

O.L.D.
FANTASY HEROIC ROLE-PLAYING GAME

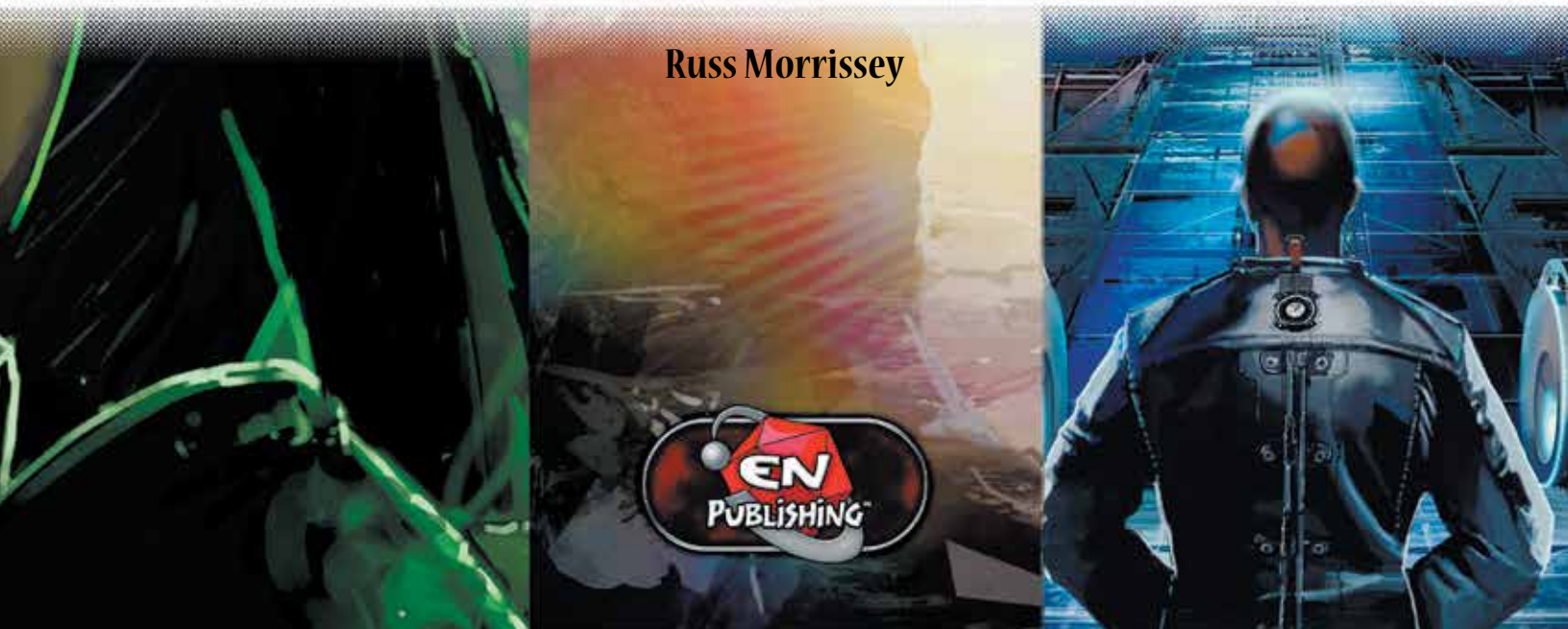
N.O.W.
MODERN ACTION ROLE-PLAYING GAME

N.E.W.
science fiction role-playing game



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

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One of the aims of *What's O.L.D. is N.E.W.* is not just to allow fans and third party publishers to create and/or sell content for the games, but to encourage and actively support it.

Third-party publishers and fans are free to create and sell compatible content for *What's O.L.D. is N.E.W.* You can create sourcebooks, adventures, resources, expansions, and so on, and indicate compatibility. You can also make or sell electronic applications. The license is free, and you do not need to ask permission or submit an application to use it - just head to **woinrpg.com** for more information, and start publishing!



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

This starter kit introduces you to the *What's O.L.D. is N.E.W.* game system, which is a set of game rules which powers the roleplaying games *O.L.D.* (a game of medieval fantasy), *N.E.W.* (a game of futuristic science fiction), and *N.O.W.* (a game of explosive contemporary action). These three games are all fully compatible, and are designed to be played either as standalone roleplaying games or mixed and matched to create different combinations.

For the purposes of this starter kit, it is assumed that you know what a roleplaying game is.



Dramatis Personae

This starter kit contains six player characters – two of the iconic characters from each of the three games. These characters are pregenerated for you; each game contains rules for character creation, but this starter kit focuses on using these iconic characters. The characters are:

- ♦ ***Gorrat, an illiterate Ogron star marine***
This enormous Ogron star marine is nearly 7-feet tall, clad in a heavy, somewhat battered battlesuit with exposed circuitry and jury-rigged patches, and carries his favorite laser rifle. Gorrat is always spoiling for a fight. He is slow on the uptake, never learned to read, and relies on the others to do most of his thinking for him. Gorrat is fundamentally good-natured, and has a big heart.
- ♦ ***Dr. TikTok, an erudite android medic.***
Not much use in a fight, TikTok is a qualified doctor, and well-educated. TikTok has a cold nature and tendency

to lecture. TikTok is young, and very naive.

- ♦ ***Mandallan, an inspiring human knight.***
Wearing chainmail, and shield, tabard and longsword, Mandallan is the quintessential knight in shining armor, honorable to a fault and fearless in battle.
- ♦ ***Selena, a brilliant human firemage.***
A fire wizard adept at creating and controlling flame, Selena is a dangerous opponent who can be subtle and quick to anger.
- ♦ ***Alejandra, a nimble cyborg burglar.***
Alejandra is a technical genius, as shown by her futuristic glasses and her robotic hand. This hispanic woman is fiercely intelligent and able to manipulate almost any technology.
- ♦ ***Ben Madjos, a suave human spy.*** Ben is a gentleman superspy. Dressed in an immaculate tuxedo, with perfectly groomed hair and an expensive silver watch, he is a master of stealth, subterfuge, and charm.



These iconic characters represent a broad spectrum of skills, and should be able to handle most situations, whether through force, charm, or subterfuge. In each of the three core roleplaying games, you will find six iconic characters, making 18 in total. Of course, each of the games contains extensive rules for creating your own player characters.

Character Sheets

This section of the starter kit contains six pregenerated character sheets, and a brief guide to reading them. These characters are basic versions of the ones to be found in the full rulebooks.

Characters in *What's O.L.D. is N.E.W.* are created and advanced using a “life-path” system. The player chooses a race, and a series of careers, each of which grants the character certain attribute increases, skill choices, and exploits. A character is – literally – the sum of her past.

The characters here have already been created, so you won't see the workings behind the curtain. However, as an example, **Gorrat** is an Ogron (a large, ugly alien) who grew up a street kid, became a street thug, then joined the military academy, did a tour as a cadet, and then a tour as a fully-fledged star marine. Each of these choices helped define the final character.

The Descriptor

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

an erudite android medic who _____

The descriptor is made up of a number of elements. In the full game, some other elements are sometimes included, but in this starter kit we are using a slimmed down format:

*a[n] [trait] [race] [career/tradition]
who [hook].*

The *trait* is the name of a special ability defined by a character's lowest or highest attribute. The *hook* is a broad background/skill/interest chosen by the player. There's more information on the hook at the beginning of the sample adventure in this starter kit, where the first thing you'll do is ask your players to fill out a unique hook and then read their descriptors aloud.

Attributes

Each character has a row of attributes. Here's what they mean:

STRENGTH (STR). This is used for physical acts which require raw power. It's used for lifting a log, breaking down a door, or swinging a heavy weapon.

AGILITY (AGI). This is used for dexterous acts like climbing a wall, picking a lock, or sneaking past a guard. It can also be used for ranged and some melee attacks.

