw value, not the dice pool) before the multiplier.

INITIATIVE

Initiative measures how quickly you can react in combat situations. It is equal to your INT dice pool. You may also add *tactics* or *reactions* dice pools.

DEFENSE

For both scores, form a dice pool consisting of attribute, skill, and equipment, as normal (and subject to the above dice pool limit). Use the following elements to form the dice pool:

Attribute (use one)

For DEFENSE against melee, use the highest of your STR and AGI.

For DEFENSE against ranged, use your AGI.

For MENTAL DEFENSE use the highest of INT, LOG, and WIL.

Skill (use one)

For DEFENSE, you may use *acrobatics*, *dodging*, or *foresight*.

For MENTAL DEFENSE you may use *concentration* or *meditation*.

Skill with a melee weapon or unarmed combat applies to DEFENSE against melee attacks, but not ranged attacks.

If you double-move in a round, you may use *running* for DEFENSE.

Equipment (use one)

For DEFENSE against melee, the quality of your weapon, armor, or shield can be used in your dice pool.

For DEFENSE against ranged, the quality of your armor or shield can be used.

Having formed your DEFENSE and MENTAL DEFENSE dice pool(s), consult the following table to determine the corresponding static score. This is an average roll of the dice pool, and is used to speed up play (you could, theoretically, roll it as an opposed check each time).

POOL	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6
DEFENSE	4	7	11	14	18	21	25	28	32

Adjust the final score according to your SIZE.

Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal
+8	+4	+0	-4	-8	-16	-32

The minimum value is zero. You cannot have a negative DEFENSE score.

Finally, adjust for shields and armor. Small shields give +2, medium shields +4, and large shields +6. Medium armor inflicts a -2 penalty, and heavy armor a -4 penalty. Light armor inflicts no penalty.

Careers & Defensive Skills

As noted earlier, any time you take a career/tradition skill, you may take a DEFENSE skill instead. These aren't specifically called out in the careers, but all DEFENSE skills are always available to all careers.

The following skills (remember anything can be a skill - feel free to encourage your players to invent their own!) are defensive skills:

DEFENSE

Acrobatics

Dodging

Foresight

MENTAL DEFENSE

Concentration

Meditation

Additionally melee skills apply to DEFENSE against melee attacks (as does weapon quality), but not against ranged attacks.

You need to train DEFENSE. Otherwise you will get hit a lot. It's as important as training in weapons. You should aim to get your DEFENSE pool to about 4d6 if possible.

Career Changes

The star knight defensive ability has changed. It no longer grants a static DEFENSE bonus. Instead, it allows the star knight to use a melee weapon as part of her dice pool against ranged attacks.

Defensive Exploits

The following new universal exploits are available.

Hunker Down (END 6+) -- cover grants you one extra die of cover.

Dodge (AGI 6+, reactive) -- you gain the effect of cover from ranged attacks when in the open as long as you have moved at least 10 feet this turn.

Brush Off (STR 8+, reactive) -- you contemptuously brush aside a melee attack, gaining the effect of cover from one melee attack.

Equip Your Character

Roll your total GOLD COINS, CREDITS, or DOLLARS (depending on which game you are playing) in d6s based on your GC/Cr/\$\$ dice pool and multiply this by 20. You may also add your LUC dice pool before the multiplication. If the final total is less than 100, increase your starting money to 100. You should now peruse the *Equipment* chapter and purchase weapons, armor, and other equipment for your character. Record this on your character sheet.

Attacks

Finally, note down your attacks. You should have two or three, depending on your equipment. The first is an unarmed attack (*brawling, boxing, wrestling, martial arts*, depending on skills) and the others might be a melee and a ranged weapon.

An attack is recorded in this format:

Laser pistol 3d6 (2d6 heat damage; range 12; notes)

The first value (3d6 in the example) is your attack roll. This is a dice pool formed as normal from attribute + skill + equipment.

Melee attacks use STR or AGI.

Ranged attacks use AGI or INT.

The damage value, range, and any notes are found in the weapon's entry in the *Equipment* chapter.

Unarmed damage is based on your STR dice pool.

Magic, Martial Arts, Psionics

Refer to the appropriate rulebook for detailed rules on magic, martial arts, and psionics.

If you have taken the appropriate careers, you will need to record your spell-paths, martial art stances and techniques, or psionic powers. You will also have a MAGIC, PSI, or CHI attribute.

Quick NPC Creation

While NPCs can be created using the standard character generation rules, here is a very quick method for when you're in a hurry. This creates a less detailed NPC, and is suitable unless you really need the added detail.

1. Choose a grade. Normal starting PCs are grade 5, so you can make the NPC weaker or more advanced than a standard starting character.
2. Assign 20 + 4/grade attributes. Try not to have any below 3 unless you have a special reason to do so.
3. Assign grade x 2 skills. Make sure you include a defensive skill.
4. Assign equipment with an extra quality level for every 5 grades (so normal equipment below grade 5, high quality at grade 5, superior quality at grade 10, etc.)

NPC Grades

Use the following as a guidelines to assigning NPC grades.

1-4	Minion
5-9	Regular
10-14	Hero
15-20	Legend
21+	Mythical

Example: Spork, a grade 10 naval science officer.

Assign 60 attributes.

STR 10 (4d6)
AGI 7 (3d6)
END 8 (3d6)
INT 5 (2d6)
LOG 12 (4d6)
WIL 10 (4d6)
CHA 6 (3d6)
LUC 2 (1d6)

Assign 20 skills.

Dodging 1 (1d6)
Computers 4 (2d6)
Physics 6 (3d6)
Engineering 4 (2d6)
Pistols 2 (1d6)
Law 1 (1d6)
Meditation 3 (2d6)

Equipment

High quality uniform (1d6) (SOAK 6)
High quality phaser pistol (1d6)
High quality handheld scanner (1d6)

Spork's Derived Stats

DEFENSE

Melee 21

Ranged 18

Mental 21

SOAK 6 (uniform)

SPEED 7

INITIATIVE 3d6

Phaser pistol 5d6 (4d6 heat damage)

