AGEING
WITH GRACE

Most roleplaying game characters start play young, with their whole lives ahead of them. However, there are many benefits to playing an older character.

The core WOIN rules grant certain benefits to characters in different age categories. Young characters get to declare exploding dice, while old characters not only get to declare careful dice, but also get an additional +1d6 when using their hook.

Additionally, in Cinematic Mode, adult characters gain an extra LUC die, and old characters gain a further LUC die. Old characters, however, cannot increase STR, AGI, or END any further (although some races are exceptions to this).

Remember that when taking a career, players may add as many years they wish to the time they roll.

This article introduces additional ways to give older characters a different feel without penalizing them with crippling attribute penalties.

EXPLOITS

The following universal exploits are only available to characters in the old age category. This list includes the default old age exploit (named Careful, below), and old characters may select any of these as their bonus old exploit.

Broad Knowledge Base. You've learned a lot over the years. Choose five skills which you do not already know; you gain those skills at 3 ranks (2d6).

Careful. 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.

Engrossing Hobby. Normally an old character gets +2d6 when using their hook. Some are so involved in their chosen area of interest, that the bonus increases to +3d6.

Mentor. You are able to pass your experience on to those younger than you. Once per day, you may replenish the LUC pool of a young ally by spending five minutes offering sage words.

Old Dog. Old characters are often set in their ways. You gain +4 MENTAL DEFENSE.

Old Friends. An old character will have made many friends over the years. Choose a skill; you have an old friend with 3d6 ranks in that skill. As long as you have some way to communicate with your friend and ask for their advice, you effectively gain the benefit of

that skill. It takes five minutes to acquire the advice, and it must pertain to one specific task you intend to carry out within the next day.

Poison Immunity. You've eaten and drunk everything known to man, and many things not. You have developed a complete immunity to poisons.

Resistances. Over the years, you've been exposed to many illnesses and built up a resistance. Any time you would normally be affected by an illness or disease, you may make a LUC check vs. the difficulty rating of the disease; on a success, the disease does not affect you.

Seen It All Before. You've seen so much in your life. You are immune to the Fear status track.

Seen That One Before. It can be a hard to surprise an older person. You become immune to ambushes.

This Old Trick. You know some old tricks which youngsters may not be aware of. You gain a bonus LUC die.

Wizened. You are old - and you look it! Fortunately, this works in your favor, granting you +1d6 to CHA checks vs. young people.

Careers

The weary hero called out of retirement for one last mission is an age-old trope. The following careers are available to old characters.

Retired [1d6 years]
Prerequisites: old.
Attributes: INT +1, WIL +1, CHA +1, REP +1
Skill Choices: *[crafting], [miscellaneous hobby], [trivia]*

You are retired, and have left the heroics to the youngsters.

Nest Egg. You saved wisely and have some money put away. Roll 1d6 and multiply the result by 1,000cr.

Protégé. You have a young protégé. Choose an NPC stat block with a maximum dice pool lower than your own; that NPC accompanies you.

Heirloom. You have an old item acquired during your travels. Choose one item that you own; this item becomes an artisanal item.

Wise Hermit [2d6 years]
Prerequisites: old; LOG 8+
Attributes: INT +1 LOG +1, LUC +1, REP +1
Skill Choices: *[outdoor], [lore], [artistic]*

You live alone, a source of aid for those willing to travel to seek your counsel.

Serenity. You are calm and at ease at all times. Once per day, you may ignore an attack against your MENTAL DEFENSE.

Parable. You can tell a short anecdote, parable or story which has some relevance on a situation. This grants an ally a +1d6 bonus which they can use to accomplish a specific goal specified by you.

Intuitive. You cannot be lied to directly. Any creature which attempts to lie directly to you fails to fool you.

Soothsayer. You may enter a meditative trance for one hour and consider a question. At the end of the hour you may ask the question, which must be a yes/no question, and gain an accurate answer.