ENDURANCE (END). This is how tough you are. It's used to determine your HEALTH, and help resist poisons.

INTUITION (INT). This is your natural instinct, perception, and empathy. It's used to spot things, hear things, sense things, and can also be used to make ranged attacks.

LOGIC (LOG). This is your capacity to reason, and your ability to store information. You use it to use a handheld scanner, recall information, or play chess.

WILLPOWER (WIL). This represents strength of mind. It is used to defend against mental attacks, and also helps determine your HEALTH.

CHARISMA (CHA). This is how charming or attractive you are. You can use it to make certain types of mental attacks, or when negotiating.

LUCK (LUC). Some lucky characters are able to just hope for the best. There's more information about how to use LUC later in this book.

MAGIC (MAG). Only one of the iconic characters in this starter kit, **Selena**, uses magic. This attribute determines how powerful the spells a mage can cast are.

Other attributes also exist in each of the three full games, including CHI, PSI, and REP, but these are not used in this starter kit.

On the pre-generated character sheets on the next few pages, you'll see these attributes expressed in terms of dice pools. For example, **Gorrat**'s STRENGTH is 3d6.

This tells you how many dice you roll when you make a STRENGTH check.

In the full rules, attributes are a little more complex than that. The dice pool is a derived result resulting from some background numbers used when creating or advancing characters, but for the purposes of this starter kit we'll hide all that behind the scenes and just show you the final result.

Skills

Below the attributes, you'll see a section of skills. These tell you what a character is good at. It's important to note that skills don't list everything a character can do – they merely tell you what they are especially skilled at. *What's O.L.D. is N.E.W.* assumes a basic level of competency defined by the attributes; the skills are bonuses on top of that. The game will never tell you "you can't attempt that because you don't have the skill".

Skills in *What's O.L.D. is N.E.W.* are a keyword-based, open-ended list. Anything you can think of can be a skill.



Alejandra Vanistos, tech wizard

a nimble augmented burglar who

Attributes

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
3d6	3d6	2d6	3d6	3d6	2d6	2d6	3d6	2d6

Health

16

Defenses

Melee Defense	Ranged Defense	Mental Defense	SOAK
19 (dodging)	14 (dodging)	12	5 (kevlar vest)

Movement

Speed	Climb	Jump	Carry	Initiative
7	7	14'/6'	110 lb	3d6

Skills

Engineering	2d6	Running	1d6
Computers	1d6	Climbing	1d6
Stealth	1d6	Dodging	1d6
Thievery	1d6	Knives	1d6

Attacks

Dagger shoe	4d6 (2d6 piercing damage)
Pistol	3d6 (2d6 ballistic damage; range 8; <i>sidearm</i>)

Exploits & Traits

- ▶ **Nimble.** Alejandra's climbing speed is equal to her regular SPEED (factored, above).
- ▶ **Alteration.** Alejandra's cybernetic hand contains input jacks which grant a +1d6 equipment bonus to computer operations and cracking attempts.
- ▶ **Adaptive.** When incorporating new cybernetic alterations, Augmented do not need to make a check for the process to take hold successfully. Additionally, they can incorporate an additional two alterations beyond the normal limit of their END attribute.
- ▶ **Feint.** Alejandra gets a +1d6 bonus to a melee attack roll taken in the same turn. The attack action must come immediately after the feinting action.
- ▶ **Analytics.** Studying her target's behaviour, Alejandra notices a pattern to its actions. She grant all allies within 30' a +1d6 bonus to attack the target until the start of her next turn.
- ▶ **Unorthodox.** A child prodigy and computer-whiz in LA, Alejandra has an unorthodox approach to things. Once per day she may substitute one of her mental attributes for another one for the purposes of making a single attribute check.
- ▶ **Cybernetic arm.** A horrible accident stripped Alejandra of her right arm. It was replaced with a cybernetic replacement with computer jacks built in. She gains +1d6 to use computers when she "plugs in".
- ▶ **Engine-tuner.** Alejandra naturally gravitated into a job as a mechanic. A vehicle in which Alejandra is an engineer increases its maximum SPEED by 2. This does not stack with other engineers should others be present.
- ▶ **Sixth sense.** Supplementing her income, Alejandra found that her engineering and computer skills were useful aids to thievery. Alejandra has a sixth sense when it comes to traps, and gains a +2d6 bonus to spot them and a +1d6 bonus to avoid or disarm them.
- ▶ **Grand heist.** Alejandra pulled off a robbery that gained her a bonus \$1,000.
- ▶ **Prison tough.** Eventually, she was caught. Alejandra was mentally and physically toughened in prison, gaining a +1 bonus to her DEFENSE and MENTAL DEFENSE (factored, above).

Equipment

Cellphone, dagger shoe, kevlar vest, pistol, cybernetic hand with input jacks, lockpicks, \$1,000.

Ben Madjos, international superspy

a suave human spy who _____

Attributes

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
2d6	3d6	2d6	3d6	2d6	2d6	3d6	3d6	1d6

Health

16

Defenses

Melee Defense	Ranged Defense	Mental Defense	SOAK
18 (dodging)	14 (dodging)	11	4 (bulletproof tux)

Movement

Speed	Climb	Jump	Carry	Initiative
6	3	14'/5'	100 lb	5d6

Skills

Gambling	1d6	Running	1d6
Pistols	1d6	Thievery	1d6
Survival	1d6	Driving	1d6
Rifles	1d6	Tactics	1d6
Perception	1d6	Dodging	1d6
Stealth	1d6	Martial Arts	1d6

Attacks

Martial arts 4d6 (1d6+2 blunt damage)
Silenced pistol 4d6 (2d6 ballistic damage; range 8; <i>sidearm</i>)

Exploits & Traits

- ▶ **Suave.** Ben's words are his weapon; he can distract, charm, and captivate people with ease. A **CHA** vs. **MENTAL DEFENSE** attack can be used to daze a target.
- ▶ **Explorer.** Ben recharges his **LUCK** pool every time he goes to a new country.
- ▶ **Aim.** By spending one action aiming, Ben gains +1d6 to hit with a subsequent ranged attack made in the same turn.
- ▶ **Predictive reflexes.** Ben is good at reading the situation. He gains a permanent +1d6 bonus to **INITIATIVE** checks (factored, above).
- ▶ **Urchin.** Growing up as an orphan, Ben is very familiar with urban backgrounds, and is able to blend in easily. With a one-hour period in a new city, he is able to name local crime figures.
- ▶ **Basic training.** Ben soon joined the army. He gained all of the following skills at 1 rank (1d6) (noted, above): *tactics; rifles; law; survival.*
- ▶ **Get on with it.** Ben was soon deployed overseas. His platoon didn't have much patience for whining about minor injuries. Once per day he can pause for two actions and recover 2d6 **HEALTH**.
- ▶ **Quick-hide.** Ben quickly entered the special forces. He is able to disappear while in plain sight. He can make a **stealth** check even while under observation to move his speed and become effectively invisible for a round. He may then make regular **stealth** checks as normal, but cannot repeat this feat against the same observer.
- ▶ **Miraculous escape.** Spotted by a secret spy organization, Ben was recruited. Once per day he may automatically succeed in one attempt to escape handcuffs or other restraints.

Equipment

Bulletproof tuxedo, silenced pistol, lockpicks, \$200.



