

FANTASY CAREERS



W.O.I.N.
ROLEPLAYING GAME SYSTEM

Requires the Use of a
WHAT'S O.L.D. IS N.E.W.
Core Rulebook

Fantasy Careers

by Russ Morrissey

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ROLE-PLAYING GAME SYSTEM

Good luck! We're all counting on you.

These elements are building blocks that contribute to your character. It may seem like a lot, but creating a character is actually very simple—you simply choose a race, five careers, a couple of items like exploits and traits, and then you buy equipment for your character. When you're used to the process, a character shouldn't take more than a few minutes to create.

Character Creation Walkthrough

Follow these steps to create your character:

1. Note your starting attributes (**each attribute starts at 3**, except for MAGIC and REPUTATION, each of which start at 0).
2. Choose a race.
 - a) Apply race attribute adjustments.
 - b) Note your SIZE.
 - c) Choose **three** racial skills.
 - d) Note **all** the listed race exploits.
3. Choose a hook, and note it in your descriptor.
 - a) Choose one attribute related to that hook; this is called your *hook attribute*.
4. Choose **five** careers. Start with an **origin**, and then select **four** further careers. For each career grade, do the following:
 - a) Apply **all** of the listed attribute adjustments. Note that you may optionally substitute either one of your racial attributes or your hook attribute for one of the listed attributes.
 - b) Choose **two** of the listed skills and advance each by one point. Note that characters may always select a **defensive skill** instead of a listed skill.
 - c) Choose **one** new career exploit from the list shown or choose one universal exploit.
 - d) Roll for the number of years your character spends at that career grade and increase your age (your age starts at zero).
5. Select Aim or Feint (free universal exploits) plus **one** other exploit of your choice for which you qualify.
6. Choose **one** trait based on your highest or lowest attribute and note that in your descriptor.
7. Determine your age and apply any age exploits.
8. Calculate your derived statistics.
9. Spend money to equip your character with armor, weapons, and equipment.

Total Checklist

When you are finished, you will have chosen:

- › 5 careers, including one origin.
- › 10 skill ranks from careers plus 3 from race, making 13 in total.
- › 20 attribute points from careers, plus 24 you started with, adjusted by race.
- › 2 universal exploits, including either aim or feint.
- › 1 possible age exploit, a trait, and a hook.

Descriptor

At the top of each character sheet is a *descriptor*. This is a short introductory character summary. For example, **Selena's** reads:

a brilliant Human Firemage who loves to gamble

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

a[n] [age] [trait] [race] [career] who/with [hook].

Trait. The *trait* is the name of a special ability defined by a character's lowest or highest attribute (see section on *traits*, later).

Age. The *age* entry is only used if the character is younger than adult or older than middle-aged. You may choose a synonym you like for "young" or "old" (adolescent, youthful, aged, mature, etc.); age can give you a free exploit (see the section on age below).

Career. The career entry can be one of two choices. It can be the character's current career, or it can be the character's longest-serving career. If the longest-serving career is not the current career, it should be prefixed with "ex-" (for example, an ex-Inquisitor or an ex-Soldier).

Hook. A character's *hook* is a broad background, skill, or area of 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 "...who has a taste for romance," or even "...who collects insects as a hobby".

The *hook* complements career and skill choices as a lifelong background aspect to the character, unconnected to specific vocations and training.

The *hook* works as a broad skill. Any time a character makes an attribute check, the player can use the descriptor to gain a +1d6 bonus, but *only if the roll is 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 a player can't do with the character's hook is sneak in a combat bonus to attack or damage. Characters can have hooks like "...who enjoys archery" or "...who likes bar-room brawls," but hooks that imply proficiency in combat can't actually help a character in combat. For example, an archery hook won't ever benefit a character who's firing a bow; a brawling hook won't ever assist a character who's throwing a punch.

The hook has one other effect, which occurs during character creation only. The player should assign one attribute to be loosely linked to the hook; for example, if the hook is "...who enjoys reading poetry," the player might choose LOGIC. The chosen attribute is called the character's *hook attribute*.

Whenever advancing attribute scores through a career choice, the hook attribute may be chosen *instead* of one of the listed career attributes.

Example Descriptors

Each player should read their full descriptor to the rest of the group before beginning play. For example:

- **Captain Agathe Drake** is a commanding Grand Elf Musketeer who reads poetry and old literature
- **Selena** is a brilliant Human Firemage who loves to gamble
- **Gimnor** is a shy Mountain Dwarf Assassin who collects rare flowers
- **Mandallan** is an inspiring Human Knight who believes in ancient myths and legends
- **Marla** is a naive Smallfolk Cleric who is fastidiously clean
- **Krute** is a tough-as-nails Orc Barbarian who wears trophies of his fallen foes

Attributes

Player characters are defined by a set of attributes. Attributes are a selection of values which help describe a character. They quantify things about a character like his or her strength, dexterity, intelligence, and wisdom; somebody with a higher STRENGTH attribute is stronger than somebody with a lower one. The core attributes are STRENGTH, AGILITY, ENDURANCE, WILLPOWER, INTUITION, LOGIC, CHARISMA, and LUCK. There are also two secondary attributes called REPUTATION and MAGIC.

There is no upper limit to an attribute. The human race is used as a benchmark for "average", with a score of with 4 in each physical, mental, and personal attribute being roughly average for an adult human. An attribute score of 11–12 typically represents capabilities like those exhibited by record-holding human athletes, noteworthy geniuses, or world-famous (or even infamous) personalities. Characters in *O.L.D.* can exceed even these values under certain circumstances.

For example, Albert Einstein and Sherlock Holmes would merit a score of 12 in LOGIC, while Adolf Hitler and Grigori Rasputin could be given scores of 11 or 12 in CHARISMA.

Monsters, too, are described in terms of attributes. For example, a mighty giant might have a STRENGTH attribute of 20 or more. Non-human races have different averages and norms than humans; this is represented by their different starting attributes.

Attributes can change during character generation, and then later through character advancement as your character embarks on new careers. A stint in the military might make you a bit tougher, increasing your ENDURANCE attribute, while years spent as a con-man might increase your CHARISMA. The attributes are described in more detail below.

Attributes sometimes combine to create derived statistics—for example, the physical attributes can affect a character's physical DEFENSE scores, and the mental attributes affect a character's MENTAL DEFENSE score. Other attributes are used to determine how fast your character can run, how much he can carry, how far he can jump, or how much damage he can take.

Attributes & Dice Pools

Attribute scores are only used during character creation and advancement. During play, you will use your attributes' associated dice pools. There is more detail on this later, but dice pools are groups of dice which you roll when your character attempts a task; the more dice you roll, the higher you'll likely score. Your attributes determine how many dice you can roll. The total that you roll is compared to a difficulty benchmark; if you roll equal to or higher than that benchmark, your character succeeds at the task.

In running text, a benchmark looks something like this: "a *Challenging* [13] AGI check." This means that you roll your dice pool, and if you roll 13 or more, your character succeeds. There is much more information on difficulty benchmarks and attribute checks in the section on adjudicating the game.

Attributes grant dice to these dice pools in a granular, expanding scale, meaning that each new die is harder to obtain—for example, an AGILITY of 7 means that your AGILITY dice pool is 3d6, while an AGILITY of 10 lets you roll 4d6.

Skills (covered a little later in this book) use the same expanding scale, granting more dice to your dice pool. So a skill rank of 3 in *swords* gives you 2d6. You

DICE GRANTED BY ATTRIBUTE/SKILL SCORE

1-2	3-5	6-9	10-14	15-20	21-27	28-35
1d6	2d6	3d6	4d6	5d6	6d6	7d6

would add that to the 3d6 you got for your AGILITY score of 7 when swinging your sword at an attacking goblin, meaning that you get to roll 5d6 in total.

You can also gain dice for high quality equipment. For example, an exceptional quality item gives you another 2d6 to add to your dice pool. Equipment is dealt with in detail later.

Strength (STR)

STRENGTH measures physical power, might, and brawn. It is used to determine carrying capacity, some melee attacks, and melee damage. If you want to break a door down, your GM may ask you for a STR check.

Agility (AGI)

AGILITY measures dexterity and reflexes. It is also used to determine ranged attacks and some melee attacks. You might use your AGI to climb a wall or to land safely after a nasty fall.

What Attribute Scores Mean

Though the following terms are not used in the game in any meaningful way, they can help you to envision what your character's attribute scores actually mean. The table below can be used as a quick tool to understanding your character's attributes as viewed from a human perspective (although a dragon might not consider a human with 12

STR to be powerful). It doesn't include all the attributes, but the ones it does include should give you a reasonable perspective on the overall scale.

Generally, an average Human rolls 2d6 for any given attribute. If you are rolling more than 2d6 you are better at that attribute than the average Human.

DICE POOL COMPARISONS

Dice Pool	STRENGTH	AGILITY	LOGIC	REPUTATION	Attribute
1d6	Weak	Clumsy	Low	Unknown	1-2
2d6	Average	Average	Average	Village	3-5
3d6	Strong	Adroit	Gifted	Town	6-9
4d6	Powerful	Agile	Genius	City	10-14
5d6	Mighty	Remarkable	Extraordinary genius	Country	15-20
6d6	Superhuman	Superhuman	Supra-genius	World	21-27

Fantasy Careers

Endurance (END)

ENDURANCE is a measure of healthiness, constitution, and hardiness. It is used to determine your overall HEALTH score. An END check might also be used to resist the effects of poison or disease.

Intuition (INT)

INTUITION measures common sense, perception, empathy, and natural instinct. It is used to tell when someone is lying, spot something, or sense impending danger. Some might refer to it as “EQ” or “emotional intelligence.” Animals often have high INT attributes, especially those with keen senses.

Logic (LOG)

LOGIC is a mixture of reasoning, knowledge, and education. While IQ isn’t a great measure of intelligence, $60 + (\text{LOG} \times 10)$ gives an approximate IQ in the mid-ranges. You would make a LOG check to heal an ally’s injuries, perform herbalism, or recall specific knowledge.

Willpower (WIL)

WILLPOWER is strength of mind and power of concentration. Along with END, it determines your overall HEALTH, and is part of your MENTAL DEFENSE.

Charisma (CHA)

CHARISMA is a combination of physical attractiveness, personal magnetism, and force of personality. It is the attribute used when interacting with others, whether leading them, negotiating with them, or deceiving them. While physical appearance is part of the CHA score, it is a minor part at best (especially in a world full of Elves and Dwarves with differing standards of beauty); far more important are personality and presence.

Luck (LUC)

LUCK is an unpredictable force, and some people are naturally luckier than others. However, fate, fortune, and destiny are all powerful influences on the world. Your LUCK dice pool forms a resource of dice which can be added at will to other dice pools on order to improve your chances, or which can be spent on other special actions. That resource replenishes itself every day.

Reputation (REP)

REPUTATION is a measure of fame, respect, influence, and social standing. You can make a REP check to get a loan or see if somebody has heard of you. Your REP also partly determines your starting gold.

Magic (MAG)

MAGIC is a measure of raw magical power. While magical ability is customized through choices of skills and secrets, the MAG attribute determines both the power level of your spells and how much magic you can cast before exhausting your reservoir.

Grade

Your grade is equal to the total number of career grades you have taken, and the largest dice pool you can form during play is defined by your grade. A starting character with 5 career grades is grade 5, and has a maximum pool size of 5d6. Some NPCs, civilians, or weak monsters may be lower than grade 5, and their maximum dice pool is equal to their grade.

For example (this will be explained in more detail later), Kilrave the Assassin has 9 AGI, 4 ranks in knives, and an exceptional dagger. That would normally give him a dice pool of 7d6 (3d6 for his attribute, 2d6 for his knives skill, and 2d6 for his exceptional weapon). However, he is only grade 7, which gives him a maximum dice pool of 6d6. In effect, some of his dice are wasted until he can gain some experience.

MAXIMUM DICE POOLS BY GRADE

Grade	5	6-7	8-10	11-14	15-19	20-25	26-32	33-40
Max Pool	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6

STARTING GRADE

A typical character begins at grade 5, which includes an origin and four career grades. However, the GM may wish to start the game at a different grade.

Starting characters at grade 1 will make them very young, and they will have only an origin. They will be below average in terms of competency, but have limitless scope to grow. Alternatively, starting at grade 2 can give characters an origin and the start of a career. A new militiaman or a teenaged farmer longing for adventure might fit this approach.

A grade 3 or lower character has a maximum dice pool of 3d6; a grade 4 character has a maximum dice pool of 4d6. A character's maximum dice pool cannot be reduced

to lower than 3d6, no matter how low their grade, though an NPC's or monster's dice pool can.

Conversely, starting characters at grade 10 will make them highly competent, experienced professionals. These characters know what they're doing, and they're good at it. They've likely already maxed out one entire career—perhaps they could be ex-military or reformed criminals. A grade 10 character has a maximum dice pool of 7d6.

The GM can set any starting grade. You may find you enjoy certain styles of game over others, and the starting grade can play a major role in flavor. It is recommended, however, that all players begin with characters of the same grade so that none overshadow the others.

Skills

Skills represent things your character is good at. Skills are picked up as a character progresses through his life, and reflect training and background. Some are academic skills, such as *herbalism* or *religion*; others are physical skills like *running* or *climbing*. Still others may reflect social skills like *intimidation*, magical skills like *abjuration*, or things like *sailing* and *dungeoneering*.

A skill is not required to attempt a task. Having ranks in a skill indicates that you have particular training in that subject; however, even if you have no ranks in *riding*, you can still try to ride a horse, and having no ranks in *swords* does not prevent you from taking a swing at an attacking monster.

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 wish to choose *flower arranging*, *origami*, or *rain dancing*. The list below is simply a list of examples; feel free to add to it.

A skill forms part of a dice pool. When making an attribute check, you may add skill dice to your attribute dice (you may also add equipment dice) to form a dice pool which is rolled against a target difficulty benchmark.

ARTISTIC SKILLS

Examples: *calligraphy*, *literature*, *modeling*, *painting*, *poetry*, *pottery*, *printmaking*, *sculpting*

COMBAT SKILLS

Examples: *axes*, *bows*, *brawling*, *reactions*, *knives*, *staves*, *swords*, *tactics*, *light armor*, *medium armor*, *heavy armor*

CRAFTING SKILLS

Examples: *basket-weaving*, *blacksmith*, *carpentry*, *cooking*, *stone-masonry*

DEVELOPMENTAL SKILLS

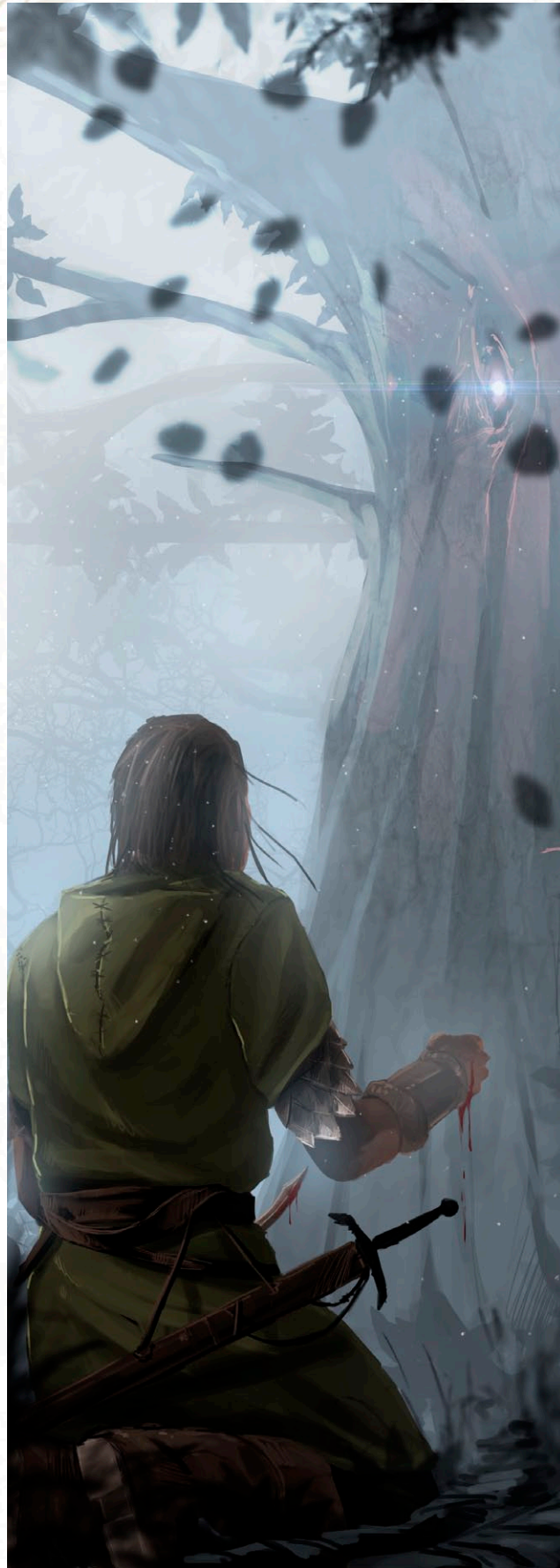
Examples: *bravery*, *concentration*, *hardy*, *insight*, *meditation*, *perception*, *resistance*

GAMING SKILLS

Examples: *backgammon*, *blackjack*, *checkers*, *chess*, *darts*, *dominoes*, *draughts*, *poker*

MISCELLANEOUS HOBBY SKILLS

Examples: *brewing*, *fishing*, *gardening*, *hunting*, *ornithology*, *riddles*, *sewing*



MAGICAL SKILLS

Examples: *abjuration, compulsion, creation, displacement, divination, enchantment, evocation, healing, hexes, illusion, infusion, infliction, movement, summoning, transformation*

LORE SKILLS

Examples: *astronomy, alchemy, herbalism, medicine, religion, heraldry, history, law, local knowledge*

PHYSICAL SKILLS

Examples: *acrobatics, carrying, climbing, jousting, jumping, running, swimming, throwing*

PERFORMANCE SKILLS

Examples: *acting, dancing, fortune-telling, juggling, magic, musical instrument, singing, storytelling, ventriloquism*

SUBTERFUGE SKILLS

Examples: *appraisal, bribery, cryptology, disguise, escape artist, forgery, interrogation, stealth, thievery*

SOCIAL SKILLS

Examples: *bluffing, carousing, flirtation, intimidation, leadership, linguistics, negotiation*

VEHICLE SKILLS

Examples: *driving, navigation, piloting, riding, sailing*

OUTDOOR SKILLS

Examples: *animal handling, farming, mining, nature, survival, tracking*

OTHER SKILLS

Examples: *accounting, bureaucracy, history, hypnotism, law, local knowledge*

Skill Notation

When referring to a skill category, the category is enclosed in square brackets to avoid confusion. For example, an entry which says *[outdoor]* refers to the entire list of outdoor skills above, including *survival, animal handling, tracking, farming, mining*, and any new skills players devise, as long as they fall within the category's overall topic and the GM approves them.

For example, if a career tells you that you may choose a *[performance]* skill, you can choose any of the listed examples in that category, or you might decide instead on a new skill like *mime* or *comedy*.

When noting a skill, you do not need to indicate categories or placeholder titles. You simply note “*chess*” rather than “[*gaming*] *chess*”; similarly, you simply note “*bows*” rather than “[*combat*] *ranged weapon (bows)*.”

When selecting *local knowledge*, you need to specify a locale you know.

Weapons. In combat, unarmed fighting and weapon skills all add to relevant AGI, INT, or STR attack checks. Melee weapons include categories of weapon type (*swords, axes, clubs, knives, etc.*); ranged weapons similarly include weapon types, such as *bows, spears, or slings*. Unarmed combat types include (but are not limited to) *boxing, wrestling, brawling, and martial arts*.

Armor. Armor is divided into *light, medium, and heavy* armor. You can wear armor in which you have no skill ranks, but—as with all equipment—you need skill ranks to benefit fully from higher quality armor.