Bucket List

Old characters should compile (with their GM's approval) a list of five things the character would like to do before shuffling off this mortal coil. Suggestions include:

- skydiving
- running a marathon
- swimming with sharks
- bungee jumping
- climb a mountain
- fly in a hot air balloon
- see the Northern Lights
- watch an eclipse
- learn a musical instrument
- visit a specific place
- bury a hatchet
- ride a roller coaster
- experience zero-g
- fly a plane
- watch a volcano erupt
- jump off a waterfall

Whenever the character crosses one item off their bucket list, they gain experience points equal to their grade (thus a grade 10 character gains 10 experience points by, for example, learning a musical instrument). Each item can only be achieved once.

The achievement must take place in the normal course of adventuring.

Only old characters can gain XP from a bucket list.

Life Events

Careers aren't the only things that happen to characters during their lifepath. Characters have children, suffer illnesses, gain inheritances, and suffer losses.

Adult characters should roll 1d6 once on the following table, and old characters should roll twice.

1. **Child.** You have a child or children. If you are old, and already have a child, this is a grandchild; otherwise it is an adult son or daughter. Roll 1d6 and divide by 2 (round down, minimum 1) to determine the number of children.

2. **Illness.** You survive a major illness. Choose one illness from the core rules; you are now immune to that illness.
3. **Inheritance.** You inherit 3d6 x 1,000 gold coins, credits, or dollars.
4. **Loss.** You suffered the heartbreaking loss of a partner or child. You gain perspective and mental fortitude from this, and gain +2 MENTAL DEFENSE.
5. **Injury.** You suffered an accident which left a visible mark on you - an eyepatch, a cane, a scar, etc. You are able to compensate, so it causes you no disadvantage.
6. **Crime.** You were the victim of a crime, which affected your ability to trust others. You gain +1d6 to INITIATIVE. If you roll this a second time, the bonus does not stack.
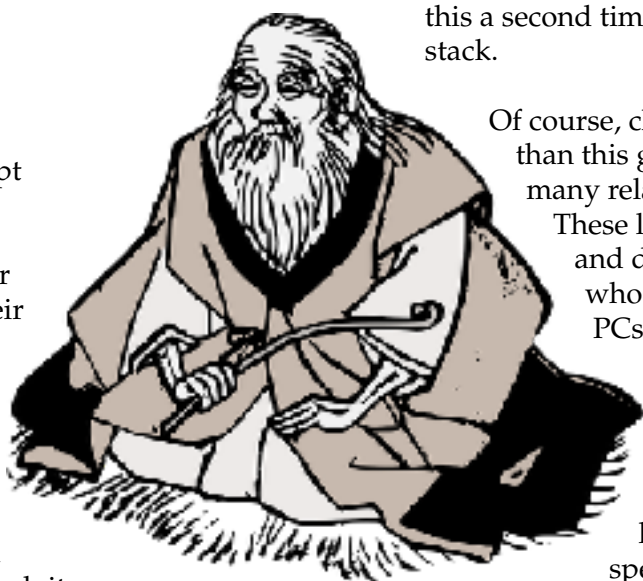
Of course, characters have much more than this going on - they may have many relationships, and so on. These life events are major ones, and designed for characters who lead adventurer's lives - PCs are not normal civilians!

Long-Lived Races

Some races live a long, long time. Not all of that is spent constantly adventuring - the odds of surviving so long would be pretty low if the character spent 300 years in mortal danger. Much of the time, therefore, is spent in non-dangerous activities. When you ask an elf what he was doing for the last 75 years, he might just answer "Thinking."

The core rules allow PCs to add years at any time. However, for long-lived races, a Slow Advancement rule is also available.

Slow Advancement

For longer-lived races, GMs may decide to use this optional rule. During character creation, the time taken to complete one career is multiplied by 5 for long-lived races. A long-lived race is one which enters adulthood at age 50 or higher (Borians, Dwarves, Elves, Venetians). This represents the fact that longer-lived species advance at a more leisurely pace. The rule does not apply during character advancement after play has begun.