Gorrat, Ogron star marine

an illiterate Ogron star marine who _____

Attributes

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
3d6	3d6	3d6	2d6	2d6	3d6	3d6	3d6	1d6

Health

28

Defenses

Melee Defense	Ranged Defense	Mental Defense	SOAK
10 (brawling, heavy armor)	10 (dodging, heavy armor)	15	8 (battlesuit)

Movement

Speed	Climb	Jump	Carry	Initiative
8	4	12'/9'	300 lb	3d6

Skills

Intimidate	1d6	Hardy	1d6
Rifles	2d6	Running	1d6
Tactics	1d6	Carrying	1d6
Computers	1d6	Brawling	1d6
Law	1d6	Survival	1d6

Attacks

Brawling 4d6 (2d6+3 blunt damage)
Laser rifle 5d6 (3d6+2 heat dam. range 20; auto)

Exploits & Traits

- **Illiterate.** Gorrat cannot read. Instead, he has learned to memorize common words which he needs to recognize often. He gains a +1d6 bonus when attempting to recall visual information.
- **Dull-witted.** Although slow-witted, Ogron minds are hard to penetrate. They gain a +4 bonus to MENTAL DEFENSE (factored, above).
- **Smelly.** No matter what they do, Ogrons smell bad. They take a permanent -1d6 penalty to any attempts at stealth.
- **Brawny.** Ogrons increase their carrying capacity by 50% (factored, above).
- **Stronger with age.** Unlike most species, Ogrons can continue to increase their STR attribute into old age. Ancient Ogrons are often incredibly strong.
- **Feint.** Gorrat gets a +1d6 bonus to a melee attack roll taken in the same turn. The attack action must come immediately after the feinting action.
- **Aim.** Gorrat gains +1d6 to a subsequent ranged attack in the same turn by spending an action aiming.
- **Urchin.** Gorrat grew up on the streets of his home city, and is very familiar with urban backgrounds, able to blend in easily. With a one-hour period in a new city, he is able to name local crime figures.
- **Street tough.** Life on the streets is tough, and Gorrat became a thug. Gorrat has a natural +2 SOAK when not in armor.
- **Basic training.** Eventually Gorrat joined the military and attended the Academy. Gorrat gained all of the following skills at 1 rank (1d6); this does not increase an existing skill beyond 1 rank: tactics; computers; law; survival.
- **Quick naps.** On his first marine tour, Gorrat learned to manage with little sleep. As long as he gets 4 hours, he counts as fully rested.
- **Get on with it.** Gorrat's platoon didn't have much patience for whining about minor injuries. Once per day he can pause for two actions and recover 2d6 HEALTH.

Equipment

Laser rifle, basic battlesuit, 60cr.



Mandallan, honorable knight

an inspiring human knight who _____

Attributes

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
3d6	2d6	3d6	2d6	2d6	2d6	3d6	3d6	2d6

Health

32

Defenses

Melee Defense	Ranged Defense	Mental Defense	SOAK
20 (swords, medium armor, shield)	14 (medium armor, shield)	10	6 (chainmail)

Movement

Speed	Climb	Jump	Carry	Initiative
6	3	6'/6'	150 lb	5d6

Skills

Swords	2d6	Tactics	2d6
Religion	1d6	Leadership	1d6
Heraldry	1d6	Running	1d6
Riding	1d6	Law	1d6
Med. Armor	1d6		

Attacks

Brawling 3d6 (1d6+3 blunt damage)
Longsword 5d6 (3d6+5 slashing damage)

Exploits & Traits

- **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 1,000gc 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.

Equipment

Longsword, chainmail, medium steel shield, 1,000gc.



an erudite android medic who _____

Attributes

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
2d6	2d6	2d6	2d6	3d6	2d6	2d6	-	2d6

Health

16

Defenses

Melee Defense	Ranged Defense	Mental Defense	VULNERABLE
14 (dodging)	14 (dodging)	immune	1d6 (electricity), 2d6 (ion)

Movement

Speed	Climb	Jump	Carry	Initiative
5	2	10'/5'	80 lb	2d6

Skills

Physics	1d6	Engineering	2d6
Computers	2d6	Running	1d6
Medicine	3d6	Dodging	1d6

Attacks

Brawling 2d6 (1d6+2 blunt damage)
Phaser pistol 2d6 (2d6+2 heat damage; range 15; <i>stun</i>)

Exploits & Traits

► **Erudite.** Dr. TikTok remembers a vast catalog of knowledge. At any time he may make a LOG check in place of any CHA check to interact with somebody by recalling a piece of trivia of interest to his target. This exploit can only be used once on any given individual.

► **Mindless.** Androids are immune to any attacks which target MENTAL DEFENSE.

► **Deterministic.** An Android's PSI or LUCK attributes can never rise above zero.

► **Electronic vulnerability.** As a mechanoid, TikTok is vulnerable (1d6) to electricity damage, and vulnerable (2d6) to ion damage.

► **Automaton.** Androids do not need to eat, sleep, or breathe, and weigh 150% normal.

► **Scanner.** TikTok has a scanner integrated into his circuits. He is always considered to be carrying a hand scanner.

► **Aim.** TikTok gains +1d6 bonus to a ranged attack roll taken in the same turn. The attack action must come immediately after the aiming action.

► **Achilles heel.** Identifying a weakness in his target, TikTok pays 2d6 and bypasses its SOAK score. This exploit can only be performed once per target.

► **Technician.** From his time on a moisture farm, TikTok is adept at maintaining and repairing old equipment, persuading it to function for far longer than it is designed to. He can make any non-functioning Medium or smaller electronic item work for up to one hour, although it will be permanently broken thereafter.

► **Bachelor.** After a four-year course, TikTok gained a Bachelor's degree at university, improving his skill ranks in his chosen subject of medicine to 3 (already factored, above). His research skills are developed. If he has access to a library or data network, he gains a +1d6 bonus to attempts to learn information about a subject.

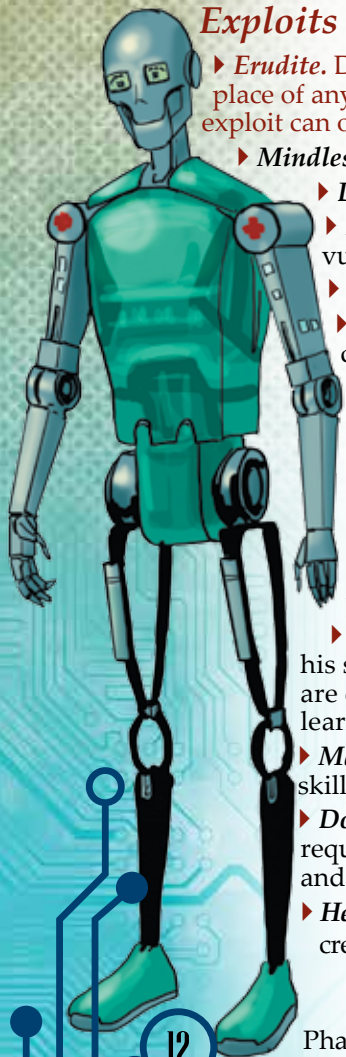
► **Masters.** TikTok remained in college and gained a Masters degree in medicine. He gained 1 bonus skill rank in his chosen subject (already factored, above).

► **Doctorate.** After further studies, TikTok gained a Doctorate at university. Gaining a doctorate requires not just an expert knowledge of a subject, but also rigorous skills of analysis and evaluation and critical achievement. TikTok's skill ranks in his chosen subject increased to 6.

► **Healing hands.** Using basic medical equipment, TikTok can heal 1d6 points of HEALTH to an adjacent creature as a single action. Any given creature can only benefit from healing in this way once per day.

Equipment

Phaser pistol, medkit, integrated scanner, 10 HealJel* pouches, 100cr.