Skill Levels

Skills are used to form dice pools in the same way that attributes are. They use the same scale as attributes to derive the size of the dice pool.

As a general rule, 1 skill rank is proficient; 3 is considered skilled, and is roughly equal to a modern bachelor’s degree; 6 is an expert, and is roughly equal to a modern doctorate; 10 is regarded as mastery; and 15 makes you an authority on that subject.

These ranks correspond to derived dice pools of 1d6, 2d6, 3d6, 4d6, and 5d6.

For example, Albert Einstein would rate a score of 15 (5d6) in *physics*. Miyamoto Musashi would be assigned a score of 15 (5d6) in *swords*. Characters with skill scores that high are extremely rare.

SKILL LEVELS AND SKILL DICE BY RANK

Skill Ranks	Skill Level	Dice Pool
1	Proficient	1d6
3	Skilled	2d6
6	Expert	3d6
10	Mastery	4d6
15	Authority	5d6

Races

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 youngster 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 attributes, and choose three from the list of available skills. Each race also has a number natural exploits (such as the Sylvan Elf’s ability to ignore difficult terrain, or the Ogre’s acidic blood).

RACIAL ATTRIBUTE ADJUSTMENTS

	STR	AGI	END	INT	LOG	WIL	CHA	LUC	MAG
Grand Elf	—	+2	—	—	+2	—	—	−2	+3
Human*	—	—	—	—	—	—	—	+2	—
Mountain Dwarf	—	—	+2	—	—	+2	—	—	—
Ogre	+3	—	+3	—	—	—	—	—	—
Orc	+2	+2	—	+3	—	—	—	—	—
Smallfolk	—	+2	—	—	—	—	+2	+2	+1
Sylvan Elf	—	+2	+2	—	—	—	—	—	+2

* +2 to one other attribute and +1 to one further attribute

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

A Note About Gender & Ethnicity

Neither gender nor ethnic origin have any mechanical effect on your character; they should be treated as purely descriptive elements. Some truly alien races 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.

Races & Attributes

Every race is different, and part of this difference is highlighted by their different starting attributes. Ogres are strong, and Elves are highly magical, while Humans are known for their luck.

All of your attributes start at 3, except for MAGIC and REPUTATION which start at 0. Your choice of race modifies those attributes in the form of bonuses and some (rare) penalties.

Attributes which grant a species bonus also serve another important function. The starting bonus to your attributes isn’t overwhelming. However, later in the character creation process, whenever you take a career grade, you may substitute one of the listed attribute advancements for one of the attributes to which your species grants a bonus—so Ogre characters may replace one of their attribute increases with either STRENGTH or ENDURANCE, and Grand Elves may substitute a listed attribute increase with AGILITY,



LOGIC, or MAGIC. Alternatively, you may substitute your hook attribute for of the listed attributes.

You cannot increase an attribute twice during a single career grade advancement; if substituting a species or hook attribute for another would mean that an attribute was being improved more than once, you cannot make the substitution.

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 2 to one other attribute, and add 1 to one further attribute
- › **Skill Choices:** [crafting], [gaming], [lore], climbing, dungeoneering, running, sailing, swimming

EXPLOITS

- › **Explorers.** Driven by an inquisitive, exploratory nature, Humans gain bonus XP equal to their grade every time they take a journey of more than one week. They cannot gain this bonus more than once per month.
- › **Varied.** Human boast more variation within their race than most. Add 2 to any attribute, and add 1 to a further attribute (noted above).



Ogres

Ogres stand 7 feet 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:** axes, brawling, bravery, carrying, clubs, hardy, intimidate, swords

EXPLOITS

- › **Acid Blood.** Ogres have acidic blood. In addition to gaining an additional 5 SOAK (acid), melee attackers which cause more than 10 slashing or piercing damage in a single blow take 1d6 acid damage from the blood splash.
- › **Darksight.** Ogres can see in the dark as though it were normal daylight.
- › **Smelly.** No matter what they do, Ogres smell bad. They take a permanent -1d6 penalty to any attempts at stealth.
- › **Thick Hide.** Ogres are extremely tough, with leathery skin. They gain +2 natural SOAK to physical attacks.

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, Anduillas, Galmoth, Earros, Mabborn, Celelas, Mirairë, Glogolfin, Lúfindel, Arwë.

STATISTICS

- › **Size:** Medium
- › **Attributes:** AGI +2, LOG +2, LUC -2, MAG +3
- › **Skill Choices:** [musical], alchemy, intimidate, law, leadership, muskets, pistols, sailing, swords

EXPLOITS

- › **Cultural Weapon.** Grand Elves begin play with a free musket or pistol.
- › **Fey.** Elves of all types are considered Fey.
- › **Magic Sense.** 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.
- › **Meditation.** Grand Elves do not need to sleep. They may sometimes choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.
- › **Naturally Magical.** Grand Elves begin play knowing one free magical secret.

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 or earthy, 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 and command animals. At home in the 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.

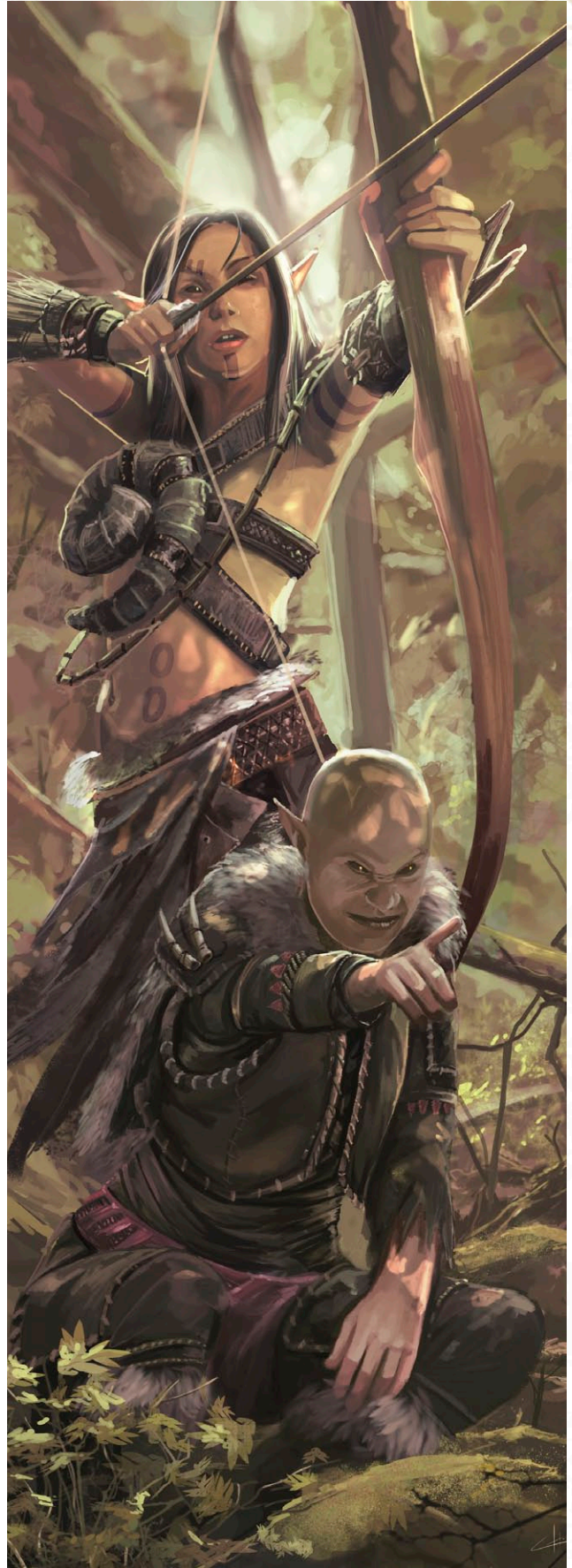
Typical names (male and female): Ashonn, Branmer, Kozain, Kalier, Tereval, Rathell, Sinehan, Nerrat, Dukhon, Deerenn, Delon, Mayen.

STATISTICS

- › **Size:** Medium
- › **Attributes:** AGI +2, END +2, MAG +2
- › **Skill Choices:** *animal handling, bows, climbing, herbalism, nature, running, stealth, survival, tracking*

EXPLOITS

- › **Fey.** Elves of all types are considered Fey.
- › **Healthy.** Sylvan Elves are completely immune to illness and disease of a non-magical nature.
- › **Nature Affinity.** All Sylvan Elves know either the *secret of plants* or the *secret of beasts*.
- › **Trance.** 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.
- › **Tree-Dwellers.** Sylvan Elves gain a CLIMB speed equal to their regular SPEED.
- › **Unimpeded.** Sylvan Elves are not affected or slowed by difficult terrain.



Mountain Dwarves, like most Dwarves, are stocky

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

- **Darksight.** Mountain Dwarves can see in the dark to a distance of 60', and when underground can see in the dark to any distance as though it were daylight.
- **Earthy.** Mountain Dwarves automatically know the *secret of earth*, although Mountain Dwarves with MAGIC attributes are rare.
- **Iron Constitution.** Mountain Dwarves are not affected by non-magical poisons, with the exception of alcohol.
- **Sturdy.** With a low center of gravity, it is hard to knock a Mountain Dwarf down. Any attempt to do so suffers a -2d6 die penalty.



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 at soldiery and other warrior pursuits.

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

STATISTICS

- › **Size:** Medium
- › **Attributes:** STR +2, AGI +2, INT +3.
- › **Skill Choices:** [combat], blacksmithing, carousing, hunting, intimidation, mining, running, tactics, tracking

EXPLOITS

- › **Bloodlust.** 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.
- › **Darksight.** Orcs can see clearly in the dark as though it were daylight. However, bright sunlight hurts their eyes, inflicting a -2 DEFENSE penalty.
- › **Glory.** 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.

Smallfolk

Smallfolk are welcome in most places. Standing at about 3 feet 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 offense. 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, MAG +1.
- › **Skill Choices:** [crafting], appraisal, bluffing, brewing, cooking, diplomacy, farming, fishing, slings, stealth, thievery

EXPLOITS

- › **Evasion.** Smallfolk are nimble and adept at dodging. They gain a +2 bonus to either their MELEE DEFENSE or their RANGED DEFENSE. This bonus does not stack with other exploits which increase your DEFENSE scores.
- › **Stubborn.** Smallfolk are difficult to enchant. They gain a +4 bonus to their MENTAL DEFENSE. This bonus does not stack with other exploits which increase your DEFENSE scores.



CAREERS

Careers are occupations held by characters over the course of their lives. Characters may hold multiple careers over a period of many years, and gain knowledge and skills from each. WHAT'S O.L.D. IS N.E.W. uses a "life-path" system to create and advance characters.

Characters begin play with five careers. Choose **one origin** and **four further careers**. When you choose a career, you gain attribute increases, skill ranks, and unique exploits.

Prerequisites. Careers do not have career prerequisites, but they can have skill prerequisites. A skill prerequisite can be thought of as a qualification—an ability to demonstrate competence in a given area. Specific game settings may have more stringent prerequisites—for example, a wizarding organization might require that a character complete the Mage career before becoming a Necromancer. The GM should inform players of any setting-based prerequisites such as organizational career ladders.

Skills. Characters may choose *two* skills from each career grade. Defensive skills—*acrobatics, bravery,*

concentration, conviction, discipline, dodging, foresight, leadership, meditation, psychology, religion, and rulership—are always available. Listings in [square brackets] indicate categories; the player may choose any skill from the indicated category or create a new relevant skill. A completed grade 5 character will have a total of 13 skill ranks (3 race skills and 2 career skills per grade).

Attributes. Characters advance 4 attribute points from each career grade. Apply *all* listed attribute adjustments. You may optionally choose to substitute one of the attributes listed for either one of your racial attributes, or for your hook attribute, as long as doing so doesn't grant you a duplicate attribute advancement.

Exploits. Choose *one* of the listed exploits or select a universal exploit. You may only choose each once, unless that exploit specifically indicates otherwise. Some exploits have prerequisites, which are noted in their description—you must meet that prerequisite before selecting the exploit. Occasionally, an exploit may appear in more than one career; you may still only select it once, even if you choose both careers.



Repeating Careers

You can take careers multiple times (except for origins, which can only be taken once). Each time you take the career, you choose two skills, apply the attribute increases again, and select one of the available exploits. Once you have exhausted all of the listed exploits through repetition of a career, you may select a universal exploit instead when you advance a grade in that career.

Career List

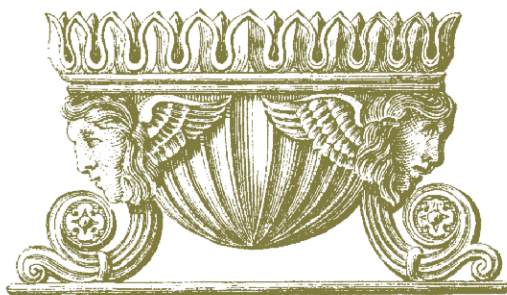
Below is a full list of all careers, sorted by type.

- › **Origin.** Acolyte, Farmhand, Noble, Page, Primitive, Slave, Urchin, Wizard's Apprentice.
- › **Academic.** Alchemist, Herbalist, Loremaster, Smith, Undead Hunter.
- › **Criminal.** Assassin, Burglar, Pirate, Prisoner, Ruffian.
- › **Magical.** Cleric, Diabolist, Druid, Firemage, Inquisitor, Mage, Necromancer.
- › **Military.** Archer, Knight, Knight-Errant, Man-at-Arms, Musketeer, Squire, Watchman.
- › **Vocational.** Barbarian, Berserker, Gladiator, Minstrel, Ranger, Sailor, Warrior-Monk.

Origins

Origins can only be taken at the time of character creation. They represent a character's upbringing and childhood prior to their embarkation upon their first real career.

Some races have race-specific origins. You can take an origin multiple times (after the first time, they each take only 1d6 years), but once you leave an origin, you can never go back.



ACOLYTE (2D6+6 YEARS)

A childhood spent in a monastery taught you well for a life of piety.

Prerequisites: none.

Attributes: INT +1, WIL +1, CHA +1, LUC +1

Skill Choices: [artistic], [magical], herbalism, intuition, linguistics, meditation, medicine, religion

Daily Worship. Once per day, you may pray to your deity and refresh your LUCK (or "faith" as you view it) dice pool.

FARMHAND (2D6+6 YEARS)

You grew up on a farm, learning how to manage crops and livestock.

Prerequisites: none.

Attributes: STR +1, END +1, LUC +2

Skill Choices: animal handling, farming, fishing, herbalism, nature, survival

Outdoorsman. You know the secret of plants.

NOBLE (2D6+6 YEARS)

You had a privileged upbringing surrounded by luxury.

Prerequisites: none.

Attributes: LOG +1, CHA +1, LUC +1, REP +1

Skill Choices: [artistic], [gaming], carousing, linguistics, leadership, [performance], religion, swords

Silver Spoon. Your wealthy upbringing means that you start play with 1,000 bonus gold coins and a superior quality set of clothing.

PAGE (2D6+6 YEARS)

You spent years in the service of a lord or lady, learning the ways of court, running messages, cleaning, and serving a noble.

Prerequisites: none.

Attributes: AGI +1, INT +1, CHA +1, REP +1

Skill Choices: [artistic], [gaming], heraldry, history, linguistics, [performance], running, riding

Page Gear. You start play with a superior set of clothing and a high-quality musical instrument.

FANTASY CAREERS

PRIMITIVE (2D6+6 YEARS)

You grew up in a tribe where you knew little of civilization.

Prerequisites: none.

Attributes: STR +1, AGI +1, END +1, INT +1

Skill Choices: [outdoor], herbalism

Fleet. You gain +2 to your SPEED when outdoors in a non-urban environment. This does not stack with other exploits that add to your SPEED.

SLAVE (2D6+6 YEARS)

A lifetime of slavery and labor has toughened you both mentally and physically.

Prerequisites: none.

Attributes: END +2, INT +1, WIL +1

Skill Choices: [crafting], animal handling, farming, mining, [performance]

Hardship. A life of oppression has taught you to endure hardship; you gain an extra death/dying countdown die when reduced below 0 HEALTH.

URCHIN (2D6+6 YEARS)

A rough childhood on the streets taught you how to survive.

Prerequisites: none.

Attributes: AGI +1, INT +1, END +1, LUC +1

Skill Choices: perception, [performance], running, stealth, survival, thievery

Life on the Streets. Accustomed to sleeping rough, you heal a bonus 1d6 HEALTH each day.

WIZARD'S APPRENTICE (2D6+6 YEARS)

Your childhood was an academic one of study and lore.

Prerequisites: none.

Attributes: INT +1, LOG +1, MAG +1, REP +1

Skill Choices: [artistic], [lore], [magical], hypnotism

Prestidigitation. You learned little magical tricks to help with your chores as an apprentice. You are able to use small displays of magical prestidigitation at will to assist you with day-to-day inconveniences: cleaning clothes, keeping the rain or mud off, a tiny reading light, polishing silverware, and the like.

CAREERS

You can take careers multiple times. Each time you take the career, you choose two skills, apply the attribute increases again, and select one of the available exploits.

If a career is repeated, additional grades are referred to by their title, as shown in the table. For example, an archer who has taken the Archer career four times is regarded as a seasoned archer. This ranking system applies only to grades within a career, not to a character's total grade.

CAREER GRADES

Grade	Experience
1	Novice
2	Practiced
3	Experienced
4	Seasoned
5	Veteran
6	Doyen

CRIMINAL CAREERS

From low level street thugs to gangsters to smugglers, all criminal careers carry the added risk of prison. After taking a grade in a criminal career, roll 1d6. On a roll of 1 you must next take the Prisoner career.

ALCHEMIST (1D6 YEARS)

Alchemists mix potions and substances and transform substances from one to another. Creating elixirs in bubbling cauldrons and seeking the secrets of magical chemistry, alchemists are creators. Many make a living selling their concoctions. Unlike herbalism, alchemy involves a touch of magic.

For each alchemical concoction, you should create a unique process; for example, it might require you to dilute amber in a jade keg or cool mercury in a ruby flute.

Prerequisites: herbalism, alchemy

Attributes: LOG +1, END +1, MAG +1, REP +1

Skill Choices: alchemy, animal handling, brewing, concentration, cooking, medicine

Concoction. Choose one status track (see the list on page 29). You can spend five minutes to create a concoction which, when drunk (and a MAG vs. the appropriate DEFENSE attack is made), moves the recipient one stage along the chosen track. You may take this exploit multiple times, choosing a new status track each time.

Careers & Ranks

For those who wish to add an additional level of realism into the career path system, you can use these optional rank advancement rules. A military or watchman's rank increases as she takes more career grades, but as she rises in rank it becomes harder to progress.

An archer or soldier begins as a Private, and a watchman begins as a Guard. Each career grade thereafter offers an opportunity for promotion. Simply make a REP check each time you take a grade; your GM will inform you if your new grade allows for a military or nobility promotion. The difficulty of the REP check is based on your next rank. If you succeed, you pass whatever exams, boards, or other entry requirements exist, and gain the new rank.

Having players with characters of different ranks within the same structure can cause problems. Generally speaking, you should not try to enforce rank-based behavior between players—having some players able to tell other players what to do generally makes the game less fun for players of lower ranked characters. Instead, the rank should be treated as

RANK ADVANCEMENT

Military Rank	Watchman Rank	Nobility	Promotion Difficulty
Private	Guard	Peasant	—
Lancepesade	Constable	Yeoman	Automatic
Corporal	Lance-Constable	Gentleman	Easy [7]
Sergeant	Corporal	Esquire	Routine [10]
Lieutenant	Sergeant	Knight/Dame	Challenging [13]
Captain	Captain	Baronet	Difficult [16]
Major	Deputy Inspector	Baron/Baroness	Demanding [21]
Marshall	Inspector	Viscount/Viscountess	Strenuous [25]
Colonel	Deputy Commander	Earl/Count/Countess	Severe [29]
General	Commander	Marquess/Marquis	Herculean [33]
Field Marshal	Chief of Watch	Duke/Duchess	Superhuman [37]
High Constable	Commissioner	Archduke/Archduchess	Impossible [40]

part of the character's background, and not used as a bludgeon against other players. In this situation, a friendly agreement between players (not characters) can make the game better for everybody.