Selena, firemage extraordinaire

a brilliant human firemage who _____

Attributes

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP	MAG
2d6	2d6	2d6	2d6	4d6	2d6	2d6	2d6	2d6	2d6

Health

28

Defenses

Melee Defense	Ranged Defense	Mental Defense	SOAK
18 (dodging)	18 (dodging)	14	5 (fire); <i>Vulnerable</i> 1d6 (cold)

Movement

Speed	Climb	Jump	Carry	Initiative
4	2	10'/3'	60 lb	3d6

Skills

Dice Games	1d6	Perception	1d6
Reactions	1d6	Linguistics	1d6
History	1d6	Dodging	1d6
Spellcraft	2d6	Illusion	1d6
Evocation	1d6		

Attacks

Flaming touch 2d6 2d6+2 fire damage
Firebolt 2d6 (2d6 fire damage; range 6)

Exploits & Traits

- ▶ **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 - cleaning garmets, keeping off the rain, lighting a lantern, etc.
- ▶ **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.
- ▶ **Magic Points** 15 (fire, light)

Equipment

Dagger, 100gc.



Playing the Game

As mentioned earlier, it is assumed that you are familiar with the way a roleplaying game works. What follows is a very basic primer which covers the core rules of the system. Each game contains many more rules, dealing with a variety of different situations – *N.E.W.* has rules for building starships, and starship combat, for example, while *O.L.D.* has rules for building strongholds and wilderness travel. All of these rules are designed to work together, but this starter kit only introduces you to the basics.

Taking Actions

Every action in *What's O.L.D. is N.E.W.* is an attribute check. An attribute check requires you to roll a pool of dice (the game only uses d6s) and achieve a target number called a benchmark. For example, **Gorrat**, being a mighty Ogron, rolls 3d6 when making a STRENGTH check, whereas **Dr. TikTok** the android medic only rolls 2d6. If Gorrat were to try to break down a door, the GM would call for a STR check. He would roll 3d6 and attempt to beat a benchmark. In this case, the benchmark is *Difficult* [16].

Benchmarks

Benchmarks simply describe how difficult a task is, whether it be lifting a log, climbing a wall, picking a lock, or jumping a ravine. Each has a descriptive name and an attached target number, making it easy for the GM to assign an appropriate benchmark to a task. Common benchmarks are as follows:

Benchmark	Target Number
Routine	10
Difficult	16
Strenuous	25
Herculean	33
Impossible	40

A benchmark is described using both portions; for example, landing a starship might be *Routine* [10]. The full rules contain more benchmarks, but those above are the only ones used in this starter kit.

Dice Pools

When making an attribute check, you can use more than just your attribute. You can also add dice from skills and, sometimes, from higher quality equipment. When **Ben Madjos** wants to sneak past a guard, normally, this would be an AGILITY check. However, Ben has *stealth* as a skill, so he gets to add that to his dice pool. He gets 3d6 from his AGILITY attribute, and an additional 1d6 from his *stealth* skill, making a total of 4d6.

There is a limit on how many dice you can add to a dice pool, which is defined by the total number of career grades a character has taken. Career grades are discussed in the full rules; for the purposes of this starter kit, all of the iconic characters have taken **five** career grades, and can therefore only roll a dice pool of up to **5d6**.

DICE POOL

ATTRIBUTE + SKILL + EQUIPMENT

Basic equipment doesn't add to the dice pool; it merely allows you to perform the action. A musket allows you to shoot somebody, a lockpick allows you to pick a lock, and a medical kit allows you to perform emergency medical aid.

To gain an equipment bonus, you need high quality equipment. A high quality longsword gives you +1d6 to your attack roll, a high quality lockpick gives you +1d6 to your lockpicking attempt, and so on. The full rules contain details for equipment of even higher quality.

Take **Ben Madjos** - he has a lockpick noted on his character sheet. This allows



You can attempt to do things without the right tools by improvising them. Improvised tools always suffer -2d6 to their dice pool.

him to pick locks, but doesn't give him a bonus. In the sample adventure at the end of this starter kit, a set of high quality thieves tools can be found in the spider web on the patio; this grants a +1d6 bonus to lockpicking attempts.

This same rule applies in combat. When trying to attack somebody, the character rolls a dice pool made up of an attribute, a skill, and sometimes equipment bonuses. When **Mandallan** swings his longsword at an opponent, he rolls 3d6 for his STRENGTH, 2d6 for his skill in *swords*, and an additional 1d6 if he had high quality longsword, making his dice pool 6d6 in total.

Remember that the pregenerated characters in this starter kit cannot form dice pools larger than 5d6. Rules found in the full rulebooks explain how to progress to higher levels of competence, as well as higher levels of equipment quality.

Opposed Rolls

Sometimes a target number is not a static benchmark, but an opposed attribute check. If two characters are arm-wrestling, they would both roll STRENGTH checks, and the character who rolled higher would win.

This applies at any time an attribute check is made in opposition to the action of another character or creature. The two attributes do not need to be the same – if **Ben Madjos**, international superspy, is sneaking past a guard, he would roll AGILITY (plus his skill at *stealth*) vs. the guard's INTUITION. Similarly, an attempt to bluff a cop might require a CHARISMA vs. INTUITION check.

Some examples of opposed rolls are shown below.



Picking a pocket	AGI vs. INT
Bluffing a cop	CHA vs. INT
Sneaking past a guard	AGI vs. INT
Arm wrestling	STR vs. STR
Darts contest	AGI vs. AGI
Chess game	LOG vs. LOG

The Role of Luck

Some characters have high LUCK attributes. LUC forms a daily replenishable dice pool which characters can add to other rolls. **Ben Madjos** is a lucky man; he has a 3d6 LUC dice pool. If playing a game of backgammon against a villain, he would normally roll LOG vs. LOG, giving him only 2d6. However, he adds 2d6 from his LUC dice pool, and rolls 4d6, handily winning the game! Ben now has 1d6 left in his LUC dice pool.

In the full rules, there are more options for using LUCK.

Static Values & Average Rolls

Both DEFENSE and MENTAL DEFENSE are really just opposed attribute checks which have their values pre-calculated to speed up play. For example, DEFENSE is basically STR or AGI vs. STR or AGI.

You could actually roll these defenses every time you are attacked, and doing so can be dramatic, but it does slow play down a bit. For that reason, we work out the average roll and use that as a static target number instead.

Fighting

Combat breaks out frequently in most roleplaying games, and *What's O.L.D. Is N.E.W.* is no exception. Combat is no different in principle to any other task – you form a dice pool as normal, and you roll to achieve a target number. However, the target numbers are derived slightly differently.

There are three target numbers in combat. MELEE and RANGED DEFENSE are used when making a physical attack, and MENTAL DEFENSE is used when making a mental attack. Each character, and every monster or opponent in the game, has its DEFENSEs noted, ready for use in combat.

When attacking a foe, simply form a dice pool as normal, and attempt to reach the target's relevant DEFENSE score.

If you roll high enough, you have scored a hit. You may then roll damage, which is another value noted on each character sheet.

Who Goes First?

At the start of a fight, each combatant should roll their INITIATIVE. The dice they need to roll is shown on their character sheet (or in the stat block of an enemy). For example, **Alejandra** rolls 3d6, while **Ben** rolls 5d6.

Note the INITIATIVE rolls from highest to lowest. This is the order in which characters take their turns. When you reach the bottom of the list, simply move back up to the top and continue. If there is a tie, the character with the highest AGILITY goes first.

Moving & Actions

In combat, everyone gets two actions on their turn. They can use these actions however they wish – they can move, attack, or perform some other action. They can

use them in any combination – two moves, two attacks, a move and then an attack, two actions, and so on. Each turn represents a short, but unspecified amount of time.

Moving. Every character has a SPEED noted. If you use your action to move, you can move a number of squares equal to your speed. Each square is 5' in size.

Climbing. You can climb at half your SPEED. This requires an AGILITY check with a benchmark set by the GM, although only one check per turn is needed however far you climb. **Alejandra** has an ability which gives her a faster CLIMB speed.

Jumping. The distances shown on the character sheet show how far you can jump both horizontally and vertically, assuming you have at least 10' to run up. If you do not, these distances are halved.

Here are some examples of actions:

Move your SPEED	1 action
Fire a weapon or make a melee attack	1 action
Perform emergency healing	2 actions
Aim or feint	1 action
Cast a spell	2 actions
Pick a lock or hack a terminal	2 actions
Draw or stow a weapon	Free
Drop to prone or crouch	Free

Important Combat Actions

There are three important combat actions other than moving and attacking.

Aiming/feinting. Aiming (for ranged attacks) or feinting (for melee attacks), both of which are universal exploits, cost one action and grant +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the aiming or feinting action. All characters get either *aim* or *feint* for free. This bonus 1d6 can exceed the character's normal maximum dice pool.

Combat Tactics

The tactics of combat tend to manifest themselves as follows.

Ranged combatants will often use a move and overwatch combination. Because remaining in one place can get them pinned down, they will typically move from one location of cover to another. The overwatch stance potentially grants them more bang for the buck in terms of number of available shots. Occasionally, they will use a different action, or a standard single attack with exploits tacked on, to achieve something specific or to deal larger amounts of damage. Additionally, it is important for ranged combatants to move into advantageous positions, either setting up crossfires or occupying higher ground. Sometimes one character may need to cover another with suppressive fire so that their ally can get into such a position, avoiding the overwatches established by their opponents.

Melee combatants, on the other hand, seek to close the distance and engage in hand-to-hand combat. When in melee, they are harder to hit with ranged fire, as ranged attackers suffer a -2d6 penalty to hit them (and that includes the person they are fighting if they attempt a ranged attack). There is a caveat, though – weapons designated as *sidearms* are very dangerous up close. **Ben Madjos'** pistol is a *sidearm*. *Sidearms*, when adjacent to a target, do not suffer penalties for shooting into melee, and actually *gain* a +1d6 bonus to hit adjacent targets – it's really easy to just pull the trigger when someone is right in your face! This only applies to weapons designated as *sidearms*, however. **Gorrat's** laser rifle is not a *sidearm*, and is not effective in very close quarters.

A weapon's properties are noted next to the attack details. For example, Ben's pistol reads as follows:

Silenced pistol 4d6 (2d6 ballistic damage; range 6; *sidearm*)

Auto is a property of **Gorrat's** laser rifle. Weapons designated as *auto* (for automatic) weapons, grant a covered ally an additional 1d6 of cover when using suppressive fire.

Stun is a property of **Dr. Tiktok's** phaser pistol, allows a weapon to safely render a target unconscious for five minutes when it reaches zero HEALTH, with no danger of death.

The full rules contain a number of other properties, but this starter kit only uses *sidearm*, *auto*, and *stun*.

Overwatch. Overwatch is a special type of action. When you choose to overwatch, you wait ready with your weapon to fire on any targets which make themselves available. Usually this means targets which break cover and enter your line of sight.

Move plus overwatch is a common and useful action combination as characters advance from one position of cover to the next. All ranged combatants should avail themselves of this basic tactic.

You may only fire on a given target once during a turn when on overwatch, and may only fire when the target has zero cover. Your shot interrupts his turn at the earliest point possible.

The maximum number of targets you can fire upon each turn in overwatch is equal to the number of dice in your INTUITION dice pool. Each subsequent target beyond the first causes you a cumulative -1d6 penalty to hit.

Suppressive fire. Suppressive fire is the antidote to overwatch. It allows you to lay down fire in a particular area in order to “cover” an ally’s exposed movement or action which would normally attract overwatch attacks.

Unlike most attack types, suppressive fire is not target-dependent. It depends on your ally. You designate a specific ally as the beneficiary of your suppressive fire; this benefit last until your ally’s next turn has ended. During that turn, you ally’s actions gain the benefit of cover (see below), even when he or she is exposed.

This means that your ally will automatically be immune to overwatch, and gains some protection from regular fire. Some

weapons, noted as *auto* in the equipment lists, are especially efficient at suppressive fire. These weapons gain your ally an additional 1d6 of cover.

Attack Modifiers

There are a number of things characters can do to increase their chances of hitting an enemy, and a number of things they can do to reduce the chances of getting hit. For example, every character has the ability to either *aim* or *feint*, which gives them +1d6 to their attack roll. This is noted on character sheets and creature stat blocks. Positional bonuses allow a character to exceed his normal maximum dice pool, because they are applied after the dice pool has been formed.

Combat in *What’s O.L.D. Is N.E.W.* is a highly tactical affair in which combatants are encouraged to move about and attempt to gain superior positions. The five important positional effects are *range*, *higher ground*, *cover*, *getting pinned down*, and *crossfires/flanks*. Positional bonuses allow a character to exceed his normal maximum dice pool, because they are applied after the dice pool has been formed.

Range. In ranged combat, every weapon has a range increment. Any ranged attack which exceeds that range increment suffers a -1d6 die penalty for each range increment beyond the first.

Unless otherwise noted, weapons can only fire out to five range increments.

Higher ground.

Combatants on higher ground than their targets gain a +1d6 bonus to attack them. Higher ground is defined as at least 5’ for melee attacks or at least 10’ for ranged attacks.



Starter Kit

Cover. Cover is very important. If you are attacking a target in cover, you suffer a -2d6 die penalty to your attack. Note that cover does not mean that line of sight is blocked; in the latter case, neither combatant can shoot at the other. Note also that those being covered by suppressive fire, as well as those engaged in melee combat, are generally considered to be in cover.

Pinned down. It's never advisable to stay in one place too long when other people are shooting at you. If you remain in one spot too long, you become easier to hit. Your cover starts to be chipped away, while your enemies make tiny corrections to their aim. For every turn that you remain in the same square, opponents gain an additional 1d6 to ranged attacks against you. When you move, this gets reset back to zero again. However, you must move to a location at least 10' away from your original location, and returning to that location does not count as a "move" when determining whether you are pinned down. Some careers, such as the sniper, are harder to pin down, but you'll read more about that in the full game rules.

Crossfire. Every soldier dreads being caught in a crossfire. Avoiding gunfire from multiple directions is extremely difficult. A crossfire exists if two ranged attackers are positioned at greater than 90-degree angles to each other with respect to the target. Each attacker beyond the first grants a cumulative +1d6 bonus to ranged attacks against that target (making a maximum bonus of +3d6 for four attackers). **Flanks** are the melee equivalent of crossfires, and require two diametrically opposite opponents; only +1d6 can be gained from flanks.

Other modifiers. Other things can affect an attack roll. It is harder to shoot someone engaged in melee combat without endangering your ally. Such attacks are considered to be versus cover, and thus take a -2d6 die penalty, although some exploits can reduce this. Similarly, in darkness or under cover of obscuring smoke, a -2d6 cover penalty is inflicted.

Additionally, a prone target is harder to hit at range (a penalty of -1d6) but easier to hit in melee (+2d6). Finally, attacking a target from the rear grants you a +1d6 bonus to attack (every creature and character is facing in a particular direction; changing facing is free as part of a move).

Summary of Attack Modifiers

Range	-1d6 per increment
Higher ground	+1d6
Cover, smoke, or darkness	-2d6
Pinned down	+1d6 per round
Crossfire	+1d6 per attacker
Target in melee	-2d6
Prone target	-1d6 at range; +2d6 in melee
Suppressive fire	-2d6
Aim/feint	+1d6
Overwatch targets	-1d6 for each beyond first
Rear attack	+1d6

Damage

Every character, object, creature, and monster has a HEALTH score. This score shows you how healthy the character or object is. Any time a creature is hit by an attack, the attacker rolls some damage dice and the target's HEALTH is reduced by that number. If HEALTH reaches zero, the target is defeated (in the case of an enemy, they are now unconscious and dying; in the case of an object, it is destroyed).