The above list is for two sample

organizations and feudal nobility, but your own game setting will have its own structures with their own ranks. This system can be used for any type of organization, including holy orders or wizarding organizations.

Explosive Alchemy. You can create an explosive concoction using your alchemy kit. This takes a full round (two actions), and the concoction can be thrown (range increment 3, radius 5', damage 3d6 fire). The concoction remains potent for 5 minutes before it stops working.

Gaseous Concoction (requires Concoction, alchemy 5). Your concoction can be thrown in a glass bottle which breaks on impact, creating a 10' radius area of gas lasting for 1 minute. This effect attacks any creatures which enter or start their turn in the cloud.

Greater Healing Potion (requires Healing Potion, alchemy 3). Your healing ability using your alchemy kit

improves. You may now restore 3d6 HEALTH.

Healing Potion. You can use your alchemy kit to heal 2d6 HEALTH in yourself or any creature you can touch. No creature may benefit from this more than once per day.

Sticky Concoction (requires Concoction, alchemy 3). You may turn an already-created concoction into a substance which can be applied to an edged weapon. The next successful damaging attack made by that weapon will deliver the concoction to the target as though the target had drunk it. The substance only remains potent for one successful attack or for five minutes, whichever comes first.

FANTASY CAREERS

Strong Concoction (requires *Concoction*, alchemy 3). One concoction you can create using the *Concoction* exploit now moves targets two stages along that status track.

Protective Oil. You may spend 5 minutes to create an oil which, when smeared over a creature, grants it SOAK 2 against one damage type. This is enough to protect against climate-based effects.

ARCHER (1D6 YEARS)

You joined the army as an archer, manning walls and front lines in times of war.

Prerequisites: AGI 3+

Attributes: STR +1, AGI +1, LUC +1, REP +1

Skill Choices: bows, carousing, perception, survival

Bowyer. You know how to maintain your equipment.

One standard quality bow becomes a high quality weapon, as long as you spend an hour maintaining it every day.

Careful Aim. When aiming, your bonus to hit increases to +2d6.

Double Shot. You notch two arrows and let both fly simultaneously. Each must be directed at a different target, and both targets must be within 10' of each other. You cannot combine this ability with any other exploits.

Intercepting Shot (requires INT 8+; *Rapid Shot*). You can shoot another arrow out of the sky as a reaction. Roll an opposed attack roll against that of the attacker's arrow; if you succeed, the arrow is split and falls harmlessly to the ground.

Long Shot. You have an eye for distance. You can double the range increment of a bow by taking a -1d6 die penalty to damage.

Rapid Shot. You fire faster; once per turn you can fire two shots at a single target instead of one.

Stand Your Ground (requires AGI 8+; *Rapid Shot*). As long as you do not move, you can plant arrows in the ground and loose two shots every action.



ASSASSIN (1D6 YEARS)

You have mastered the skills of a stealthy killer for hire.

Prerequisites: stealth

Attributes: AGI +1, INT +1, WIL +1, REP +1

Skill Choices: [melee weapon], [ranged weapon], disguise, herbalism, intimidate, perception, stealth, thievery

Create Poison. Using an herbalism kit, you can create a poison in five minutes. The poison will remain effective for five further minutes, and is administered via food or drink, doing 6d6 poison damage.

Death Blow (requires *Surprise Attack*). Your damage bonus for attacking unaware targets increases to +3d6.

Poison Resistance. You become resistant to poisons, gaining SOAK 5 (poison). You can take this exploit multiple times, gaining an additional SOAK 5 (poison) each time you do.

Quiet Kill. You are a master of silent death. Any target you kill during the ambush turn dies silently and without obvious visible signs. Nobody notices the target is dead for one minute; thereafter, noticing the target is dead requires a *Strenuous* [21] INT check.

Surprise Attack. If you successfully hit a target that is unaware of you, you gain a +2d6 damage bonus.

Weak Point. Once per enemy you may ignore any SOAK score it possesses by targeting a weak spot. You can never use this ability on the same enemy again.

BARBARIAN (1D6 YEARS)

Tribal warriors from the very fringes of civilization, barbarians are wild and uncouth. Barbarians exemplify physical prowess and natural prowess, but can feel uncomfortable in enclosed spaces.

Prerequisites: None

Attributes: STR +1, END +1, AGI +1, INT +1

Skill Choices: [physical], [outdoor], axes, hardy, herbalism, spears, swords

Beastly Visage. You have modified your body in various ways (scars, tattoos, piercings) as to make yourself as intimidating as possible. With a CHA vs. MENTAL DEFENSE attack, you can move a target who can see and hear you one stage along the Fear status track.

Feral. You gain a bite attack; your natural damage increases by +1d6 and becomes piercing damage.

Magic

Magic (see Elements of Magic) is a supernatural power used by various careers, including the Mage, Cleric, Druid, Alchemist, Necromancer, and more.

Some careers grant unique exploits (the Firemage, for example, gains abilities which control or resist fire). In addition to these career exploits, any creature with a MAGIC attribute can use magic; those with high MAGIC attributes can use it more effectively.

Magic-users need two things. They need to know *skills*, which include various things you can do with magic—these include things like *abjuration*, *creation*, and *divination*. They also need to know *secrets*, which are keyword-based exploits like *fire*, *earth*, *fey*, *birds*, *plants*, *good*, *evil*, and so on. The two combine in a verb-noun (skill-secret) fashion to

make spells—for example, *create fire*, *abjure evil*, or *charm beasts*. This combination essentially tells you what you can do with magic, and the higher your MAGIC attribute, the more powerful your magical effects will be.

You gain skills the normal way—by selecting them when you take careers. You gain secrets in the form of exploits, either as universal exploits bought with Experience Points, or as career exploits granted by magical careers. Some races, also, grant secrets—all Sylvan Elves, for example, start play knowing either the *secret of plants* or the *secret of beasts*.

The important thing to know during character creation is that gaining magical skills and secrets is important. You should list all the magical skills and secrets you know. All sentient creatures know the *secret of self*.

PATRONS & VIRTUES

While some practitioners of magic gain power through knowledge, others beseech mysterious entities for intervention—some claim that they are favored by the gods. Druids fall into this category, as do clerics, both evil and good. Where a mage will cast a spell, a worshiper will call upon a higher power. This applies also to diabolists, for not only gods grant favors to mortals.

A patron always defines a Virtue—often Good or Evil—in addition to any portfolio it may have. The eternally unchanging Virtues of angels, devils, demons, and undead come from the wellspring of a god's divine power. Mortals,

however decent or villainous, almost always have the free-willed Virtue (which makes them immune to most Virtue-based effects), but a very devoted cleric can eventually become one of those rarities: a mortal with a Virtue.

A Virtue is a blessing and a curse. It can grant power over things aligned to it and can be hurt, dispelled, or abjured against. There is no finite list of Virtues—Good and Evil are common and used in this book, but others might include Greed, Wrath, Charity, and more. Virtues form secrets, just like elements and creatures do. You can therefore learn the *secret of good* or the *secret of avarice*.

Fleet of Foot. In an outdoor environment, you gain a +2 bonus to your SPEED. This does not stack with other exploits that add to your SPEED.

Hides and Skins. You know how to make the most out of basic gear. Hide armor worn by a barbarian counts as one quality level higher than it actually is.

Iron Skin (requires Leathery Skin). Your natural SOAK bonus increases to +4.

Keen Senses. You gain +1d6 to perception checks.

Leathery Skin. You gain +2 natural SOAK from hard, conditioned, leathery skin.

Mighty Leap. Your horizontal free jump distance increases by 5' (one square).

Natural Serenity (requires Sacred Terrain). In your chosen sacred terrain, you may pause for five minutes once per day, reflecting on nature and speaking to the Old Gods, to recover your full HEALTH.

Primal Charge (requires Fleet of Foot). When charging, you howl and screech, moving twice your SPEED and gaining +2d6 to damage.

Reap the Whirlwind. You may spend two actions to make one melee attack against every adjacent foe. You cannot add additional exploits to these attacks.

FANTASY CAREERS

Sacred Terrain. Choose a terrain type, such as forest, plains, ocean, or mountains. You gain a +1d6 to all dice pools when in that terrain; this is still limited by your maximum dice pool.

Scarred Visage (requires Beastly Visage, Leathery Skin). You are covered in scars. You are immune to the Bleeding status track below the Extreme stage.

Set in the Old Ways. You gain +5 to your MENTAL DEFENSE.

Trophy Collection (requires Set in the Old Ways). You collect gruesome trophies from your vanquished foes—teeth, skulls, bones, etc. Each trophy replenishes one LUCK die in your LUCK dice pool, and loses its power once the LUCK die is spent. You may only claim a trophy if you delivered the killing blow to a creature of Medium size or larger.

BERSERKER (1D6 YEARS)

Some barbarians become berserkers—raging warriors of fury.

Prerequisites: STR 6+, Feral exploit

Attributes: STR +1, END +1, CHA +1, LUC +1

Skill Choices: [physical], [unarmed], axe, bards, spear, sword

Fearless (requires Frenzy). While frenzied, you are completely immune to the Fear status track.

Frenzy. You can fly into a berserk rage. When berserk, you must attack the closest enemy, and move on to the next closest thereafter. You gain SOAK +5 (even when wearing armor) and +1d6 damage. Each round you rage for, you take 1d6 damage; you do not stop raging until you pass out or until all enemies are dead.

One with Nature (requires Frenzy). When frenzied and wearing no armor, you gain a +2 MELEE DEFENSE bonus.

Regenerate (requires Frenzy). Every time you deal a killing blow while frenzied you gain +1d6 HEALTH.

BURGLAR (1D6 YEARS)

You become a master thief, able to infiltrate the most secure of locations. Some cat burglars work for hire and conduct industrial espionage, while others prefer to steal valuable artifacts and jewels from museums and high security vaults.

Prerequisites: stealth

Attributes: AGI +1, INT +1, LUC +1, REP +1

Skill Choices: acrobatics, appraisal, climbing, escape artist, jumping, stealth, thievery

Cat Burglar. An expert at climbing, you do not take any die penalties in combat while climbing (climbing normally inflicts a -2d6 die penalty).

Climber [requires Cat Burglar]. Your climbing speed becomes equal to your regular SPEED.

Heist. You commit a robbery. Gain a bonus 3d6×100 gc. You may repeat this exploit, gaining 3d6×100 gc each time.

Locksmith. You gain an exceptional quality lockpicking kit. This gives you a +2d6 bonus to attempts to pick locks.

Sixth Sense. You have a sixth sense when it comes to traps, and gain a +2d6 bonus to spot them and a +1d6 bonus to avoid or disarm them.

CLERIC (1D6 YEARS)

The cleric devotes his or her life to a higher power, hoping to serve that power's will. Whether that power is a noble god or a vicious demon lord, the cleric gains power from faith and learns to wield magic in the service of that deity. Because clerics deal more in abstract realms of soul and spirit, their magic has a definite slant toward the intangible, generally eschewing direct offensive magic in favor of spells that affect creatures' essence and behavior, or that make creatures more or less able to fight. Clerics are also trained to be capable warriors, able to defend themselves physically if their spells fail them.

Most clerics worship one specific deity from a pantheon, but still respect other members of that pantheon, even if they are not actual followers. The agendas of deities' worshipers may conflict in the realm of mortals, but it is folly to defy even enemy deities. Thus, though a cleric may choose to change the deity he or she reveres, if the cleric truly abandons the pantheon, he or she will never be accepted by any deity, being forced to rely on mortal magic alone.

Prerequisites: religion.

Attributes: WIL +1, LOG +1, CHA +1, MAG +1

Skill Choices: [magical], herbalism, history, leadership, local knowledge, maces, medicine, religion, staves

Beatification (requires religion 6). You gain the Virtue of your god. Additionally, all damage you do is damage of that Virtue type, whatever the delivery

instrument.

Blessing/Curse (requires Portfolio). You can issue a blessing or a curse. This takes one minute, lasts one hour, and affects one creature within 30'. A curse makes the target unable to access its LUC pool; a blessing grants it a bonus 3d6 to its LUC pool for the hour.

Divine Touch (requires Portfolio). The potency of your touch increases. If you chose the *secret of good*, your touch can now heal 2d6 HEALTH. A creature can only be affected once by your healing touch per day. Alternatively, if you chose the *secret of evil*, your touch now also pushes your target one stage along the Nausea status track.

Portfolio. Choose either the Good or the Evil Virtue, plus one Elemental or Creature secret from your god's portfolio.* If you choose the *secret of good*, your touch can heal 1d6 HEALTH as a single action (although any given creature can only benefit from this once per day). If you choose the *secret of evil*, it inflicts 1d6 evil damage beyond your natural damage.

Sense Virtue (requires Portfolio). You are able to sense the presence of (but not the location of) any beings or objects within 60' with a Virtue opposite to that of the secret you chose.

DIABOLIST (1D6 YEARS)

A diabolist consorts with the infernal, and dabbles in the darkest and most dangerous of magical arts—he deals with demons and devils, risking his very soul in the process. A diabolist needs a strong will, for devils and demons know the powers of temptation, deceit, and the lure of pure evil. A diabolist knows how to summon infernal creatures and bind them to his will.

Prerequisites: religion, secret of evil

Attributes: WIL +1, CHA +1, LUC +1, MAG +1

Skill Choices: [magical], [social], alchemy, concentration, knives, law, linguistics, religion

Blood Magic (requires Faustian Pact). You are now able to cast spells for fewer MP by spilling your own

* The cleric presented here selects only from the Good and Evil Virtues, along with any other secrets which form part of her god's portfolio. Other Virtues do exist (see pg. 21), but this career assumes only those two. For divine portfolios, see the appendix.



blood. As an action, you may do either 1d6 or 2d6 damage to yourself; the MP cost of the next spell cast within one minute is reduced by the number of d6s damage you cause.

Demonic Traits (requires Faustian Pact). You begin to take on the appearance of the infernal. You may take this exploit up to six times. Each time you take it, roll 1d6 to determine the trait you gain; if a trait is duplicated, roll again.

1. Horns. +1d6 Magic Points
2. Red eyes. Darkvision 60'
3. Claws. +1d6 to unarmed damage
4. Red skin. SOAK 5 (fire)
5. Hooves. +1 SPEED
6. Tail. +1 AGILITY

Faustian Pact. Your Faustian pact begins, but power comes at a price. You gain 2d6 additional Magic Points. Whenever you cast a spell that uses those bonus MP, you take damage equal to the number of MP placed in that spell. However, you know that true power comes later to those who are patient.

Imp. You gain an imp familiar which will do your bidding. It will undertake dangerous tasks, but to persuade it to do something suicidal (or near-so) requires a Difficult [16] CHA check; if you fail, your imp betrays you.

FANTASY CAREERS

Infernal Mysteries. You learn the basics of diabolism. You gain the *summoning*, *abjuration*, and *hexing* skills at 1 rank (1d6) if you do not already have them, and learn the *secret of demons*.

DRUID (1D6 YEARS)

Guardians of nature, druids are attuned with the natural forces of the world. Plants and animals are their allies, and druids frequently live in the wild, deep within forests. A druid typically wields a staff or sickle.

Prerequisites: *nature*.

Attributes: INT +1, WIL +1, END +1, MAG +1

Skill Choices: [crafting], [magical], [outdoor], *herbalism*, *medicine*, *nature*, *staves*

Animal Affinity (requires *Speak with Animals*). With a successful CHA vs. MENTAL DEFENSE check, you can shift an animal within 10' one stage along the Charm status track for one hour.

Animal Companion. You gain an animal companion in the form of a wolf or other beast with a maximum dice pool of 6d6 and a maximum LOG attribute of 2. This companion will accompany and defend you. If your companion dies, you attract a new companion in one month. However, if you abuse your companion (for example by sending it ahead to set off traps), it will leave you and you will never be able to replace the companion. The companion is bright for its species, but has no special intelligence or

abilities. You may take this exploit multiple times, gaining an extra animal companion each time.

Ageless (requires *Poison Immunity*). You no longer age and become effectively immortal, saving accidental death.

Beast Form. You may transform into a small or medium-sized animal (and back again) once per day for up to one hour. You cannot speak in this form, and retain your own mental attributes, but otherwise use the animal's statistics.

Companion Link (requires *Animal Companion*). You gain a telepathic link with your animal companion with a range of 1 mile; this enables you to send it instructions and to see through its eyes.

Elemental Druid. You gain any two of the *secrets of air*, *earth*, *fire*, and *water*.

Greater Beast Form (requires *Beast Form*). You may now change into a large or tiny animal.

Nature's Passage. You can move through woodland areas and thick undergrowth without any speed reduction, and leave no tracks or traces of your passing unless you choose to do so.

Nature Priest. You gain the *secrets of beasts* and *plants*.

Poison Immunity. You become immune to all poisons and poison damage.

Speak with Animals. You may freely speak with animals, although they do not gain special intelligence or knowledge.

FIREMAGE (1D6 YEARS)

Firemages are fascinated by fire. They love the way it flickers and dances; they excel at creating flames, throwing fire, and creating and controlling infernos and conflagrations. Firemages can sometimes be identified by a scent of sulfur.

Prerequisites: *secret of fire*.

Attributes: MAG +1, AGI +1, CHA +1, LOG +1

Skill Choices: [magical], [lore], [crafting], *bluffing*, *knives*, *perception*, *reactions*

Fiery Affinity. Your focus on fire grants you +1d6 to any attribute which interacts with fire or heat.

Fire Immunity (requires *Fire Resistance*). You become completely immune to fire or heat damage. Your vulnerability to cold, however, increases to 2d6.

Fire Resistance. You permanently gain SOAK 5 (fire). However, you also suffer Vulnerability (1d6) to cold.

Animal Companions

Careers like the Druid, Mage, Pirate, and Knight all grant animal companions. An animal companion has a special bond with the character. It understands the character's instructions, and will carry out orders, but mistreatment (including putting the companion in unnecessary danger) will break the bond and cause the companion to leave. A character who loses his companion in this manner can never replace it.

If an animal companion dies, or is killed, the character may attract a new companion after a month has passed. This occurs naturally; a new animal will simply start following the character.

Firebolt (requires Flaming Touch). You can throw a bolt of fire as a single ranged attack (using your MAG attribute) which has a range increment of 30' and does 2d6 fire damage.

Firebolt, Greater (requires Firebolt). Your Firebolt's damage increases to 3d6 fire.

Firesculptor. You can “sculpt” fire easily; any non-magical flame within 30' can be shaped or enlarged as a single action and a mere effort of will as long as it remains within 30' (things outside can catch fire as normal, but you have no control over them).

Flaming Aura (requires Flaming Touch). You gain an aura (based on your size) of flame and heat, although you may suppress it easily. Creatures entering or starting a turn in this aura take 2d6 fire damage.

Flaming Touch. Your touch becomes hot enough to injure others, causing an additional 1d6 of heat damage beyond your natural damage.

Sticky Fire (requires Fiery Affinity). Every time you damage a foe with fire or heat damage, they are pushed one stage down the Fire status track.

GLADIATOR (1D6 YEARS)

You fought in an arena for money and fame with a flashy combat style and a few dirty tricks.

Prerequisites: None

Attributes: AGI +1, END +1, REP +1, CHA +1

Skill Choices: *[combat], acrobatics, dancing, intimidation, reactions, storytelling*

Crowd's Worship (requires Exhibitionist). You feed off the admiration of a crowd to the extent that if there are 6 or more non-participating people watching you fight, every time you defeat a foe, you gain 2d6 HEALTH as you bask in glory.