For the purposes of the starter kit adventure, a character reduced to zero HEALTH is unconscious (you can't die in an adventure in which you start off dead). If she receives healing from an ally, which is a *Difficult* [16] LOGIC check (the *healing* skill and medical equipment add to this dice pool), she is stabilized and is restored to 1 HEALTH. The full rules contain more information on dying characters.

Dr. TikTok, is an excellent physician. He rolls 3d6 for his LOG attribute, plus 3d6 for his *medicine* skill, and can even get an additional 1d6 from the high quality medkit in the starter adventure – this comes to 7d6, although he cannot roll more than 5d6 in a dice pool.

Every attack has a basic damage value noted next to it. **Gorrat**'s laser rifle does 2d6+2 heat damage, **Ben**'s silent pistol does 2d6 ballistic damage, and **Mandallen**'s longsword does 3d6+5 slashing damage. When an attack is made, this tells you how much damage to roll.

However, it's a little more complex than that. To do more damage to your target, you need to exchange attack dice for damage dice. In essence, you make the attack a little more difficult in order to make it a little more accurate or effective. You make this exchange at a ratio of 2:1 dice.

For example, **Gorrat** normally rolls 5d6 when firing his laser rifle (3d6 from his AGILITY and 2d6 from his skill in rifles) and the rifle normally does 2d6+2 heat damage. That's not an enormous amount of damage, and you'll find that basic attack damage in *What's O.L.D. is N.E.W.* never amounts to an awful lot, even when being dealt out by a mighty tyrannosaurus rex or a highly explosive bomb. To do more damage, Gorrat needs to exchange some of his attack dice for damage dice. He pays 2d6, getting an additional 1d6 damage; so now he rolls 3d6 to attack, and 3d6+2 for damage.

Some exploits require you to "pay" dice to use them. **Mandallen's Charge** is an example, as is **Dr. TikTok's Achilles Heel**. In these cases, make a normal attack, but deduct (or "pay") the required number of dice from your dice pool. You may only use a given exploit once per round, but you can combine them, adding their costs together to stack effects on one attack.

Of course, 3d6 isn't likely to hit much, but Gorrat can do things like aim, or get a better position, to earn himself some more attack dice.

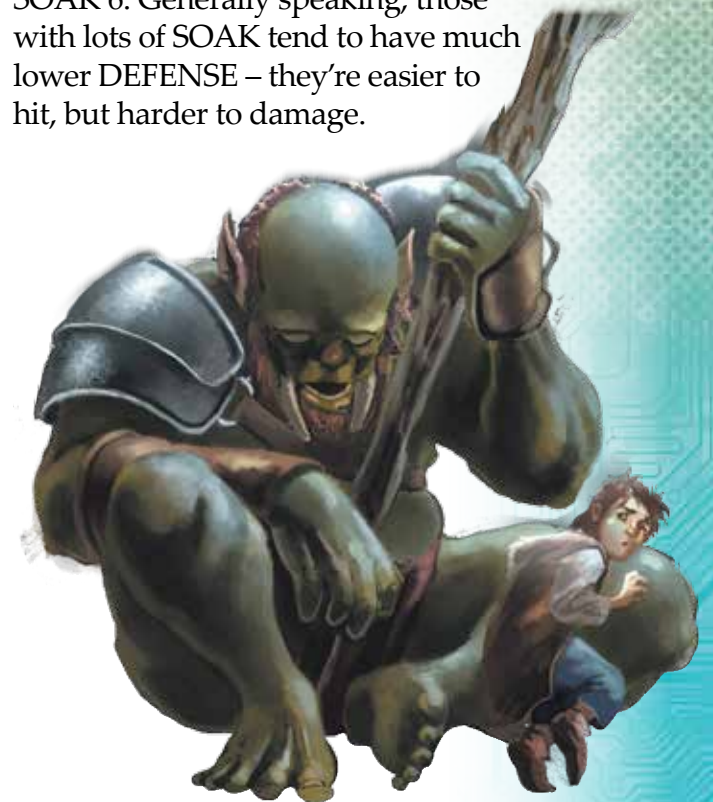
Recovering HEALTH

Once per day, a character may spend one hour to recover HEALTH. Roll an ENDURANCE dice pool and regain that many HEALTH points.

Some characters (such as **Dr. TikTok**) have the ability to restore HEALTH in allies. Additionally, some items may be able to perform similar effects.

SOAK

Damage is reduced by a target's SOAK score. Some mighty creatures, such as dragons, have a natural SOAK scores, while others wear armor to gain SOAK. **Gorrat**'s battlesuit, for example, give him a SOAK of 8, meaning that whenever he takes damage it is reduced by 8 points. **Ben Madjos'** bulletproof tuxedo gives him a SOAK of 4, and **Mandallen's** chainmail gives him SOAK 6. Generally speaking, those with lots of SOAK tend to have much lower DEFENSE – they're easier to hit, but harder to damage.



Conditions

Some effects and attacks can inflict a condition upon a character. Conditions are small packages of penalties which apply to the character until they shake the condition off. The full rulebooks contain a wide selection of conditions; this starter kit introduces a few simple ones that appear in the introductory adventure. Conditions in the full rules also have degrees of severity (mild, moderate, severe, and extreme) but these are not used here.

Blinded (END). This condition can be inflicted by one of the spells used by the priest in the starter adventure. A blinded character cannot see, cannot make ranged attacks, and suffers a -8 DEFENSE penalty (although the minimum a DEFENSE score can be is 10).

Paralysed (END). Both the attercop and the wraith have the ability to paralyse their victims. A paralysed character cannot move or take any physical acts.

Nauseated (END). A sickened character can only take one action per round. The other action is spent vomiting.

A condition remains in place until it is shaken off. Each condition has an attribute noted next to it. This is the attribute used to shake off the condition. Usually, the attribute is WIL (for mental conditions) or END (for physical ones). To shake off a condition, a creature uses an action to make a *Difficult [16]* attribute check.

Skills and high quality equipment can assist in this check as always. A healer's kit, for example, might contain appropriate herbs or salves.

Characters can remove conditions from each other, too. To do so, a character

must be able to touch the inflicted creature. The process is identical to a character shaking off his own condition – and action and an attribute check – but the attributes used are different.

If the condition requires an END check to shake off, an ally needs a LOG check to remove it from a friend.

If the condition requires a WIL check to shake it off, an ally needs a CHA check to remove it from a friend.

Scanning

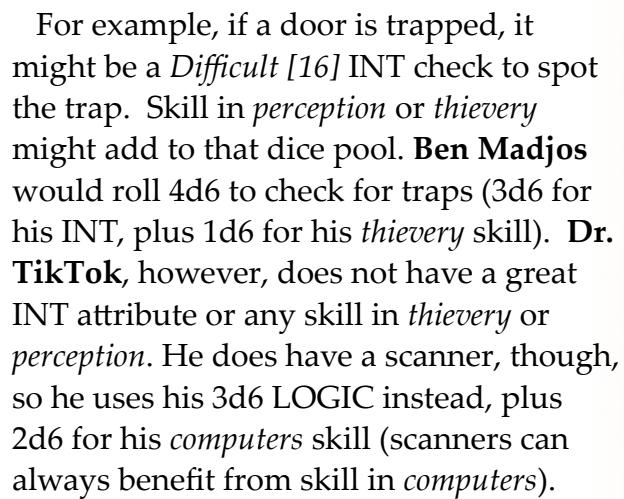
Commonly found in sci-fi settings, handheld scanners can provide information about the surroundings. One of the pregenerated characters in this starter kit, **Dr. TikTok**, has an integrated scanner.

Use of a scanner requires a LOGIC attribute check. Depending on the type of scan, skills can assist; if scanning for injuries, *medicine* can grant a bonus, or if scanning for a structural weakness in a door or wall, *engineering* would help. A basic scanner has a range increment of 10'. This works just like a weapon – for each range increment (or part thereof) beyond the first, the character loses 1d6 from his dice pool. Additionally, scanning through each wall or door also inflicts a -1d6 penalty.