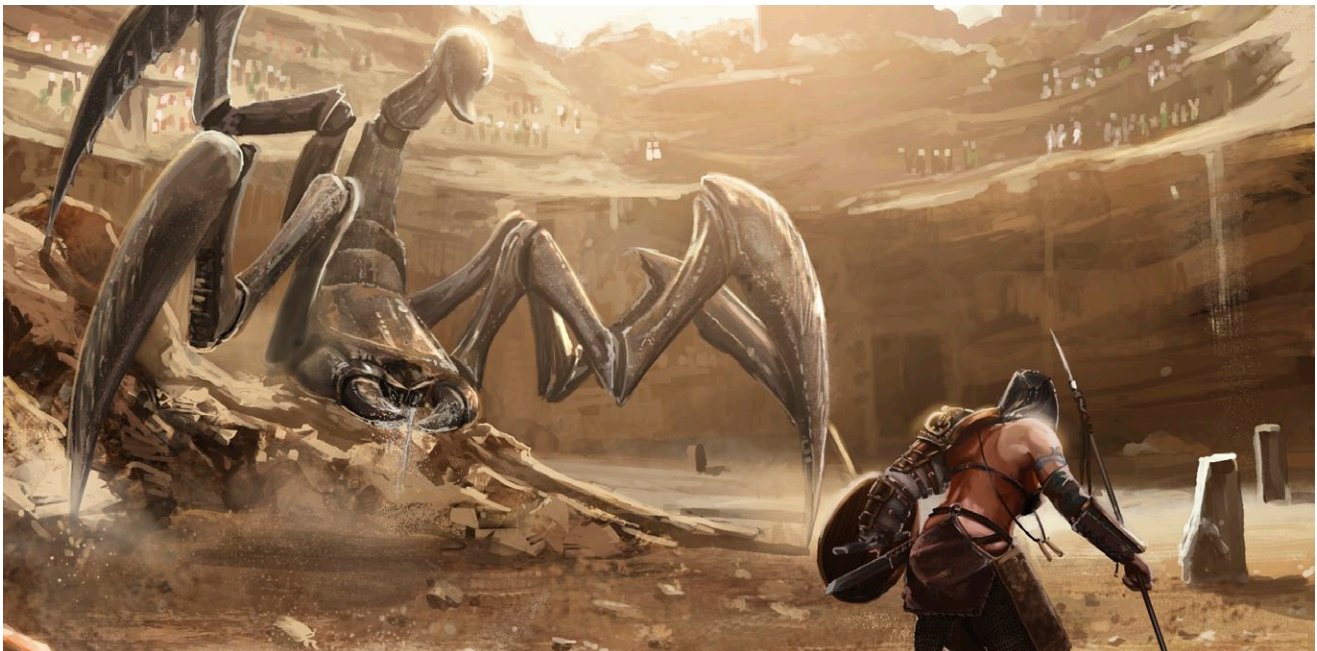
Exhibitionist. Victory gives you strength. You replenish your LUCK pool by 1 die every time you defeat an opponent.

Fake Wounds. Once per day, you may use your expertise in faking injuries to turn an actual blow into a pretend one. Your opponent, and all onlookers, will believe you have suffered the damage inflicted by the attack, but in fact it causes no damage at all.

Gladiator's Cut. Your successful strikes move your target one stage along the Bleeding status track.

Gladiator's Skills. You gain two of the following universal exploits: Disarm, Trip, Achilles Heel, Blinding Attack, Crippling Strike, Quick Stand, Taunt. You may repeat this exploit to gain two additional universal exploits from the list.

Showoff. You can make a CHA vs. MENTAL DEFENSE attack in combat against a single target within 30' as a standard action to put on an intimidating and flashy display of prowess. If successful, the target is moved one stage down the Fear status track.



IT TOOK THEM AN HOUR TO REACH THE clearing where the feywort grew, which gave Master Flavius an opportunity to regale Arp with a learned discourse on the healing properties of sap.

"...For as the philosopher says, 'Anything purple that oozes from trees, will make a fine ointment to ward off disease.' What on earth are you doing?"

"I'm handing you the yarrow, like you asked."

"The yarrow?" The King's Herbalist stared. "I said the arrow, you fool! Behold: I am holding a bow. Did you think I was going to fire a volley of flowers from it?"

"I wasn't certain, master. Your arts are as yet beyond my understanding."

Flavius harrumphed. "Just so. Now that you mention it, the healers of the Capalotia tribe do perform medicinal rites wherein certain efficacious herbs are fired at the four quarters by means of a bow; or when a bow is not available they may be crushed to a powder, wrapped tightly in a broad leaf or a bit of cloth, and flung using a makeshift sling."

Arp never knew how many of these bits of lore were actually true, but he'd found that he could avoid a thrashing by giving his master a chance to boast of his knowledge. He returned the yarrow to his knapsack, but left it in a pocket that he could reach easily. Yarrow was good for staunching the flow of blood from a wound. And considering what traditionally guarded the feywort, Arp was sure they'd need it.

He withdrew a single arrow from the sack and passed it to Flavius. It was unlike any Arp had ever seen, carved with tiny holes along its length, and with brilliant, colorful feathers.

"Master, why don't you just keep that arrow in your quiver?"

"Because it is a special arrow. I mustn't risk firing it in haste when pursued by a mundane creature." Arp opened his mouth to ask another question, but Flavius cut him off. "You will see soon enough. Now be silent, and tread softly. They are near."

The pair crept quietly through the woods until the sun-drenched clearing was just in view. Through the

trees Arp saw tiny figures fluttering and capering in the air.

Pixies. Horrible, swarming creatures whose needle-sharp claws and teeth could strip a man's bones clean in seconds.

Flavius fitted the strange arrow to the bowstring. He drew the bow, aimed it at the clearing, slowly let the air out of his lungs—and released. As the arrow flew through the glade, the wind whistled through its holes, sounding remarkably like a piper playing a sprightly tune. The feathers caught the sunlight and held it, so they flashed and sparkled with rainbow colors even as the arrow sped into the darkness of the trees beyond. Drawn by the light and noise, the excited pixies cried out and flew after it. Instantly the clearing was empty.

"Quickly now! We have no time to waste!" Flavius ran to the center of the clearing, with Arp close behind. There, growing in a clump, was the feywort. Its deep red leaves were dotted with silvery stalks, each one tipped with a drop of sweet nectar that pixies found irresistible. Sometimes the feywort's leaves closed around an incautious pixie, drawing it into a hidden bell-shaped cavity to be slowly digested. As a result of its diet of magical beings, the feywort's nectar could be used to make potions for curing wounds, attracting luck, repelling undead, breathing water, and at least twelve other impossible things.

Arp pulled a shovel out of the sack and thrust it into Flavius' outstretched hand. Without pausing, Flavius thrust its blade deep into the soft ground on which the feywort grew.

"Ouch!"

Arp and Flavius looked at each other in confusion. Then the ground heaved up beneath them. They stumbled back as a massive figure of packed dirt rose up before them, the feywort perched atop its head. The thing stretched and yawned like a man waking from a deep sleep, and blinked its pebble eyes as it gazed down at them.

"Woss all this, then?" it rumbled. "And izzat a swarm of pixies flyin' this way?"

Signature Move (requires Gladiator's Skills). Choose one exploit that you have learned from the Gladiator's Skills list. This becomes your signature move. You gain a permanent +1d6 when using that move.

Surprise Recovery (requires Fake Wounds). After using your Fake Wounds ability, you may make a single free melee attack until you make an actual regular melee attack. The free attack must be your first melee attack after using the Fake Wounds ability.

Unusual Weapon. Choose one of the following weapons: trident, net, spear. Weapons of that type count as one quality level higher when you use them.

HERBALIST (1D6 YEARS)

An herbalist knows how to gather, store, prepare, and administer herbs and herbal concoctions which have a wide variety of effects. An expert herbalist can, merely from gathering resources found in nature, create ointments and mixtures which protect, heal, or ward.

For each herbal mixture, you should create a unique name, such as soup of the spirit-wood weed, or incense from the blue-vine nut.

No creature can benefit from any of the herbalist's exploits more than once per day.

Prerequisites: INT 4+

Attributes: LOG +1, INT +1, WIL +1, LUC +1

Skill Choices: alchemy, cooking, brewing, gardening, herbalism, medicine, nature, perception, survival

Alleviate Condition. You can automatically devise an herbal concoction to relieve any condition (stunned, blinded, and so on) by mixing the herbs you have on you and adding additional components from your surroundings as long as you have your herbalism kit on you. This takes two actions (a full turn) and reduces any status track by one stage automatically. This does not affect permanent conditions.

Depressant. You can create a herbal mixture which decreases the die pool of one attribute by 1d6 for five minutes. You must choose the attribute when you select this exploit; you may select it multiple times and choose a different attribute each time. It takes one minute to create the mixture.

Healing Herbs. As long as you have your herbalism kit on you, you can heal an ally by 1d6 of HEALTH as a

single action. A given creature can benefit from this ability only once per day.

Herbal Ward. You can create a herbal abjuration effect (equal to a 0 MP spell) at will. It takes you one minute to prepare the herbs, and they remain usable for five minutes. Choose one creature type; any time a semi- or non-sentient creature of that type attempts to come within 10' of you (or the recipient of your herbs), it is subject to a LOG vs. MENTAL DEFENSE attack. On a success, it may not come any closer for five minutes, at which point it may try again. The duration of the effect is 30 minutes.

Stimulant. You can create a herbal mixture which increases the die pool of one attribute by 1d6 for five minutes. You must choose the attribute when you select this exploit; you may select it multiple times and choose a different attribute each time. It takes one minute to create the mixture.

INQUISITOR (1D6 YEARS)

Inquisitors are magical bodyguards and interrogators skilled in uncovering plots and opposing enemy magic. Inquisitorial magic is subtle in its effects, with few sensory cues, but very distinctive with regard to its caster. Inquisitors learn to intimidate foes, so they typically growl their spells loudly and gesture clearly at their spell's targets. They use few directly offensive spells, though many can create flaming barriers for defense or to trap foes. Inquisitors are easily recognized by their masks, which they claim protect their souls from enemy magic. Most Inquisitor masks are wood or stone carved in the shape of bear skulls, and many Inquisitors favor bearskin cloaks. They seldom arm themselves with more than a claw-shaped dagger.

Inquisitors learn their spells from old spellbooks scribed by the founders of the Inquisitorial order centuries ago. These spellbooks are written in a civilized form of Orcish and are closely protected by the order. Experienced Inquisitors typically study other styles of magic to better counterspell it.

Prerequisites: law, divination.

Attributes: END +1, INT +1, WIL +1, MAG +1

Skill Choices: abjuration, compulsion, divination, interrogation, intimidation, knives, law, religion, tracking

Dispel Magic (requires Sense Magic). You can dispel magic within 30' as a single action by making a MAG vs. MAG check against the effect you're trying to dispel.



Inquisitor's Mask. You can protect yourself from spells by hiding your soul behind a special mask. You create the mask yourself. While you wear that mask you gain a +4 MENTAL DEFENSE bonus, and divination spells that directly target you take a -1d6 die penalty. You must make the mask yourself, and it must be specifically designed to protect your soul. You can take this exploit a second time to create a Greater Inquisitor's Mask, which gives you +6 MENTAL DEFENSE and inflicts a -2d6 penalty to divination spells targeting you.

Inquisitor's Sight (requires Inquisitor's Mask). You gain the secret of humanoids, and gain one rank in the compulsion, divination, and abjuration skills.

Magic Resistance. You gain SOAK 5 (magic). This applies to any damage caused directly by magic; it does not apply to indirect damage.

Sense Magic. You are able to sniff out magic within 60'.

True Sight (requires Inquisitor's Sight). You are able to automatically see through illusions (and can see invisible creatures) and disguises, and can discern the true shape of a shapechanged creature.

KNIGHT (1D6 YEARS)

You became a knight—a mounted warrior proficient in lance, shield, and sword.

Prerequisites: heraldry

Attributes: STR +1, CHA +1, LUC +1, REP +1

Skill Choices: animal handling, bravery, carousing, heraldry, lances, law, leadership, riding, swords, tactics

Bonded Mount. You gain a loyal warhorse. The warhorse is bonded to you, and gains +2 SPEED while you are riding it. If the warhorse dies, you can replace it after a week of mourning. The horse counts as an animal companion (see the Druid for more details on animal companions).

Jouster. You can charge an enemy from horseback using your lance. This attack gains +2d6 to both attack and damage, and requires you to move on horseback at least 20' in a straight line.

Jumper. Your horse's free JUMP distance increases by 5' horizontally and 5' vertically.

Knight's Banner (requires Knight's Courage). Allies within 30' of you gain +2 MENTAL DEFENSE. This does

Status Tracks

Status tracks measure a range of conditions which might apply to a character. They have various degrees of severity, and characters can progress up and down those tracks because of attacks, spells, concoctions, and other things. The status tracks are:

- Alertness
- Anger
- Autonomy
- Bleeding
- Charm
- Cheer
- Cognizance
- Courage
- Drowsiness
- Fear
- Fire
- Hearing
- Intoxication
- Memory
- Mobility
- Sight
- Pain
- Nausea
- Tiredness

not stack with other exploits which increase their DEFENSE scores.

Knight's Courage (requires Knight's Honor). You gain +4 MENTAL DEFENSE. This does not stack with other exploits which increase your DEFENSE scores.

Knight's Honor. Your courage and honor are such that you automatically succeed in attempts to shake off Fear status track effects.

Might Is Right. You can make a REP vs. MENTAL DEFENSE attack against any creature as a single action. If successful, the target is pushed one step down the Fear status track, awed by your presence.

Squire (requires Bonded Mount). You gain a free squire. You must protect your squire; in exchange, one weapon or one suit of armor you possess increases by one quality level (to a maximum of artisan). If your squire dies, he is replaced in one month.

KNIGHT-ERRANT (1D6 YEARS)

The ultimate holy warrior, you wander the lands serving your god—whether good or evil.

Prerequisites: heraldry, religion, Portfolio exploit

Attributes: STR +1, CHA +1, WIL+1, REP +1

Skill Choices: animal handling, bravery, heraldry, lances, law, medicine, riding, swords

Black Knight (requires Evil Portfolio). You are known as a dark knight, an agent of evil. All damage you do is Evil damage.

Divine Smite (requires Portfolio). You automatically do +1d6 Good or Evil damage (depending on your Virtue) to creatures of a Virtue opposed to your own.

Great Deed. You perform a great chivalric deed. Describe a quest or deed. You gain +2 REP. You may only take this grade by spending time; you may not purchase it with XP.

Lay on Hands (requires Portfolio). Your touch reduces (Good) or increases (Evil) any status track of a creature you can touch by one stage. This takes a single action. This does not affect permanent conditions.

Slayer (requires Great Deed). You have become known as the Slayer of a specific creature type associated with your deed. You gain a permanent +1d6 bonus to attacks and other attribute checks related to that creature type. Choose from spiders, dragons, giants, goblins, demons, or undead.

LOREMASTER (1D6 YEARS)

A loremaster is a scholar and academic expert; years spent in libraries studying ancient texts makes loremasters amongst the most knowledgeable in the world. Loremasters even pick up some minor magical spells which help them in their studies.

Prerequisites: INT 4+

Attributes: LOG +2, WIL +1, MAG +1

Skill Choices: [artistic], [gaming], [lore], [magical]

Anatomist. You automatically know the resistances and vulnerabilities of any creature you encounter.

Experienced. Your knowledge and expertise borders on the prophetic. Your entire party gains a +1d6 INITIATIVE bonus if they are within 30' of you when they make their check.

Greater Ritual (requires Ritual). You can now cast spells of up to 5 MP or less as a ritual.

Identify. You can automatically identify a magical item, its name, and its properties.

Language Lore. You gain the scholastic ability to decipher any written language, whether or not you have seen it before, based on its similarity with and common roots with other languages. This takes one minute per sentence.

Language Mastery (requires Language Lore). You can now speak or read any unknown language automatically.

FANTASY CAREERS

Ritual. You can cast a specific spell of 3 MP or less as a ritual; this takes one minute per MP, but costs you no MP. You may take this exploit more than once, creating a new ritual each time.

Secrets. You learn four magical secrets.

Wise Counsel. You can spend two actions to offer advice and counsel, giving one ally within 30' a +2d6 bonus to a single attribute check. Any given target can only benefit from this once per day.

MAGE (1D6 YEARS)

You are practiced in the arcane arts, able to wield spells with ease. A mage is a trained magic-user—sometimes known as a wizard, or sorcerer. Able to cast a variety of spells, and well-versed in a range of lore, the mage is a generalist.

Prerequisites: one [magical] skill.

Attributes: MAG +1, LOG +1, WIL +1, REP +1

Skill Choices: [academic], [lore], [magical], staves

Arcane Knowledge Base. Choose four [magical] skills and one element secret. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Arcane Secret. You have learned or discovered an arcane secret—either an Element, Creature type, or Virtue. You can take this exploit multiple times, learning a new secret each time, but you may know no more secrets than your LOG attribute.

Attuned. You easily detect magic. You do not need to make an attribute check to detect magic within 30'; you are automatically aware of its existence.

Familiar. You gain a familiar, which is a tiny-sized creature (cat, bat, owl, mouse, rat, etc.) You can speak to your familiar, which is able to report back things it has seen or heard.

Learned. When using any [lore] skill as part of a dice pool, you may reroll any 1s.

Specialization (requires Arcane Knowledge Base). Choose one secret that you already know. You are specialized in that secret. You may exceed your MAG attribute by 2 points when using that secret. You may only ever specialize in one secret.

MAN-AT-ARMS (1D6 YEARS)

An infantryman, you fought in battle on the front lines.

Prerequisites: None.

Attributes: STR +1, END +1, WIL +1, LUC +1

Skill Choices: [unarmed fighting], carousing, carrying, leadership, medicine, polearms, running, spears, survival, swords, tactics

Advance! Proficient at charging across poor terrain or mud, you ignore difficult terrain when charging.

Equipped. You start play with a high quality sword, spear, or suit of chainmail.

Hold the Line. When standing adjacent to an ally, you both gain a 1d6 cover bonus.

Shield Bearer. Any medium or large shield you wear increases its DEFENSE bonus by +2.

Shield Wall. When standing between two allies, all three gain a +2d6 cover bonus. This does not stack with itself or with Hold the Line.

MINSTREL (1D6 YEARS)

You used the power of your music to earn a living.

Prerequisites: CHA 4+

Attributes: INT +1, WIL +1, CHA +1, REP +1

Skill Choices: [lore], [performance], [social], carousing

Beast Song (requires Song). Select a song you know. That song now affects beasts as well as sentient beings.

Instrument. You start play with a high quality musical instrument. You can make money by playing at taverns and doing local performances. You can automatically make 1d6×10 gc per day by doing this. This ability cannot be used during downtime.

Marching Song. When travelling in a group of three or more, you can perform a marching song which increases your group's average SPEED by 2.

Projection (requires Song). You use the power of your voice to increase the radius of your songs to 60'.

Song (requires Instrument). You can take this exploit multiple times, learning a new song each time. The song affects sentient beings who can hear and understand it. Each time you learn a song, choose one Status track (e.g., Cheer, Courage, or Tiredness); that song allows you to move those within 30' who can hear you one stage up or down that status track. Unwilling targets require a CHA vs. MENTAL DEFENSE attack.

MUSKETEER (1D6 YEARS)

Wielding musket and sword, you became a swashbuckling musketeer.

Prerequisites: AGI or INT 5+

Attributes: AGI +1, INT +1, CHA +1, LUC +1

Skill Choices: *carousing, heraldry, intimidate, muskets, perception, swords*

Cloak Flourish. You can use a cape or cloak with a flourish to distract your foes; the garment counts as a small shield, but does not require a free hand to use it.

Musket Charge. When charging with a melee weapon, you may begin your charge with a single musket shot, switch weapons, charge, and end it with a single melee strike.

Pistol-Whip. You can use a firearm as a club by striking with the butt once per turn as a free action as long as you are currently wielding that weapon.

Quick Reload. You can fire your musket every action, rather than just once per turn.

Swashbuckler. Your swashbuckling swordplay gives you any two of the following universal exploits: Disarm, Sidestep, Taunt.

Whites of Their Eyes. You are accustomed to standing your ground as oncoming hordes charge, firing only when you see the whites of their eyes. When charged by an opponent, you may fire a free musket or pistol shot when they come within 10' of you.

NECROMANCER (1D6 YEARS)

A master of the dark arts, a necromancer is able to summon, bind, and control the undead. Eventually, a necromancer turns into a terrifying lich, the most powerful of undead. A necromancer knows the ways of disease, poison, and the power of fear.

Prerequisites: *secret of undead.*

Attributes: LOG +1, WIL +1, CHA +1, MAG +1.

Skill Choices: *[magical], [social], alchemy, knives, medicine, religion*

Corpse Visage (requires Eyes of the Dead). Your skin and visage alter slightly, becoming more like the undead you surround yourself with. You gain 5 natural SOAK, but become Vulnerable 1d6 (light) and your CHA attribute is reduced by 2 points (to a minimum of 2).

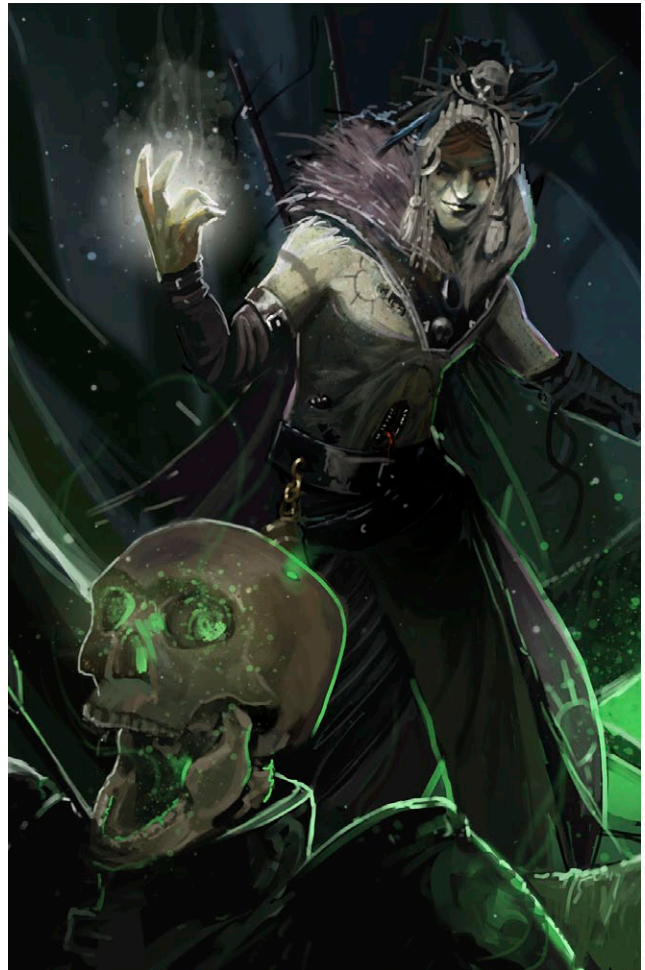
Eyes of the Dead. You share the senses of the undead, gaining darksight 60'.

Necromantic Lore. You gain the skills of *summoning, affliction, and creation* at a rank of 1 (1d6) if you do not already have them. You also gain the *secret of death* and the *secret of shadow*.

One of Us (requires Corpse Visage). Undead having a lower maximum dice pool than you do are unable to attack or harm you in any way.

Touch of the Grave. Your touch gains the foulness of death, doing an additional 1d6 death damage. You also kill any small (non creature) plants you come into contact with.

Undead Servant. You gain an undead slave—a skeleton or zombie—which obeys your every command until destroyed. If destroyed, you may summon a new one with a 24 hour ceremony and access to an appropriate corpse. You may take this exploit multiple times, gaining a new servant each time.



FANTASY CAREERS

Undeath (requires One of Us). You perform a grotesque and elaborate ceremony and become undead yourself. You are now effectively immortal, and will never die of old age, although you will still visibly age forever unless you disguise yourself with illusions. You no longer need to breathe, eat, or sleep, and you are immune to poisons.

Vampiric Touch (requires Touch of the Grave). You are able to steal the life essence of a victim for yourself. When you use your Touch of the Grave to do damage to another creature, you gain that amount of HEALTH.

PIRATE (1D6 YEARS)

A scourge of the high seas, you plunder for loot and fame.

Prerequisites: sailing

Attributes: AGI +1, INT +1, LUC +1, EP +2

Skill Choices: appraisal, carousing, climbing, crossbows, knives, law, leadership, navigation, sailing, swimming, swords, thievery

Crows' Nest. You have spent many hours on the lookout. You cannot be ambushed.

Hook. One of your hands is now a hook. You do an extra 1d6 damage with an unarmed attack, and that damage is slashing damage. You also gain +1 to your REP score.

Fearsome Reputation. Your reputation precedes you. With a REP vs. MENTAL DEFENSE attack you can intimidate a single target within 30'. If successful, the target moves one stage down the Fear status track.

Fierce Reputation (requires Fearsome Reputation). Your reputation is now so fierce that you can either push one target two stages down the Fear status track, or all targets within 30' one stage down the track, with a REP vs. MENTAL DEFENSE attack.

Keelhauled. You've been keelhauled or felt the lash of the cat at least once. You gain natural SOAK +2.

Polly. You gain a small bird (crow, parrot, owl, etc.) as an animal companion. See the Druid career for information on animal companions.

Rigging. You do not suffer penalties for fighting while climbing.

PRISONER (2D6 YEARS)

Your life of crime ended you up in prison where you served time; or perhaps you were a political prisoner or a prisoner-of-war. It was a tough environment and you spent most of your time just trying to survive, although you did make one or two lifelong contacts.

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, REP +1

Skill Choices: intimidation, survival, [subterfuge], [unarmed fighting], knives

Prison Tough. You are mentally and physically toughened. Each time you take this exploit you gain a permanent +1 bonus to all three of your DEFENSE scores. You may repeat this exploit.

Shiv. You are easily able to improvise weapons using your surroundings—glasses, rocks, and so on. You always count as carrying a knife or club. You may also use the brawling skill with knives and clubs.

RANGER (1D6 YEARS)

Woodsman and hunter, you are a master of the outdoors. The ranger is the quintessential outdoorsman.

Prerequisites: WIL 3+

Attributes: AGI +1, INT +1, END +1, WIL +1

Skill Choices: [outdoor], bows, climbing, herbalism, local knowledge, navigation, running, stealth, swimming, swords, tracking

Beast Whisperer. You can speak to animals. This does not grant them special knowledge or intelligence, so the information you can gain is limited by their own capabilities. Neither does it guarantee friendship or cooperation.

Beastmaster (requires Companion). You gain a second animal companion. You can repeat this exploit, gaining a new companion each time you take it.

Companion. You gain an animal companion, much like the Druid's. This companion will accompany and defend you. If your companion dies, you attract a new companion in one month. However, if you abuse your companion (for example by sending it ahead to set off traps), it will leave you and you will never be able to replace the companion.

Nature's Camouflage. You can camouflage yourself to become effectively invisible at a distance of 30' or

greater while in an outdoor, non-urban environment. You may only move at half SPEED while camouflaged, and any attack ends the effect for anybody within sight.

Nature's Secrets. You learn the *secret of plants* and the *secret of beasts*.

Traveler. You are skilled at wilderness travel, at home under the open sky. While travelling through Wilderness, you automatically gain your group +1 Fortune per day.

Wilderness Stride. You are not affected by difficult terrain caused by plants or undergrowth.

RUFFIAN (1D6 YEARS)

You fell into the fringes of society and ended up as a thug on the street, committing petty crimes for small amounts of money.

Prerequisites: none.

Attributes: STR +1, END +1, CHA +1, LUC +1

Skill Choices: *brawling, clubs, intimidation, knives, running*

Street Tough. Life on the streets is tough. You gain a natural +2 SOAK.

The Filth! You have developed an uncanny ability to detect the Watch. When attempting to sniff out a watchman or similar authority figure, you gain a +1d6 bonus.

SAILOR (1D6 YEARS)

At home on the sea, you spent time aboard a ship mastering the art of sailing.

Prerequisites: None

Attributes: AGI +1 INT +1 LUC +1 END +1

Skill Choices: *carousing, climbing, clubs, crossbows, fishing, knives, leadership, navigation, sailing, swimming*

Any Port. You may take this exploit multiple times. Each time you take it, you may designate an additional port town. At that location, you will have one contact upon whom you can (generally) rely, and one tavern at which you can drink for free.

Climb the Rigging. You can climb your SPEED instead of half your SPEED.

Grog. While you may well enjoy a drink, you never suffer any penalties from intoxication via alcohol.

Hold Breath (requires Swimmer). You gain two additional countdown dice when holding your breath.

Lookout. Crow's nest duty is a mandatory part of a sailor's life. You gain +1d6 to perception checks.

Peg Leg. One of your legs is a wooden peg. You are used to it, so it does not negatively affect you; you gain a kick attack which increases your unarmed damage by 1d6.

Sea Legs. You adapt to the motion of a ship; this makes you very hard to knock down. When you are knocked prone, you may make a *Challenging [13]* AGI check; if you succeed, you remain standing.

Sea Shanty. By singing a sea shanty, a sailor can combat sickness and tiredness. Anyone who hears the shanty is reduced by one stage in the Nausea or Tiredness status tracks (the sailor must choose which of the two songs he is singing).

Sea Weather. You are able to ignore the effects of rain, wind, mist, and fog.

Swimmer. You gain a SWIM speed equal to your regular SPEED.



FANTASY CAREERS

SMITH (1D6 YEARS)

A smith is a master metalwork. Blacksmith, weaponsmith, armorer, a smith is able to create, maintain, and even enchant a warrior's tools. Many smiths combine traditions of smithing and alchemy to learn how to make magical weapons and armor.

Prerequisites: STR 4+

Attributes: STR +1, END +1, LOG +1, REP +1

Skill Choices: [artistic], [crafting], alchemy, appraise

Alchemical Armor (requires Exceptional Forge, Protective

Oil, MAG 2+). You combine the Protective Oil ability from the Alchemist career and Exceptional Forge or greater from the Smith career; the armor you created permanently gains the extra protection granted by the Protective Oil. You may repeat this exploit.

Alchemical Weapon (requires Master Forge, Sticky

Concoction, MAG 4+). You combine the Sticky Concoction ability from the Alchemist career and Master Forge or greater from the Smith career; the weapon you created permanently gains the effect granted by the Sticky Concoction. You may repeat this exploit.

Artisanal Forge (requires Master Forge; weaponsmithing 12 or armorer 12). You forge yourself a single artisanal quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes artisanal quality automatically. You may repeat this exploit.

Chink in the Armor. You know armor, and its styles well, including the weaknesses of each type. Once per suit of armor, you may ignore its SOAK value when attacking.

Exceptional Forge (requires Quality Forge; weaponsmithing 7 or armorer 7). You forge yourself a single exceptional quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes exceptional quality automatically. You may repeat this exploit.

Forge (requires weaponsmithing or armorer). You forge yourself a single standard quality weapon (weaponsmithing) or suit of armor (blacksmithing), which you gain for free.

Legendary Forge (requires artisanal Forge; MAG 3+; weaponsmithing 15 or armorer 15). You forge yourself a single legendary quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes legendary quality automatically. You may repeat this exploit.

Lore of the Masters. You are able to identify rare or magical weapons and armor without making an attribute check.

Maintenance. You know how to maintain equipment. Designate one standard quality suit of armor or a weapon; this item becomes high quality, as long as you spend an hour maintaining it every day.

Master Forge (requires Exceptional Forge; weaponsmithing 10 or armorer 10). You forge yourself a single mastercraft quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes mastercraft quality automatically. You may repeat this exploit.

Quality Forge (requires Forge; weaponsmithing 4 or armorer 4). You forge yourself a single high quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes high quality automatically.

SQUIRE (1 YEAR)

You spent time as a squire to a noble knight. While some move straight into knighthood, paying your dues as a squire is the only way to truly rise to the top of the knightly tradition. You can always tell a knight who wasn't a squire first, as he lacks some of the basics.

Prerequisites: none.

Attributes: AGI +1, CHA +1, LUC +1, REP +1

Skill Choices: animal handling, bravery, carrying, heraldry, lances, medicine, riding, swords

Dress Wounds. You can heal 1d6 HEALTH using a basic healer's kit; this costs two actions. No recipient can benefit from this more than once per day.

Etiquette. You learn the ways of court and castle; you gain a +1d6 bonus in situations which involve courtly etiquette, music, dance, and chivalry.

Loyal Guardian. You are able to protect a fallen ally. An unconscious character in an adjacent square cannot be further harmed while you remain adjacent to him; instead you take half damage (round down) from any attacks. In addition, you gain a +1d6 bonus to LOG checks made to stabilize a fallen character or to perform emergency healing on the battlefield.

Standard-Bearer. You can carry a flag or banner which grants allies who can see it +1d6 to INITIATIVE checks.

Sword-Sharpener. You know how to maintain your (or your liege's) equipment. One standard quality suit of armor and one standard quality melee weapon becomes high quality, as long as you spend an hour maintaining it every day.

UNDEAD HUNTER (1D6 YEARS)

An expert on the undead, you have vowed to hunt and destroy them. Your academic research and knowledge are powerful weapons against your immortal foes. Many undead hunters choose to learn a little magic, also.

Prerequisites: religion.

Attributes: LOG +1, WIL +1, CHA +1, LUC +1

Skill Choices: religion, abjuration, tracking, history, herbalism, linguistics, medicine

Death Bane. Using an herbalism kit, you can create a death bane—an ointment or natural amulet (such as the stereotypical garlic vs. vampires). This grants you +4 DEFENSE vs. the undead.

Death Ward. You learn the secret of undead.

Divine Strike. Your attacks do Good damage to the undead.

Holy Symbol (requires Turn Undead). Brandishing your holy symbol aloft, your Turn Undead ability now pushes the undead two steps along the Fear status track.

Lore of the Dead. You can identify undead creatures by sight and know their weaknesses.

Special Enemy (requires Lore of the Dead). Choose one type of undead. You become known as a hunter of that type of undead (e.g. a Vampire Hunter), and gain +2 REP. You automatically ignore any natural SOAK that that creature possesses (although not armor SOAK).

Stalwart. You become immune to fear effects caused by the undead.

Stench of Death. You can sense the presence of the undead within 30'.

Turn Undead (requires Stalwart). You can make a CHA vs. MENTAL DEFENSE attack which affects all undead within 30' of you. Undead affected by this attack are moved one step along the Fear status track.

WARRIOR-MONK (1D6 YEARS)

You became a member of a militant monastic order, and were trained in philosophy and martial arts.

Prerequisites: religion or martial arts

Attributes: AGI +1, END +1, INT +1, WIL +1

Skill Choices: [artistic], acrobatics, dancing, martial arts, philosophy, religion, staves

Defensive Stance. You gain +4 to your MELEE DEFENSE. This does not stack with Drunken Fist.

Drunken Fist. When intoxicated through alcohol, you gain +4 to both your MELEE and RANGED DEFENSE. This does not stack with Defensive Stance.

Elemental Fist (requires Iron Fist, MAG 2+). Your fist is surrounded by the glow of elemental energy. The damage type becomes heat, and does an additional +1d6 damage.

Iron Fist. Your unarmed damage increases by 1d6. This does not stack with other exploits or equipment which increase your unarmed damage, except for Elemental Fist.

Iron Skin. Your training grants you +2 natural SOAK.

Martial Leap. Increase both your vertical and horizontal JUMP distances by 5'.

Martial Technique Base. You gain two of the following universal exploits: Trip, Throw, Sidestep, Flying Kick. You may take this exploit again to gain the remaining two exploits.

Mountain Stance (requires Defensive Stance). You become as immobile as a mountain. No knockdown or knockback attempt by a creature of your size or smaller will work against you.

Weapon Synthesis. When using any Eastern weapon, you gain one free unarmed melee attack whenever you make two weapon attacks.

Zen Mind. You gain +4 to your MENTAL DEFENSE.

WATCHMAN (1D6 YEARS)

A town guard or local police force, you enforce the law.

Prerequisites: None.

Attributes: END +1, INT +1, LUC +1, REP +1

Skill Choices: *clubs, interrogation, intimidate, law, local knowledge, perception, polearms, tracking, swords, thievery*

Chaser. When chasing someone, your SPEED increases by +2.

Clues. If there are clues to be discovered at the scene of a crime, you automatically find them within 5 minutes.

Sap. You gain a special sap attack, used to knock out and apprehend criminals. You use any weapon; you do no damage, but a successful attack pushes the target along the Alertness status track by one stage for each 5 points of damage you would have done.

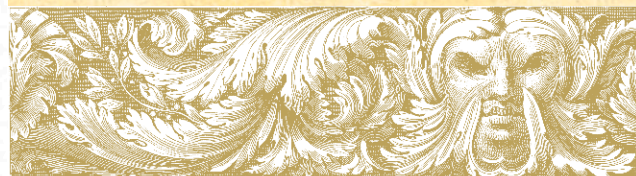
Trouble Sense. You are able to spot trouble before it happens. You gain a +1d6 bonus to INITIATIVE checks.

Vigilant. Constantly vigilant, you are hard to surprise. You gain a +1d6 die bonus to access the ambush turn.

PAYING FOR EFFECTS

The concept of buying effects with your attack dice is fundamental to the combat system of *O.L.D.* Without “buying” extra damage dice or desired effects, a successful attack will tend to do very little damage. High damage, therefore, is achieved by a large attack dice pool being partially spent on damage and effects.

For example, a massive Ogre might have enormous strength and lots of training, and as such have a big attack dice pool of 8d6 with its giant battleaxe. Normally, it only does 3d6 damage. However, it can spend some of that pool, exchanging some of those 8d6 for extra damage or an effect such as knockdown. The Ogre has exchanged some of its hit potential for damage potential.



Exploits

Exploits come in a number of forms. Characters gain exploits from their race and their careers, but they can also choose Universal Exploits (available to any who qualify for them) and exploits based on their age.

Universal Exploits

Universal exploits are distinct exploits a character has learned; any character can learn a universal exploit as long as he qualifies for it. A universal exploit costs XP equal to half the cost of a new grade to purchase; it is the only type of exploit that can be purchased directly with XP. Characters begin play with one free universal exploit of their choice plus either Aim or Feint. Characters also gain universal exploits when they repeat a career for which they have already chosen all the available career exploits.

Prerequisites: Most exploits have prerequisites in terms of attribute scores or previous exploits. In order to purchase a universal exploit, a character must meet those prerequisites.

Achilles Heel (requires LOG 5+, Aim, any [lore] skill).

Identifying a weakness in your target, you pay 2d6 and bypass its SOAK score. This exploit can only be performed once per target.

Aim. This is identical to the Feint exploit, but for ranged combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the Aim or Feint exploit for free.

Always Prepared (requires LOG 8+). You have a brilliant tactical mind, and are always prepared. You may declare a single action which you took prior to the encounter (even if you didn't know the encounter was going to take place) which helps you in this exact scenario. This must be an action you were capable of.

Analytics (requires LOG 6+). Studying your target's behavior, you notice a pattern to its actions. You grant all allies within 30' a +1d6 bonus to attack the target until the start of your next turn. This costs one action.

Arcane Recharge (requires meditation skill). You can spend five minutes to recover 2d6 Magic Points once per day.

Arcane Secret (requires LOG 4+). You have learned or discovered an arcane secret—an element, creature type, or virtue. You can take this exploit multiple times, learning a new secret each time, but you may know no more secrets than your LOG attribute.

Arm Lock (requires AGI 8+, martial arts skill). This exploit, which costs 2d6 to execute, puts your target's arm in a painful and restrictive position. He immediately drops anything held in that arm. The lock remains in place until he makes an AGI-based attack action to escape it, and while it is in place you can inflict 1d6 damage per round for free. You can also move at half speed, and your victim must accompany you.