Using a scanner takes two actions.

Looking Around

Any time information might be obtained by an INTUITION check, a scanner can be used. The character uses LOGIC instead of INTUITION.



This applies across the board. A creature trying to ambush the party might be spotted with a good INT check by a perceptive character, or detected by a character wielding a scanner.

One of the very basic functions of a scanner allows the user to determine the basic composition of an object or material with a *Routine* [10] check. *Chemistry* is a good skill to use with this.

Scanning a creature with a *Routine* [10] check will register any illnesses or diseases it has, any conditions it is currently suffering, or how generally healthy it is in terms of HEALTH to the nearest 25% or so. *Medicine* is a good skill to use with this. A check vs. the creature's MELEE DEFENSE will reveal any resistances or vulnerabilities it has.

A scanner can be used to detect magic, although this is not a typical use. Magic registers as an unusual energy anomaly. It's a *Difficult* [16] check to detect magic (scanners aren't exactly designed for it, so it takes some skill to tease out that data) and a *Strenuous* [25] check to determine the type of magic.

Magic

One of the iconic characters, **Selena**, is a fire mage. She is able to use magic. Selena is the only character in this starter kit with a **MAGIC** attribute.

When using magic, a character selects a spell that they know and “spends” magic points to cast it. When a character’s magic points reach zero, she is unable to cast another spell until she has recovered some of her magic points. Selena calls magic points *mana*, although other characters might call their magic points *faith*, *energy*, *mojo*, or some other name.

Selena’s **MAGIC** attribute lets her roll 2d6, and she has **30 magic points**. The big number to the left of each spell is the number of MP it costs to cast.

Most spells take place automatically. *However, if a spell targets another creature, a MAGIC attack vs either DEFENSE or MENTAL DEFENSE is required; otherwise the spell fails.*

Magic in the full rules is a flexible, freeform spell creation system which allows mages to construct spells on the fly, but for this starter kit we are just using a selection of themed pre-designed spells. Selena can only cast spells up to **5MP** (note that she *cannot* cast the 7MP spells in the lists below). Selena knows the Fire and Illusion spells listed below.

Affliction Spells

Some magic touches the very darkest, most fell of places. Magic which causes illness or affliction, or which can kill with a touch or a gaze, is rightly regarded by most as foul and evil, and its practitioners feared and reviled. This selection of pre-designed spells allows a magic-user to infect others with deadly diseases or poison them simply by touch.

1 **DEATHTOUCH.** For one minute, your touch causes 1d6 poison damage.

2 **TOXIFY.** Up to four pounds of food or drink within 30’ becomes toxic to eat, riddling it with parasites and diseases. The food effectively becomes offal.

3 **IMPAIR.** The vision of one target within 30’ becomes blinded until the condition is shaken off.

4 **GAZE OF NAUSEA.** You cause a target within 100’ to become sickened until they shake it off.

5 **TOUCH OF AFFLICTION.** By touching your victim, you drain its strength, inflicting a -2d6 die penalty to STR checks for 10 minutes.



6 SLOW POISON. For one hour, poison has no effect on you.

7 GREATER DEATHTOUCH. For ten minutes, your very touch causes 4d6 poison damage.

Fire Spells

Mastery of the elements is a common part of a magic-user's arsenal, and none so much as the element of fire. These fire-themed spells are simple in nature, with few complex effects, and easy to learn, familiar to almost every spellcaster. Note that the caster is immune to spells centered on herself.

1 SPARK. A small spark of fire strikes a nearby target within 10'. This is enough to set flammable items alight, and does 1 point of fire damage to creatures and objects.

2 CAMPFIRE. The caster creates a campfire within 10' which burns for 10 minutes. After the 10 minutes is up, the fire can be tended to continue for longer, although it is no longer magically sustained.

3 DESERT CLOAK. All creatures within 10' of the caster gain SOAK 2 (fire) for one day, enough to survive intense climates without discomfort.

4 FIREWORK. The caster can create a small object made of fire which persists for up to 1 minute. This might be a decorative firework, or a symbol in the air. The object is not dangerous (it causes 1 point of fire damage to anybody who touches it) and does not move from its location.

5 FIREBLAST. A bolt of fire streaks from the caster's outstretched hand to strike the target, inflicting 3d6 fire damage.

6 ENDURING FLAME. The caster sets a target within 100' alight; the target burns for 1 minute (10 rounds), taking 1d6 fire damage per round. The fire can be extinguished via full immersion in water or a similar substance.

7 FIRE WARD. The caster is able to withstand intense temperatures and walk unharmed through the hottest of fires, gaining SOAK 10 (fire) for 1 minute.

For example, Selena sees a goblin about to charge her. She quickly sends a firebolt its way. This costs her 5 of her 30 magic points, leaving her with 25 MP. She makes a MAGIC attribute check (which is 2d6), and adds 1d6 for her evocation skill, for a total of 3d6. She rolls 13. The goblin's DEFENSE is 15, so the firebolt misses, sailing harmlessly over the creature's head.

Illusion Spells

Illusions use light and sound to deceive their targets. Simple illusions are often stationary or easy to spot; more complex ones may move or they might be more realistic.

1 MINOR ILLUSION. You create one minor, adjacent effect which lasts while you concentrate (requiring an action each round). The effect is simple and imprecise, and relates to one of sound, images, smell, or taste, such as a pattern of tiles on a wall, a growl or laughter (but nothing articulate), or the smell of rotting flesh, or baking bread.

2 HIDE PORTAL. You can hide a door, window, or other portal to make it appear like part of the wall for ten minutes.

3 **DISTRACTION.** You combine simple visual and audible illusory effects to create a momentary distraction. The distraction is size medium or smaller, and is a simple visual, and the sound is no louder than four men talking and is not articulate.

4 **EMPEROR'S NEW CLOTHES.** You alter your clothing for 10 minutes; the clothing choice is fairly simple, and can mimic a general style ("military", "farmer", etc.) but not a specific outfit or uniform.

5 **UNSEEN.** You become entirely invisible for as long as you concentrate. Concentration requires an action each round.

6 **ILLUSORY WALL.** You create up to a 10' by 10' illusory wall within 30'. The wall lasts for 10 minutes and blends in with a corridor, hallway, or other surrounding structure.

7 **PERSON MIRAGE.** You can create the illusion of a full person within 30', complete with distinctive markings, unique pieces of clothing, and an expressive demeanor. The illusion emits basic sounds (though no other sensory cues) and is animated (although not reactionary), remaining in place for one minute

Example. Selena spots a guard blocking her escape. She decides to create an illusory distraction in order to lure the guard away. She casts the distraction spell, which costs her 3 of her 30 magic points, taking her down to 27 MP. She creates the sound of a group of intruders down a side-corridor, and the guard rushes to investigate. Selena slips on past.

Ice Spells

These ice-themed spells enable the caster to evoke pure cold, create ice, and endure freezing temperatures.

1 **COLD WEAPON.** With a touch you cause a weapon to frost, making its damage type cold damage for 10 minutes.

2 **FREEZING BLAST.** You blast icy air and ice at a single target within 5', doing 2d6 cold damage.

3 **RESISTANCE.** Your affinity with ice is such that you gain SOAK 4 (cold) for 10 minutes.

4 **CHILLING TOUCH.** Your icy touch causes 4d6 cold damage.

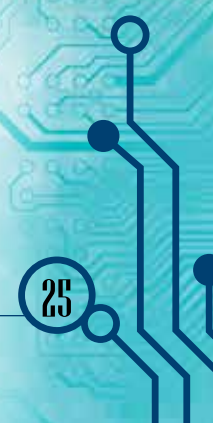
5 **ICE SHEET.** You render a 30' radius area within 100' slippery (half SPEED; *Routine* [10] AGI check or fall prone when moving) for 1 minute.