Bear Hug (requires STR 8+). You grab your target with both arms, squeezing him. You can only bear hug a target of your size category or smaller. Once established, you cause your unarmed damage per round for free, and can move at half speed, moving your victim with you. It takes a STR or AGI attack action to escape your bear hug.

Blinding Attack (requires AGI 6+). This is a temporary blinding attack—throwing sand in an opponent's face, pulling his hat down over his eyes, throwing a cloak or blanket over him. Pay 1d6; the opponent is blinded for one round.

Blind Shot (requires LUC 5+). While in full cover, you may pay 2d6 to take a shot without looking at what you are shooting at or exposing yourself. You use your LUC attribute instead of your AGI or INT for this shot.

Brush Off (requires STR 8+). You contemptuously brush aside a melee attack, gaining the effect of cover from one melee attack from a creature of your size category or smaller.

Burst of Speed (requires riding skill). Your mount gains a speed boost of 2 (10') for the turn.

Charge. When making a melee attack, move your speed in a straight line and then attack at the end of it and pay 2d6. You gain +1d6 damage to your attack.

Crippling Strike (requires AGI 5+, Deadly Strike). Pay 1d6; a leg wound slows your foe for 3 rounds.

ONCE PER TURN

A character may use any given exploit once per turn, but is free to combine multiple exploits into a single maneuver. For example, an archer might choose to disregard cover, stand out in the open (Reckless Attack) and take careful aim (Aim) in order to disarm an opponent (Disarm). He gets +3d6 to his attack rolls from the recklessness and careful aim, and -3d6 for the disarm attempt. However, his opponents get a +2d6 bonus to attack him for the next round. Another common combination is a Charge and a Knockdown.

Once a character has used an exploit (or a multiple exploit combination), including a reactive exploit, he cannot use that exploit until his next turn begins.

Deadly Strike (requires AGI or STR 5+). You inflict an additional 1d6 damage with a successful hit. For a ranged attack, this is likely a head shot. By default, any character can trade attack dice to increase damage on a 2:1 basis.

Death from on High (requires Charge). You pay 2d6 and drop down on your opponent from at least 5' above him. This counts as a Charge but knocks your opponent prone and does 2d6 extra damage instead of 1d6.

Disarm (requires AGI 6). Pay 3d6; the target drops its weapon or other hand-held item.

Dive for Cover (requires AGI 7+). If a ranged attack misses you, you may immediately move half your speed and either throw yourself prone or get behind cover if it is in range as a free action.

Dodge (requires AGI 6+). 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.

Draw a Bead (requires INT 5+). The penalty for firing at a target engaged in melee combat is reduced from 2d6 to 1d6.

Extreme Concentration (requires WIL 8+, concentration skill). You can maintain concentration on two simultaneous spells. Each requires an action to maintain (you need a whole turn to maintain both).

FANTASY CAREERS

Feint. This is identical to the Aim exploit, but for melee combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the Aim or Feint exploit for free.

Flying Kick (requires AGI 8+, martial arts skill). You move your speed and issue a flying kick at the end of it, dealing your martial arts damage with a bonus 1d6 damage.

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

Knockback (requires Knockdown). The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown (requires STR 5+). The target is knocked prone for a cost of 2d6. You cannot knock down a target that is two sizes or more larger than you.

Opportunist Stomp. You can stomp on an adjacent prone opponent as a free action. This is an unarmed attack and uses your natural damage value.

Organization Member. You are a member of a specific organization, and gain all the benefits that membership grants. You do not recover this exploit should you leave the organization or should it cease to exist.

Pep Talk (requires CHA 6+). You can spend your ambush turn (if you have access to it) giving your allies a pep talk. They all gain a +1d6 bonus to INITIATIVE in the ensuing combat.

Piledriver (requires STR 8+, wrestling skill). You grab your opponent, lift him, and then drop to the ground, driving his head into the ground. Both you and your opponent end up prone. The exploit costs 3d6 and, if successful, the target takes double damage and is stunned until he shakes the condition off.

Predictive Reflexes (requires INT 6+). You are good at reading the situation. You gain a permanent +1d6 bonus to your initiative checks.

Protector (requires END 5+). You can take an attack meant for an adjacent ally. If the attack hits your ally, you take the damage instead. If you have a shield, the ally also benefits from your shield's defense bonus.

Quick Draw (requires AGI 6+). You are an expert at

readying a bow quickly. Whenever you have a bow on your person, you are always considered to be holding it.

Quick Mount (requires riding skill). You can mount or dismount from a horse or other mount as a free action.

Quick Stand (requires AGI 6+, martial arts skill). Once per turn you can stand immediately from prone as a free action.

Reckless Act. In utter disregard for your own safety, you make yourself a target as you unleash your attacks. Attackers gain a +2d6 bonus to attack you until your next turn, but you gain +1d6 bonus to your attack rolls.

Roll with It (requires AGI 5+). By voluntarily falling prone, you reduce damage by 2d6. You cannot use any instant-stand exploits in combination with this exploit.

Sidestep (requires AGI 8+). When charged by an attacker, you casually step aside, causing him to rush past you. If the attack misses, the attacker continues onwards in a straight line to the extent of his movement, unless something blocks his way. If he collides with an object, he takes 1d6 blunt damage.

Signature Spell (requires LOG 6+). Using the magic rules, devise and name a spell from the skills and secrets that you know. This spell becomes a signature spell. You may take this exploit multiple times, adding a new signature spell each time, but you may not have more signature spells than the value of your LOG attribute. A signature spell takes only one action to cast (rather than the usual two actions), although you may cast only one per round. Additionally, you gain a +1d6 die bonus to attribute checks or attacks with your signature spell.

Spinning Kick (requires AGI 8+, martial arts skill). A quick turn, and your foot lashes out to strike your opponent. This exploit costs 2d6, but can strike any adjacent opponent (even one behind you), and includes a free Knockdown effect.

Taunt (requires CHA 8+). You taunt your target, enraging it, and make a CHA vs. MENTAL DEFENSE attack. If successful, the target focuses all its attacks on you until the start of your next turn.

Throw (requires STR or AGI 7+; Trip or Knockdown). For 2d6, the target is knocked prone and pushed back 5'. For 3d6, this can be increased to 10'. STR is the prerequisite if the qualifying exploit is Knockdown; AGI if it is Trip.

Trip (requires AGI 6+). For 2d6, the target is knocked prone. If you are one size smaller than your target, you may use this exploit for only 1d6.

Whirlwind Fury (requires AGI 6+). You attack all adjacent targets, but only do 1d6 damage to each. This costs you 3d6. You must still make an attack roll against each target. If you hit every target, all targets are pushed back 5', clearing a space around you.

Aşe

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 species.

If your character is 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 your character is an adult, you do not need to add it to your descriptor. Some example synonyms are listed below, but you should feel free to create your own.

Adding years. Players may always add extra years to their age at character creation or during downtime with no corresponding advancement. This allows players to play older characters without unduly high attributes. NPCs may (and often do) similarly have years added—an NPC bartender might be 60 years of age but that doesn't necessarily require her to be grade 15. In cinematic mode, adult characters gain an additional LUC die, and old characters gain a further LUC die, representing experience.





YOUNG CHARACTERS

Young characters are characterized by curiosity and brashness. You gain the following exploit. You lose the exploit when you are no longer young.

Young. 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.

Example synonyms: young, youthful, adolescent, childish, teenaged, juvenile.

OLD CHARACTERS

Old characters are characterized by experience. You gain the following exploit.

Old. 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.

Additionally, the bonus gained from your hook increases to +2d6.

Old characters can no longer improve physical attributes (STR, AGI, END) through career advances or experience expenditure, although they may do so via other means (magic, etc.)

Example synonyms: old, elderly, mature, venerable, aged, aging, hoary.

AGE CATEGORIES BY RACE

Each race ages differently, as shown below.

AGE CATEGORIES BY RACE

Race	Young	Adult	Old
Grand Elf	1–189	190–549	550+*
Human	1–25	26–59	60+
Mountain Dwarf	1–89	90–209	210+
Ogre	1–19	20–39	40+
Orc	1–33	34–67	68+
Smallfolk	1–38	39–84	85+
Sylvan Elf	1–119	120–349	350+

* Grand Elves (but not Sylvan Elves) cannot die of old age.

TRAIT

The bonus exploit granted by your attributes is called your *trait*.

Your trait is an exploit based on your attributes. If someone were to describe your character, this is the first word they'd use.

Your trait forms part of your descriptor.

You may choose between two attribute exploits. The options available to you are dependent on your attributes: one is defined by your highest attribute, and one is defined by your lowest attribute. LUC is not included in this process.

Identify either your highest attribute or your lowest attribute (your choice), and choose or roll for a corresponding exploit. Note that all attribute exploits are beneficial, even if they correspond to a low attribute.

ATTRIBUTE EXPLOITS (TRAITS)

Attribute	Highest Attribute	Lowest Attribute
STR	[1–2] Massive, [3–4] Athletic, [5–6] Brawny	[1–3] Feeble, [4–6] Tottering
AGI	[1–2] Nimble, [3–4] Deadeye, [5–6] Ambidextrous	[1–3] Clumsy, [4–6] Lamé
END	[1–3] Rugged, [4–6] Tough as Nails	[1–3] Coughing, [4–6] Asthmatic/Anemic
INT	[1–3] Empathic, [4–6] Alert	[1–3] Naive, [4–6] Distracted
LOG	[1–3] Brilliant, [4–6] Erudite	[1–3] Illiterate, [4–6] Forgetful
WIL	[1–3] Stoic, [4–6] Unflappable	[1–2] Alcoholic, [3–4] Reckless, [5–6] Spendthrift
CHA	[1–2] Commanding, [3] Inspiring, [4] Suave, [5–6] Persuasive	[1–2] Unwashed, [3–4] Disfigured, [5–6] Obnoxious
REP	[1–2] Egotistical, [3–4] Well Known, [5–6] Flamboyant	[1–6] Nondescript

TRAIT DESCRIPTIONS

Alcoholic. You are usually drunk. While this can impair your judgment, it also enables you to shrug off injury. You gain +2 SOAK when intoxicated.

Alert. You always gain access to the ambush turn.

Ambidextrous. You are able to use both hands with ease. You do not pay the -2d6 penalty when dual-wielding weapons or using a double weapon.

Asthmatic/Anemic. Your poor health often prevents you from undertaking extended physical exertion. However, you have developed coping strategies which enable you to recover quickly from hardship. Once per day you may gather your strength and determinedly recover 1d6 HEALTH.

Athletic. Brawny and strong, you are able to plow through difficult terrain. Difficult terrain does not reduce your speed.

Brawny. You gain a +40 lb. carrying capacity.

Brilliant. Your mind is honed, sharp, and analytical. Once per day you may replace any other attribute check with a LOG check.

Clumsy. You often stumble or drop items. You are so used to falling that you take less damage than most from a fall. Reduce the height fallen by 10' when calculating falling damage.

Commanding. You have presence, and people listen to you. By spending two actions (a full turn) you can give an ally within earshot a single free action.

Coughing. Your constant coughing elicits sympathy from onlookers who are hesitant to attack an obviously ill person. You gain a +4 DEFENSE bonus against anyone you have not yet attacked.

Deadeye. Once per day you automatically hit with a ranged shot within two range increments as long as you do not exchange any attack dice for damage dice or combine it with another exploit.

Disfigured. Your appearance is memorable. However, it serves to instill fear when you need it to. You gain an additional 1d6 bonus to intimidation attempts.

Distracted. Your attention is always somewhere else and can be a cause of frustration for others. However, a *non sequitur* can sometimes prove useful; once per day, as an ally is making an attribute

check, you can make a completely random comment which jogs their memory and grants them a +2d6 bonus to the check.

Egotistical. You have a very high opinion of yourself, which manifests itself as extreme confidence and surety. You gain a +4 MENTAL DEFENSE bonus. Unfortunately, you sometimes ask, "Don't you know who I am?"

Empathic. You are able to easily understand how others feel. Once per day you can attempt to adjust another's mood with a CHA vs. MENTAL DEFENSE check. If you succeed, you can move them one step up or down the Cheer or Anger status tracks. You must be able to converse with your target to do this.

Erudite. You remember a vast catalog of knowledge. At any time you may make a LOG check in place of any CHA check to interact with someone by recalling a piece of trivia of interest to your target.

Feeble. You are physically weak and frail, which has taught you the value of brains over brawn. Once per day you may use a LOG check in place of a STR check and accomplish your goal through cunning and ingenuity.

Flamboyant. You dress and act in an obvious and noticeable manner. For good or ill, people remember you. If you have met someone before, they will always recall the previous encounter.

Forgetful. You constantly forget and misplace things; often they are still about your person. Once per day you may produce an item you didn't know you were carrying. The item can be any type of item, but must be worth less than 5 gc.

Illiterate. You cannot read. Instead, you have learned to memorize common words which you need to recognize often. You gain a +1d6 bonus when attempting to recall visual information.

Inspiring. You are able to instill positive emotions in people with your words, using an action to give them a +1d6 bonus to their next attribute check if they are within 30 feet of you.

Lame. You have a limp, and move slowly, possibly with a cane. This causes people to underestimate you, granting you a +1d6 bonus to INITIATIVE checks.

Fantasy Careers

Massive. You are enormous and solid. You are immune to knockdown and knockback effects by anything of your size category or smaller.

Naive. Naivete can be an endearing trait in some; it can also act as an insulation. Once per day you may completely ignore a fear-based effect or condition.

Nimble. You gain a climb speed equal to your regular SPEED.

Nondescript. You're the type of person nobody remembers. Even after you have met someone, you can meet them again and they will not recognize you if you choose to act in a nondescript manner. You can only do this the second time you meet somebody; from the third time onwards, you are recognized as normal.

Obnoxious. Your personality really repels people. You are an expert at insults, and can use an action to make an INT vs. MENTAL DEFENSE check to enrage and distract others, causing them to move one step along the Anger status track.

Persuasive. You are adept at negotiating with others. When you purchase anything under 5,000 gc in value, you are able to save 2d6 percent.

Reckless. Your poor judgment often lands you in trouble, but it leads to a certain confidence. If you completely ignore cover, you gain a +1d6 attack bonus as long as you are not using a shield.

Rugged. You are tough and shrug off hardships. Once per day you can spend two actions (a full turn) to recover to half your normal maximum HEALTH.

Spendthrift. You lack self-discipline and spend your money on trivialities and things you don't need. This can have its advantages, however; once per day you can pull a small item from your pocket that you forgot you'd bought, retroactively spending up to 5 gc.

Stoic. You are able to hide pain and discomfort. Once per day, when you would normally be reduced to zero HEALTH, you are reduced to 1 HEALTH instead.

Suave. Once per day you may make a CHA check vs. a target's MENTAL DEFENSE to move them one step along the Charm status track. The target must be able to hear and understand you, and be sentient.

Tottering. You find it a struggle to stand and require the use of a wheelchair which gives you a +1 SPEED bonus on normal terrain.

Tough as Nails. You have a natural SOAK of 3. This stacks with other natural SOAKS, but not with armor SOAK.

Unflappable. You are not easily distracted or surprised. The *feint* exploit does not work on you.

Unwashed. Your unkempt appearance causes others to overlook you. You can hide in plain sight using INT in place of AGI.

Well Known. You are famous; people recognize you, for good or ill. You have learned to use this reputation. Once per day you may substitute your REP attribute for another attribute in order to make a social attribute check.

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.

All derived statistics increase or decrease if their underlying statistics change through character advancement or for other reasons.

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:

DERIVED DICE POOL

1-2	3-5	6-9	10-14	15-20	21-27
1d6	2d6	3d6	4d6	5d6	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 (minimum 10). When you take damage, you lose HEALTH; 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. Small (or smaller) characters suffer a -1 penalty to SPEED.

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

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".

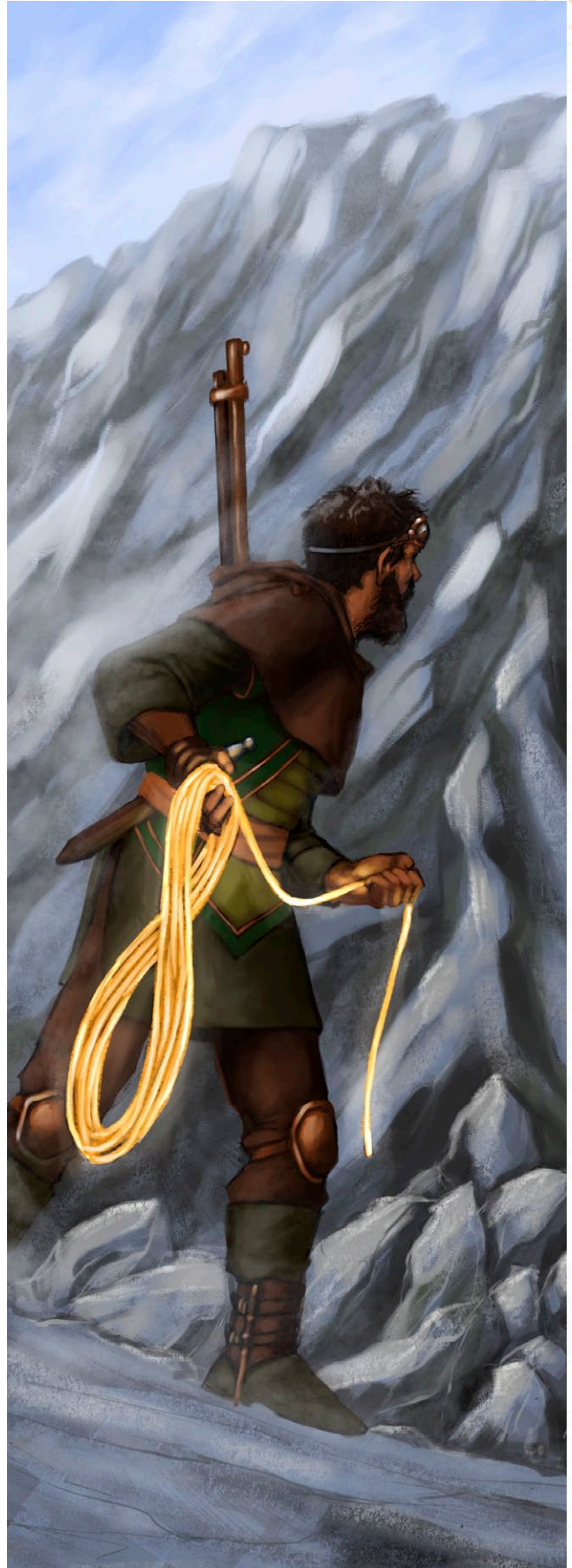
Your horizontal jump is equal to twice your AGI attribute in feet. Your vertical jump is equal to your STR attribute in feet, but cannot exceed your horizontal jump. These values assume a 10' run-up. From a standing start, they are halved.

Jumps exceeding these values require STR (vertical) or AGI (horizontal) attribute checks equal to the number of feet jumped horizontally or three times the number of feet jumped vertically.

Carry

Your basic carry increment is equal to STR + END multiplied by 10. Record the value in pounds. If you have the *carry* skill, you may add this (the raw value, not the dice pool) before the multiplier. Each carry increment inflicts a -1d6 penalty to physical attribute checks and -1 to SPEED.

The maximum weight you can lift is equal to 50 lb. times your STR attribute.



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.

Perception

Your INTUITION dice pool forms your perception score; for example, if your INT dice pool is 3d6, then your perception score is 3d6—when you need to roll to spot something, you would roll 3d6. To this dice pool you can add any relevant skills. For example, if you have a score of 3 (2d6) in the *perception* skill, you add that to the 3d6 INT score to give you a perception total of 5d6.

Some perception scores are situational; in this case, note them separately.

Also note any special sensory powers you might have, such as *darksight*, *feysense*, and so on.

Defense

A character has three DEFENSE scores: MELEE DEFENSE, RANGED DEFENSE, and MENTAL DEFENSE. These scores are pre-calculated dice pools; because they are used frequently, the average value is used and noted on your character sheet.

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

ATTRIBUTE (USE ONLY ONE)

- For MELEE DEFENSE, use the highest of your STR and AGI.
- For RANGED DEFENSE, use your AGI.
- For MENTAL DEFENSE use the highest of INT, LOG, and WIL.

SKILL (USE ONLY ONE)

- For MELEE and RANGED DEFENSE, you may use *acrobatics*, *dodging*, or *foresight*.
- For MENTAL DEFENSE you may use *bravery*, *concentration*, *conviction*, *discipline*, *leadership*, *meditation*, *psychology*, *religion*, or *rulership*.
- Skill with a melee weapon or unarmed combat can apply to MELEE DEFENSE.
- If you double-move in a round, you may use *running* for DEFENSE for that round only.

EQUIPMENT (USE ONLY ONE)

- For MELEE DEFENSE, the quality of your weapon, armor, or shield can be used.
- For RANGED DEFENSE, the quality of your armor or shield can be used.
- Remember that you can only benefit from high quality equipment (including armor) up to your skill level.

Having formed your DEFENSE dice pools, consult the table below to determine the corresponding static score. This is an average roll of the dice pool—the size of the dice pool multiplied by 3.5, rounded up—and is used to speed up play (you could, theoretically, roll it as an opposed check each time). Adjust the static score according to your SIZE (see the table below). Finally, apply modifications for shields and armor.

- Small shields give +2, medium shields +4, and large shields +6.
- Medium armor inflicts a –2 penalty, and heavy armor inflicts a –4 penalty.

If the final score is less than 10, increase it to 10. Your DEFENSE score is capped by your maximum dice pool. Multiply your maximum dice pool by 4; your DEFENSE scores cannot exceed this number.

STATIC DEFENSE SCORES

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

DEFENSE ADJUSTMENT BY SIZE

Size	Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal
Adjustment	+8	+4	+0	–4	–8	–16	–32

Cinematic Mode

Combat in WOIN can be deadly—even an advanced character can be downed by just one or two shots.

For a more heroic feel, the GM can opt to use Cinematic Mode. In Cinematic Mode, characters and creatures add a LUC dice pool when calculating their total HEALTH. Lucky characters can be very resilient, if sometimes accidentally so. Adult characters also gain an additional LUC die, and old characters gain a further LUC die, representing experience.

Cinematic Mode may be especially appropriate to high fantasy settings.



CAREERS & DEFENSIVE SKILLS

As noted earlier, any time you take a career 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 are examples of defensive skills:

MELEE AND RANGED DEFENSE SKILLS

Examples: *acrobatics, dodging, foresight*

MENTAL DEFENSE SKILLS

Examples: *bravery, discipline, concentration, conviction, leadership, meditation, psychology, religion, rulership*

Melee skills and weapon quality apply to DEFENSE against melee attacks, but not against ranged attacks.

You should train DEFENSE, otherwise you'll get hit a lot. It's as important as training in weapons. Try to get your DEFENSE pool to about 4d6 if possible.

The lowest any DEFENSE score can be is 10. If any of your final DEFENSE scores are lower than 10, increase them to 10.



Equip Your Character

Your starting gold is based on your REPUTATION attribute. Gold is measured in gold coins (gc). Roll your REP dice pool and your LUC dice pool and multiply the result by 20. If the total comes to less than 100 gc, increase it to 100 gc. You can spend this starting gold on weapons, armor, and equipment.

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:

Longbow 3d6 (2d6+2 piercing damage; range 20; 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.

Fantasy Careers

The damage value, range, and any notes are found in the weapon's entry in the *Equipment* chapter. You may also add the size of your STR dice pool or skill dice pool to a melee weapon damage, or the size of your skill dice pool to ranged weapon damage. So, if you have STR 6 (3d6), add 3 to your sword's damage.

Unarmed damage is 1d6 for size Medium and smaller creatures, plus 1d6 for each size category above Medium (see the table at the bottom of this page).

- Add your unarmed skill rank or your STR dice pool size (not both) to unarmed damage as a flat bonus, using the dice pool size. This bonus does not apply to melee weapon attacks.
- Some exploits increase your unarmed damage.

Advancement

Throughout a campaign, characters will advance. They will gain or improve skills, acquire new exploits, and increase attributes. Characters have two "currencies" to spend on advancement.

Time. A character can take a new career grade by spending the required time (usually 1d6 years, but the career itself will provide specific information). Instead of XP, this type of advancement requires downtime—periods when a character's actions take place in the background—and it advances a character's age.

The indicated time is an optimum adventurer hero progression—characters can always spend more time than the amount indicated. Additionally, NPCs may take much longer to progress; it's not unusual to see old NPCs with only a few career ranks.

Experience Points. The GM awards experience points (XP) for overcoming challenges, defeating enemies, and completing milestones. These XP can be spent on new career grades. The XP cost of a career grade is equal to 10 times the new grade—deduct the XP from the character's total when he spends them. If XP are spent, no time expenditure is needed.

Advancements are accessed via career grades, and contextualize any given advancement.

UNARMED (NATURAL) DAMAGE

Size	Tiny–Medium	Large	Enormous	Gigantic	Colossal	Titanic
Damage	1d6	2d6	3d6	4d6	5d6	6d6

Defeating Enemies and Overcoming Challenges

The core advancement assumption is that you need to defeat or overcome 10 encounters of Medium difficulty to advance to the next grade. The XP requirement for each grade is shown in the table below; it is equal to ten times the next grade. For a Medium difficulty encounter, characters gain XP equal to their own grade.

The GM evaluates how difficult the players found the encounter and awards XP accordingly. Round down when calculating half grade values.

ENCOUNTER XP AWARDS

Encounter Difficulty	XP Award
Trivial	No XP
Easy	Half grade (round down)
Medium	Equal to grade
Hard	Two times grade
Extremely hard	Three times grade

GMs are free to set different advancement rates. Changing the speed of character advancement can affect the tone of a campaign, and the GM should be sure to inform the players before play what the campaign's advancement rate is. To set a different advancement rate, simply increase or decrease the cost of a new career grade from 10 XP per grade to a higher or lower value.

Planning

If the PCs research and plan to the extent where they make a supposedly difficult encounter into easier encounter by virtue of their preparations and forethought, they are awarded XP for an encounter one difficulty level higher (for example, an encounter which turned out to be Easy because of good planning becomes a Medium encounter for the purposes of XP awards). Planning awards require GM discretion, and ensures that players aren't penalized for thinking their way around a problem.

Completing Milestones

The GM awards XP for completing major storyline milestones. Milestones are major non-combat challenges or obstacles which have required substantial effort on the part of the characters. This award is equal to the character's existing grade (the same as for a Medium encounter). A grade 5 character, therefore, receives 5 XP for completing a milestone. Milestones are fairly arbitrary, but a good guideline is to include one in every session of play.

Incremental Advances

Sometimes a character increases just her STR attribute by working out, or just her *bows* skill at the archery range. To do this, the character needs to spend XP. The cost of the increase is equal to three times the new score—so an increase from 9 to 10 STR costs 30 XP, while an increase from rank 2 to rank 3 in *bows* costs 9 XP. The XP is deducted from the character's total XP.

A universal exploit (but not a career exploit) can be purchased for half the price of a new grade.

You cannot spend time to make incremental advances; you must spend XP. Only full career grades can be purchased with time. Incremental advances take place in the background at the same time as regular activity, and are assumed to have involved current and prior training. Therefore a character gains the benefit of an incremental advance immediately upon spending the XP.

Incremental advances are not as cost effective as career grades, but they allow for fine-tuning and granular advancement. Note, however, that a character's maximum dice pool is always based on his overall grade, so incremental advancements should always be viewed as a supplementary advancement method.



Age

Each character's age should be tracked. Characters are categorized as young, adult, or old. For more information, see the aging rules.

Once a character reaches old age, their physical attributes (STR, AGI, END) can no longer be increased by non-supernatural, non-technological means. Career advances which would normally increase those attributes no longer do so, and incremental increases to those attributes can no longer be purchased.

TYPICAL POINT VALUES AND ADVANCEMENT COST

	Attr.	Skill		Max Dice		Total
Grade	Points	Ranks	Exploits	Pool	XP Cost	XP*
0	24	3	2	3d6	0	0
1	28	5	3	3d6	10	10
2	32	7	4	3d6	20	30
3	36	9	5	3d6	30	60
4	40	11	6	4d6	40	100
5	44	13	7	5d6	50	150
6	48	15	8	6d6	60	210
7	52	17	9	6d6	70	280
8	56	19	10	7d6	80	360
9	60	21	11	7d6	90	450
10	64	23	12	7d6	100	550
11	68	25	13	8d6	110	660
12	72	27	14	8d6	120	780
13	76	29	15	8d6	130	910
14	80	31	16	8d6	140	1,050
15	84	33	17	9d6	150	1,200
16	88	35	18	9d6	160	1,360
17	92	37	19	9d6	170	1,530
18	96	39	20	9d6	180	1,710
19	100	41	21	9d6	190	1,900
20	104	43	22	10d6	200	2,100

* This is the cumulative total of spent XP to reach this grade

INCREMENTAL ADVANCEMENT

Attribute or Skill	Advancement Cost
1	3
2	6
3	9
4	12
5	15
6	18
7	21
8	24
9	27
10	30
11	33
12	36
13	39
14	42

Appendix: Gods as Patrons

PCs who gain magical powers from a patron should define that patron. This most frequently takes the form of a pantheon of gods. The GM will provide a list of gods in the campaign setting, or the generic list below can be used.

Virtues. Gods exemplify certain Virtues. These are considered secrets; their antithesis is available as an Abjure Only secret. The gods in the generic list below use Good and Evil; where none is indicated, the worshiper may choose from Good or Evil.

Secrets. PCs who worship this god are able to use these secrets normally if they learn them. They may also use other secrets at double MP cost if they learn them. Note that a PC can learn any secret; the deity determines whether or not those secrets work for them.

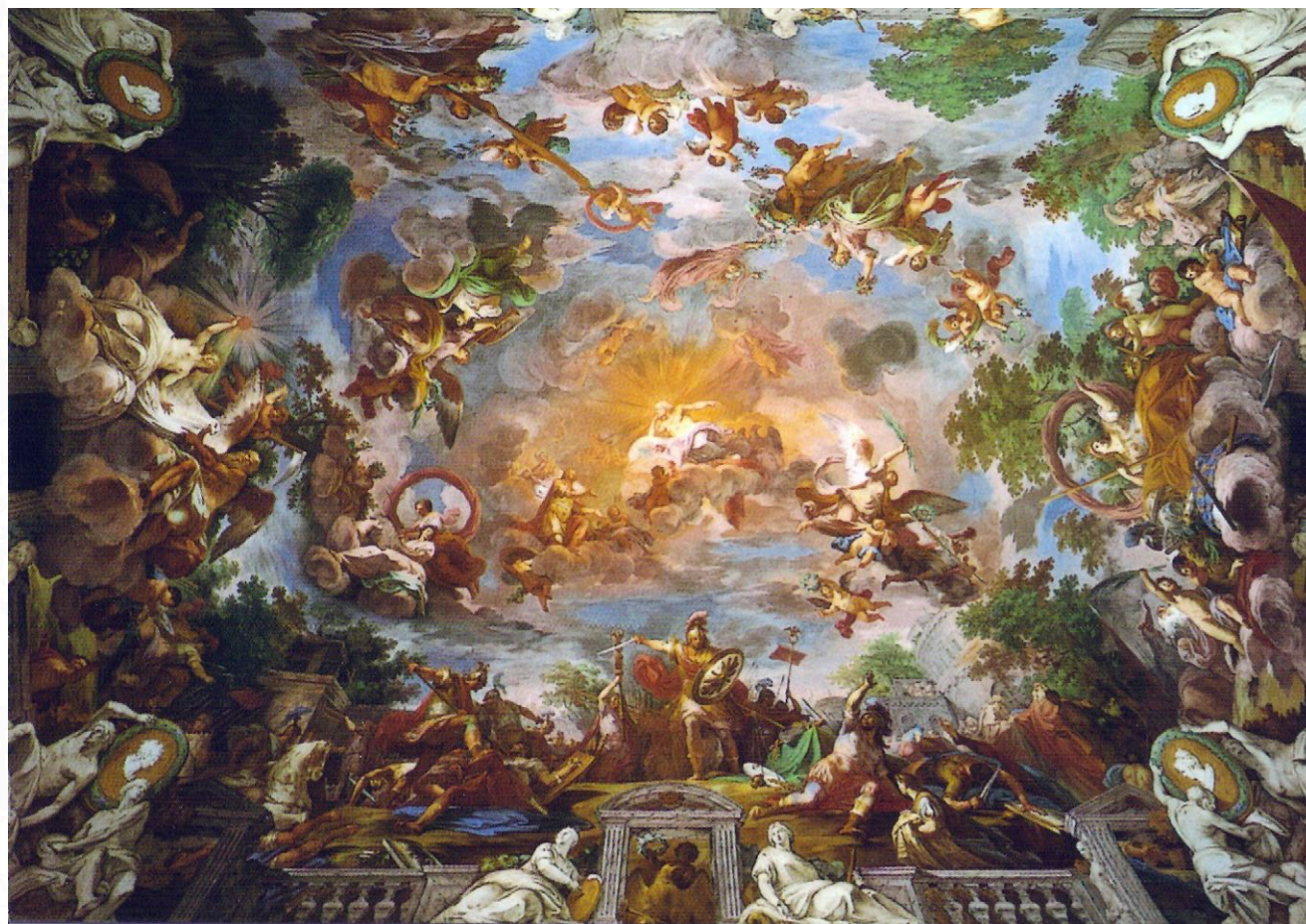
Forbidden. Followers of this god can have no power of these secrets.

Abjure Only. Followers of this god may use these secrets only in conjunction with the abjuration skill. They may use the secret at normal cost when doing so.

PATRONS AND CAREERS

The magical careers in this book are most often associated with the following patrons:

- › Cleric—any
- › Diabolist—The Devil
- › Druid—The Druid, The Mother
- › Firemage—does not usually use a patron
- › Inquisitor—does not usually use a patron
- › Mage—does not usually use a patron
- › Necromancer—The Hangman



God	Domains	Virtue	Secrets	Forbidden	Abjure Only
The Artist	Art/Music/Culture	Good	Light, Magic, Sound, Shadow, Fey	—	—
The Builder	Building/Creation/ Crafting/Fire/Earth	Good	Earth, Fire, Metal, Life, Lava, Wood, Automaton	Death, Void	—
The Devil	Evil/Demons/ Darkness	Evil	Fire, Shadow, Death, Magic, Void, Demons, Beasts, Reptiles	Life	Light
The Dragon	Dragons/Monsters	—	Fire, Ice, Air, Magic, Dragons, Reptiles, Goblinoids	—	—
The Druid	Nature/Agriculture	Good	Wood, Water, Air, Earth, Aquans, Avians, Beasts, Insects, Plants, Reptiles	Automaton	Undead
The Father	Sky/Rulership	Good	Air, Light, Lightning, Life, Space, Avians, Humanoids	—	—
The Fisherman	Sea	—	Water, Ice, Mist, Ooze, Aquans, Goblinoids, Reptiles	—	Fire
The Gambler	Luck/Fate	—	Fire, Space, Magic, Lightning, Fey	—	—
The Hangman	Death/Undead/ Underworld	Evil	Death, Metal, Shadow, Void, Spirits, Undead	Life, Light	—
The Hunter	Hunting/Moon	—	Mist, Shadow, Death, Beasts, Plants	—	—
The Judge	Justice/Chivalry	—	Light, Sound, Life, Death, Humanoids	—	—
The Leper	Disease/Plague/ Insects/Drought	Evil	Acid, Ooze, Mist, Death, Insects	Life	Water
The Lightbringer	Light/Sun	Good	Light, Air, Fire, Life, Space, Spirits, Fey	—	Shadow
The Lover	Love/Beauty	Good	Light, Fire, Magic, Fey, Humanoids	Death	—
The Mother	Life/Healing/Birth/ Fertility/Family/ Hearth	Good	Light, Life, Water, Plants, Humanoids	Death	Undead, Spirits
The Reveller	Mirth/Wine/Greed	Evil	Acid, Water, Life, Sound, Ooze, Fey, Humanoids	Death	—
The Scholar	Knowledge/ Wisdom	—	Air, Light, Sound, Space, Void, Spirits, Automaton, Demons	—	—
The Tempest	Storms/Thunder/ Weather	—	Air, Water, Lightning, Sound, Mist, Avians	—	—
The Traveller	Commerce/ Trade/Travel	—	Space, Metal, Magic, Air	—	—
The Trickster	Trickery/Intrigue	Evil	Light, Shadow, Sound, Magic, Mist, Void, Fey, Automaton, Goblinoids, Humanoids	—	—
The Warrior	War/Strength/ Protection	—	Earth, Fire, Metal, Lava	—	—

Sample Characters

GIMNOR

A young shy Mountain Dwarf assassin who collects exotic flowers

Small sentient humanoid (grade 5; max dice pool 5d6)

STR	4 (2d6)	AGI	7 (3d6)	END	7 (3d6)
INT	8 (3d6)	LOG	3 (2d6)	WIL	7 (3d6)
CHA	3 (2d6)	LUC	5 (2d6)	REP	4 (2d6)

HEALTH 32 MELEE DEFENSE 22

SOAK 5 (studded leather) RANGED DEFENSE 15

VULN — MENTAL DEFENSE 11

INITIATIVE 3d6 SPEED 4

PERCEPTION 3d6 CLIMB 2

CARRY 110 lbs. JUMP 14'/4'

ACTIONS 2

NATURAL DAMAGE 1d6+2

Shortsword 5d6 (2d6+2 slashing damage)

Light Crossbow 4d6 (1d6+3 piercing damage; range 15)

Skills *appraisal* 1 (1d6), *axes* 1 (1d6), *woodwork* 1 (1d6),
stealth 3 (2d6), *thievery* 2 (1d6), *knives* 3 (2d6),
crossbows 1 (1d6), *herbalism* 1 (1d6)

Gear studded leather armor, herbalism kit, high quality thieves tools (+1d6), shortsword, light crossbow, 100 gc

Shy. Gimnor is able to go unrecognized even by those he has met before. However, after three meetings, even the most unobservant will recognise him.

Darksight. Like all Dwarves, Gimnor is able to see clearly in the dark up to a distance of 60'. When underground, he can see clearly to any distance.

Iron Constitution. Gimnor is immune to non-magical poisons, with the exception of alcohol.

Sturdy. With a low center of gravity, Dwarves are hard to knock down. Any attempt to do so suffers a -2d6 penalty to the attempt.

Earthy. Like many Mountain Dwarves, Gimnor knows the secret of earth. He does not have a MAGIC attribute or any magical skills at present, however.

Life on the Streets. Gimnor's early life as an urchin was tough; he is able to recover an additional 1d6 HEALTH each day.

Locksmith. Gimnor begins play with a free high quality set of thieves tools.



Shiv. From his time in prison, Gimnor learned how to improvise weapons. He is always considered to be carrying a knife or a club, even when unarmed, and he can use his *brawling* skill with knives and clubs.

Create Poison. Gimnor can use his herbalism kit to spend five minutes making a poison. The poison remains effective for only five minutes. When drunk or eaten, the poison does 6d6 poison damage.

Aim. Gimnor can spend an action aiming, which gives him +1d6 to a subsequent ranged attack made in the same turn.

Achilles Heel. Gimnor is able to identify his target's weaknesses. Once per enemy he can ignore their SOAK when making an attack. This costs him 2d6.

Young. Gimnor is a young dwarf. He can declare one dice pool per day to be an exploding dice pool.

Careers Urchin, Burglar, Prisoner, Assassin, Assassin

Age 31

Gimnor was always shy and awkward, an issue not helped by his stutter. He grew up alone on the streets of a large city and took to burglary in order to make enough money to feed himself. Eventually he was caught, and spent 6 years in prison, an environment which did not tolerate his social awkwardness. As such, he was forced to defend himself, and found that killing was not so hard. After his release, combining this newfound knowledge and his burglary skills seemed inevitable as he began a career as an assassin.

CAPTAIN AGATHE DRAKE

A commanding Grand Elf musketeer who reads poetry and ancient literature

Medium sentient fey humanoid (grade 5; max dice pool 5d6)

STR	3 (2d6)	AGI	8 (3d6)	END	3 (2d6)
INT	6 (3d6)	LOG	6 (3d6)	WIL	3 (2d6)
CHA	9 (3d6)	LUC	6 (3d6)	REP	2 (1d6)
MAG	3 (2d6) light				

HEALTH 28 MELEE DEFENSE 18

SOAK 6 (chainmail) RANGED DEFENSE 12

VULN electricity (1d6) MENTAL DEFENSE 11

INITIATIVE 3d6 SPEED 5

PERCEPTION 5d6 CLIMB 3

CARRY 60 lbs. JUMP 16'/3'

ACTIONS 2

NATURAL DAMAGE 1d6+2

Rapier 5d6 (2d6+2 piercing damage)

Musket 5d6 (2d6+4 ballistic damage; range 8)

Skills muskets 3 (2d6), swords 3 (2d6), linguistics 1 (1d6), riding 1 (1d6), heraldry 1 (1d6), perception 3 (2d6)

Gear chainmail, musket, healing kit, 1000 gc

Fey. Like all Elves, Agathe has the Fey creature type.

Commanding. Agathe can spend two actions to give another creature who can hear her a free action.

Magic Sense. As an Elf, Agathe can sense the presence of magic within 10' of her, although she cannot determine its exact location.

Meditation. Elves do not need to sleep. Sometimes they choose to meditate instead, but this is not required.

Naturally Magic. Grand Elves are naturally magical and gain one free magical secret; Agathe knows the *secret of light*.

Cultural Weapon. Agathe gained a free musket.

Silver Spoon. Born a noble, Agathe gained a bonus 1,000 gc and a superior set of clothing.

Dress Wounds. Agathe can use her healing kit to restore 2d6 HEALTH to a creature she can touch. This takes two actions. No creature can benefit from this healing more than once per day.



Cloak Flourish. Agathe can deflect blows with a swirl of her cloak. Agathe is always considered to be using a small shield, even when she has no spare hands.

Musket Charge. Agathe can fire a musket shot, move her SPEED, and then attack with her rapier all with one action. She can only do this once per turn.

Whites of Their Eyes. When she is charged by another creature, Agathe gets a free musket shot at them as a free action when they come within 10'. She must be wielding her musket to do this.

Aim. Agathe can spend an action aiming, which gives her +1d6 to a ranged attack taken immediately afterwards in the same turn.

Quickdraw. Agathe is always considered to be wielding her musket.

Careers Noble, Squire, Musketeer, Musketeer, Musketeer

Age 205

Tall, slender, and stern, Captain Drake has a noble bearing; an officer in the Elven musketeers, she spent years fighting goblin hordes. Despite her serious demeanor, Agathe's commanding presence makes others want to be around her.

FANTASY CAREERS

SELENA

A brilliant human firemage who loves to gamble

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	3 (2d6)	AGI	5 (2d6)	END	3 (2d6)
INT	5 (2d6)	LOG	10 (4d6)	WIL	5 (2d6)
CHA	5 (2d6)	LUC	5 (2d6)	REP	5 (2d6)
MAG	5 (2d6) fire, light				

HEALTH 28 MELEE DEFENSE 18

SOAK 5 (fire) RANGED DEFENSE 18

VULN cold (1d6) MENTAL DEFENSE 14

INITIATIVE 3d6 SPEED 4

PERCEPTION 3d6 CLIMB 2

CARRY 60 lbs. JUMP 10'/3'

ACTIONS 2

NATURAL DAMAGE 1d6+2

Dagger 3d6 (2d6+2 piercing damage)

Firebolt 3d6 (2d6 fire damage; range 6)

Flaming touch 2d6 (2d6+2 fire damage)

Skills history 2 (1d6), dice game 1 (1d6), linguistics 1 (1d6), evocation 2 (1d6), illusion 1 (1d6), perception 1 (1d6), knives 1 (1d6), reactions 1 (1d6), dodging 3 (2d6)

Gear dagger, 100 gc

Brilliant. Once per day in a moment of brilliance, Selena may substitute a LOG check (4d6) for any other attribute check.

Prestidigitation. Selena can perform small magical tricks at-will. These are enough to help with minor tasks such as cleaning garments, keeping off the rain, lighting a lantern, and so forth.

Arcane Secrets. Selena knows the *secret of fire* and the *secret of light*.

Flaming Touch. Selena gains +1d6 to her unarmed damage. Her unarmed damage becomes fire damage.

Firebolt. Selena may throw bolts of fire at-will as a single action. These do 2d6 fire damage and have a range increment of 30' (6 squares).



Fire Resistant. Selena has SOAK 5 (fire), but is Vulnerable 1d6 (cold).

Aim. Selena can spend an action to gain +1d6 to a subsequent ranged attack taken in the same turn.

Explorer. Selena gains XP equal to her grade (5) every time she takes a journey of longer than one week. She cannot gain this bonus more than once per month.

Careers Wizard's Apprentice, Mage, Mage, Firemage, Firemage

Age 24

Known as something of a hothead, Selena's fascination with fire began at a young age. She was always going to be a wizard, and her later specialization into her favorite element came as no surprise. Reckless, temperamental, but brilliant, Selena can always be relied upon for an unorthodox solution to a problem.

SIR MANDALLAN

An inspiring Human knight who believes in ancient myths and legends

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR 7 (3d6) AGI 3 (2d6) END 8 (3d6)

INT 3 (2d6) LOG 4 (2d6) WIL 5 (2d6)

CHA 8 (3d6) LUC 8 (3d6) REP 3 (2d6)

HEALTH 32 MELEE DEFENSE 24

SOAK 6 (chainmail) RANGED DEFENSE 14

VULN — MENTAL DEFENSE 10

INITIATIVE 5d6 SPEED 6

PERCEPTION 2d6 CLIMB 3

CARRY 150 lbs. JUMP 6'/6'

ACTIONS 2

NATURAL DAMAGE 1d6+3

Brawling 3d6 (1d6+3 blunt damage)

Longsword 5d6 (3d6+5 slashing damage)

Skills religion 1 (1d6), heraldry 1 (1d6), running 1 (1d6),
swords 3 (2d6), leadership 1 (1d6), tactics 3 (2d6),
knives 1 (1d6), medium armor 1 (1d6), riding 1 (1d6),
law 1 (1d6)

Gear chainmail, medium shield, longsword, horse, 1000 gc

Inspiring. Mandallan can spend one action to grant an ally within 30' a +1d6 bonus to their next attribute check.

Explorer. Mandallan gains XP equal to his grade (5) whenever he takes a journey of more than a week. He cannot do this more than once a month.

Silver Spoon. Mandallan starts play with 1,000 gc and a set of superior clothing.

Shieldbearer. Mandallan gains an additional +4 DEFENSE from a shield.

Advance! Mandallan ignores difficult terrain when charging.

Might Is Right. Mandallan can make a REP vs. MENTAL DEFENSE attack which pushes a target one step down the Fear status track.



Bonded Mount. Mandallan has a loyal horse which has +2 SPEED when he is riding it.

Feint. Mandallan can spend one action to feint, gaining +1d6 to hit in a subsequent attack made in the same turn.

Charge. When making a melee attack, Mandallan can move his speed and attack at the end of it, gaining +1d6 damage to that attack.

Careers Noble, Man-at-Arms, Man-at-Arms, Knight, Knight

Age 32

Sir Mandallan is the quintessential knight. Honorable and brave, he uses his sword to defend the weak and the oppressed. A strong believer in chivalric notions of justice, he is quick to challenge wrongdoing in all its forms. Mandallan has a formal way about him, and speaks with an antiquated dialect.

FANTASY CAREERS

MARLA

A naive Smallfolk cleric who is obsessed with cleanliness

Small sentient humanoid (grade 5; max dice pool 5d6)

STR 4 (2d6) AGI 6 (3d6) END 4 (2d6)

INT 4 (2d6) LOG 7 (3d6) WIL 7 (3d6)

CHA 8 (3d6) LUC 7 (3d6) REP 0 (0d6)

MAG 4 (2d6) plants, good, undead

HEALTH 32 MELEE DEFENSE 16

SOAK 4 (leather tunic) RANGED DEFENSE 16

VULN — MENTAL DEFENSE 16

INITIATIVE 2d6 SPEED 4

PERCEPTION 2d6 CLIMB 2

CARRY 80 lbs. JUMP 12'/3'

ACTIONS 2

NATURAL DAMAGE 1d6+2

Brawling 3d6 (1d6+2 blunt damage)

Sling 4d6 (1d6+1 blunt damage; range 8)

Skills slings 1 (1d6), diplomacy 1 (1d6), stealth 1 (1d6), herbalism 3 (2d6), animal handling 1 (1d6), medicine 2 (1d6), abjuration 1 (1d6), religion 1 (1d6), dodging 2 (1d6)

Gear leather tunic, sling, healing kit, herbalist's kit, staff, 100 gc

Naive. Marla's naivete can be an asset—once per day she may completely ignore a fear-based effect, attack, or condition.

Stubborn. Smallfolk get +5 to their MENTAL DEFENSE (included, above).

Evasion. Marla gets +5 to her MELEE DEFENSE (included, above).

Outdoorswoman. As a farmhand, Marla learned the *secret of plants*.

Stimulant. Using her herbalist's kit, Marla can create a herbal stimulant which can be imbibed by herself or another creature, and which increases one attribute's (her choice) dice pool by +1d6 for one hour. This takes her one minute to concoct. A given creature can benefit from this exploit only once per day.

Portfolio. Marla's deity opposes undeath; her portfolio includes the *secret of good* and the *secret of undead*. She can also heal 2d6 HEALTH by touch as a single action; any given creature can only benefit from this once per day. This includes the Divine Touch exploit.



Bless/Curse. Marla can either bless or curse a target within 30'. This takes her one minute. A blessing grants the target +2d6 to their LUC pool for one hour; a curse denies them use of their LUC pool for one hour. As always with magic, an unwilling target requires a MAG (2d6) vs. MENTAL DEFENSE attack. Only one target can be blessed or cursed at any one time; Marla cannot bless or curse herself.

Aim. Marla can spend an action aiming, which grants her +1d6 to hit in a subsequent ranged attack made in the same turn.

Pep Talk. Marla can spend an ambush turn (assuming she has access to it) giving her allies an encouraging speech. This grants all allies within 30' of her +1d6 to their INITIATIVE checks in the ensuing encounter.

Careers Farmhand, Herbalist, Cleric, Cleric, Cleric

Age 30

When Marla's grandfather was killed by a vampire, Marla's life was changed forever. Originally a farmer who grew up to work in her grandfather's herbalist shop, his death spurred her to seek ways to defend against the unholy denizens of the night. To that end, she joined a cleric's order and never looked back, learning how to protect against the undead and heal her friends. Despite all this, Marla is still very naive and trusting, and knows little of the world.

KRUTE

A brawny Orc barbarian who wears trophies of his vanquished foes

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	10 (4d6)	AGI	9 (4d6)	END	8 (3d6)
INT	10 (4d6)	LOG	3 (2d6)	WIL	3 (2d6)
CHA	4 (2d6)	LUC	4 (2d6)	REP	0 (0d6)
HEALTH	32	MELEE DEFENSE	21		
SOAK	0	RANGED DEFENSE	11		
VULN	—	MENTAL DEFENSE	19		
INITIATIVE	4d6	SPEED	8		
PERCEPTION	5d6	CLIMB	6		
CARRY	220 lbs.	JUMP	18'/10'		

ACTIONS 2

NATURAL DAMAGE 1d6+4

Bite 4d6 (2d6+4 piercing damage)

Battleaxe 5d6 (3d6+4 slashing damage)

Skills *carousing* 1 (1d6), *axes* 3 (2d6), *tracking* 2 (1d6),
nature 2 (1d6), *hardy* 3 (2d6), *climbing* 3 (2d6),
swimming 1 (1d6)

Gear battleaxe, 100 gc

Brawny. Krute's carrying capacity increases by 40 lbs. (factored, above).

Glory. 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.

Darksight. Orcs can see clearly in the dark as though it were daylight. However, bright sunlight hurts their eyes, inflicting a -2 DEFENSE penalty.

Keen Senses. Krute gains +1d6 to perception checks (included, above).

Bloodlust. 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.

Frenzy. Krute can go into a frenzy. This gives him 5 SOAK and adds +1d6 to his damage rolls, but he cannot stop until all foes are dead.

Feral. Krute gains a bite attack which does an extra 1d6 damage. This attack's damage is piercing damage.



Set in the Old Ways. Ancient traditions and rituals are unchanging and inflexible. Krute gains +5 MENTAL DEFENSE (included above).

Feint. Krute can spend an action to feint, which gives him +1d6 to hit in a subsequent melee attack made in the same turn.

Whirlwind Frenzy. Krute can attack all adjacent targets, but only do 1d6 damage to each. This costs him 3d6. He must still make an attack roll against each target. If he hits every target, all targets are pushed back 5', clearing a space around him.

Careers Primitive, Barbarian, Berserker, Berserker, Berserker

Age 29

Bestial and barbaric in his ways, Krute is a force of nature. Raw and savage, he is at home fighting with his teeth as with his axe. Like most Orcs, Krute enjoys violence, preferring it to other solutions to many problems, but is tempered by the presence of his allies. In a berserk frenzy, Krute is a sight to behold—and to avoid—often dropping his axe and leaping into the fight in a whirlwind of teeth and fists.

OLD.

a _____ *who/with* _____

ATTRIBUTES	
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[illegible]

SKILLS

<i>defensive</i>				
/ d6	/ d6	/ d6	/ d6	/ d6
/ d6	/ d6	/ d6	/ d6	/ d6
/ d6	/ d6	/ d6	/ d6	/ d6

MOVEMENT

SPEED	CLIMB	SWIM	JUMP	OTHER
INITIATIVE	PERCEPTION	CARRY	ACTIONS	NAT. DMG.

ATTACKS

ATTACK	DAMAGE	RANGE	NOTES
<i>unarmed</i>			

DEFENSES

MELEE DEFENSE		SOAK	
RANGED DEFENSE		HEALTH	
MENTAL DEFENSE			

EQUIPMENT	Weight
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LIFE PATH	Grade(s)	+Age
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Category	Sub-category	Value
Category 1	Sub-category 1.1	Value 1.1
	Sub-category 1.2	Value 1.2
	Sub-category 1.3	Value 1.3
	Sub-category 1.4	Value 1.4
	Sub-category 1.5	Value 1.5
	Sub-category 1.6	Value 1.6
	Sub-category 1.7	Value 1.7
	Sub-category 1.8	Value 1.8
	Sub-category 1.9	Value 1.9
	Sub-category 1.10	Value 1.10
Category 2	Sub-category 2.1	Value 2.1
	Sub-category 2.2	Value 2.2
	Sub-category 2.3	Value 2.3
	Sub-category 2.4	Value 2.4
	Sub-category 2.5	Value 2.5
	Sub-category 2.6	Value 2.6
	Sub-category 2.7	Value 2.7
	Sub-category 2.8	Value 2.8
	Sub-category 2.9	Value 2.9
	Sub-category 2.10	Value 2.10
Category 3	Sub-category 3.1	Value 3.1
	Sub-category 3.2	Value 3.2
	Sub-category 3.3	Value 3.3
	Sub-category 3.4	Value 3.4
	Sub-category 3.5	Value 3.5
	Sub-category 3.6	Value 3.6
	Sub-category 3.7	Value 3.7
	Sub-category 3.8	Value 3.8
	Sub-category 3.9	Value 3.9
	Sub-category 3.10	Value 3.10
Category 4	Sub-category 4.1	Value 4.1
	Sub-category 4.2	Value 4.2
	Sub-category 4.3	Value 4.3
	Sub-category 4.4	Value 4.4
	Sub-category 4.5	Value 4.5
	Sub-category 4.6	Value 4.6
	Sub-category 4.7	Value 4.7
	Sub-category 4.8	Value 4.8
	Sub-category 4.9	Value 4.9
	Sub-category 4.10	Value 4.10
Category 5	Sub-category 5.1	Value 5.1
	Sub-category 5.2	Value 5.2
	Sub-category 5.3	Value 5.3
	Sub-category 5.4	Value 5.4
	Sub-category 5.5	Value 5.5
	Sub-category 5.6	Value 5.6
	Sub-category 5.7	Value 5.7
	Sub-category 5.8	Value 5.8
	Sub-category 5.9	Value 5.9
	Sub-category 5.10	Value 5.10
Category 6	Sub-category 6.1	Value 6.1
	Sub-category 6.2	Value 6.2
	Sub-category 6.3	Value 6.3
	Sub-category 6.4	Value 6.4
	Sub-category 6.5	Value 6.5
	Sub-category 6.6	Value 6.6
	Sub-category 6.7	Value 6.7
	Sub-category 6.8	Value 6.8
	Sub-category 6.9	Value 6.9
	Sub-category 6.10	Value 6.10
Category 7	Sub-category 7.1	Value 7.1
	Sub-category 7.2	Value 7.2
	Sub-category 7.3	Value 7.3
	Sub-category 7.4	Value 7.4
	Sub-category 7.5	Value 7.5
	Sub-category 7.6	Value 7.6
	Sub-category 7.7	Value 7.7
	Sub-category 7.8	Value 7.8
	Sub-category 7.9	Value 7.9
	Sub-category 7.10	Value 7.10
Category 8	Sub-category 8.1	Value 8.1
	Sub-category 8.2	Value 8.2
	Sub-category 8.3	Value 8.3
	Sub-category 8.4	Value 8.4
	Sub-category 8.5	Value 8.5
	Sub-category 8.6	Value 8.6
	Sub-category 8.7	Value 8.7
	Sub-category 8.8	Value 8.8
	Sub-category 8.9	Value 8.9
	Sub-category 8.10	Value 8.10
Category 9	Sub-category 9.1	Value 9.1
	Sub-category 9.2	Value 9.2
	Sub-category 9.3	Value 9.3
	Sub-category 9.4	Value 9.4
	Sub-category 9.5	Value 9.5
	Sub-category 9.6	Value 9.6
	Sub-category 9.7	Value 9.7
	Sub-category 9.8	Value 9.8
	Sub-category 9.9	Value 9.9
	Sub-category 9.10	Value 9.10
Category 10	Sub-category 10.1	Value 10.1
	Sub-category 10.2	Value 10.2
	Sub-category 10.3	Value 10.3
	Sub-category 10.4	Value 10.4
	Sub-category 10.5	Value 10.5
	Sub-category 10.6	Value 10.6
	Sub-category 10.7	Value 10.7
	Sub-category 10.8	Value 10.8
	Sub-category 10.9	Value 10.9
	Sub-category 10.10	Value 10.10

CURRENT AGE

TOTAL CAREERS

MAGIC POINTS

NAME

O.L.D.

FANTASY HEROIC ROLE-PLAYING GAME

ATTRIBUTES

ATTRIBUTE

AIM OR FEINT

UNIVERSAL

BIOGRAPHY

HOMELAND

ORIGIN

WEALTH

EXPERIENCE POINTS

Create a Fantasy Character

With over two dozen careers, seven fantasy races, and a wide selection of skills, traits, and exploits, this sourcebook for the WHAT'S O.L.D. IS N.E.W. roleplaying game system walks you through the character creation process.

Select your character's early careers using the life-path system to create erudite Grand Elf musketeers, mighty Ogre knights, reckless Human burglars, young Dwarf fireimages, or ambidextrous Smallfolk minstrels.

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ROLEPLAYING GAME SYSTEM