6 **ICICLE BLAST.** Icicles shoot forward in a 25' cone, striking any creatures in the area for 2d6 cold damage.

7 **ICEWALL -** You create a 50' long wall of transparent ice with a width and height of about 10'. The wall lasts for 1 hour before melting.

Recovering Magic Points

Once per day, a character may spend one hour to recover all of her magic points. This may involve praying, meditating, studying books, or some other form of focused, non-stressful action.





Starter Adventure: A New Life

This short adventure is designed to introduce you and your players to *What's O.L.D. is N.E.W.* It will walk you through the basic rules found in this starter kit and tell you what to do at each step of the way. By the end of it, you will be ready to run your own adventures!

In this adventure, the iconic characters from earlier in this book have all died. They awake confused, in a strange location, and must try to find their way back home to their own worlds and lives.

To start the adventure, ask your players to each choose one of the iconic characters. You should have them printed out, so that they can take one each and refer to it in play. Also ensure that the players have access to a pool of six-sided dice; they should be able to grab at least five dice.

This is a very simple, site-based adventure in which the party must gather three items in order to activate a

portal home. Site-based adventures are the least complex of all adventure types, and “gather the macguffin” plots are the least detailed. The adventure is designed to be very easy to run and to introduce some of the basic concepts of *What's O.L.D. is N.E.W.* The main rulebooks contain ideas for many more adventures and campaigns featuring more complex plots, and detailed villains and their motivations.

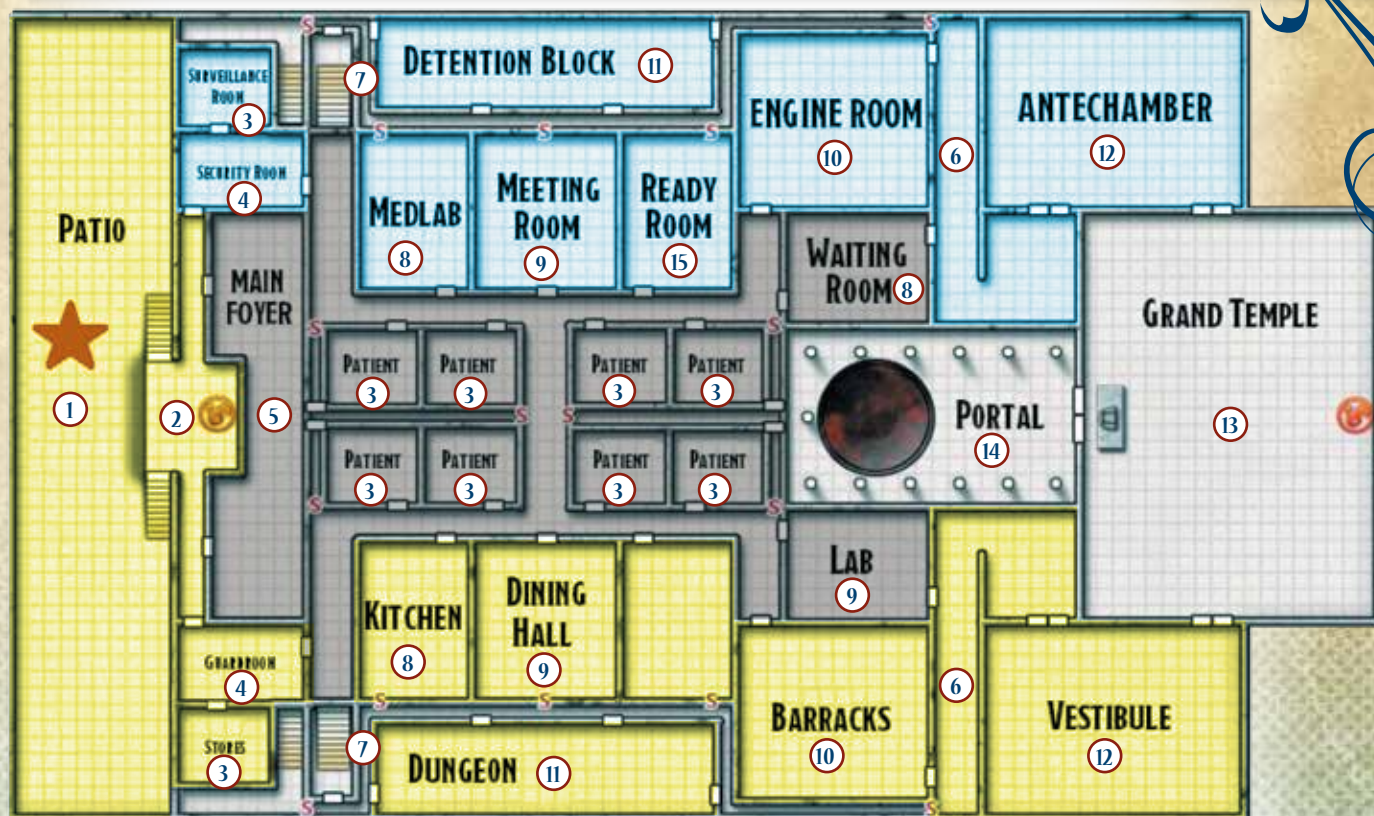
Complete the Descriptor

Before you start, the players need to do one last thing to prepare their characters for play. They need to personalise their character by choosing a **hook** to complete the **descriptor**.

The descriptor is the top line of a character sheet. For example, **Gorrat's** reads as follows:

an illiterate Ogron star marine who _____

Temple of Carnissus



Every character has a descriptor, which summarizes the character in an easy, snappy line. That descriptor helps guide the player when roleplaying, and is an easy, quick way to describe a character to somebody else.

Have each player complete their character's descriptor by filling out a unique **hook** on the blank line. It can be anything, but it's designed to round out the character with personality, interests, or hobbies. For example, a player might choose "...who enjoys hard liquor" or "...has a taste for romance" or even "...who collects insects as a hobby".

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

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

Have each player read their descriptor to the rest of the group.

The Patio

Once you're ready, and the players have all selected their characters, read or paraphrase the following text:

You died.

One minute you were adventuring as normal. But you were killed in action, and now you're dead. At least, you

Resolving An Attack

It's very easy to resolve an attack. Ask the player what they are doing; typically they will be firing a gun, or swinging a sword. The player's miniature must be in a position on the battlemat where they would be able to accomplish such an action; they cannot swing a sword at a creature 5 squares away.

The player must now make an attack roll. This is listed on the character sheet. As an example, we will use **Gorrat's** laser rifle, which is listed as follows:

Laser rifle 5d6 (2d6+2 heat damage; range 20)

The first number tells us what Gorrat **rolls to attack**. He takes 5d6 and rolls them, and compares the result to his target's DEFENSE score. Looking at the attercop's stat block, we can see that its DEFENSE score is 18. Gorrat rolls 20, which is enough to hit the critter!

Now that we've established that Gorrat has successfully hit the attercop with his laser rifle, we now **roll damage**. The line above tells us that his laser rifle does 2d6+2 heat damage. He rolls 2d6+2, getting a total of 10 heat damage.

However, there is a problem. The attercop, as you can see from its statblock, has a SOAK score of 5 because of its chitinous hide. So we must deduct 5 points from Gorrat's damage, meaning that in total he only does 5 points of heat damage to the creature.

The attercop has 16 HEALTH. The GM deducts the 5 damage, leaving it with 11 HEALTH. It lives to fight back!

This was a very simple attack. We didn't worry about range, Gorrat didn't take time to aim (which would have allowed him to roll an extra 1d6 on his attack roll), and we didn't factor in any positional effects such as higher ground, cover, and so on. All of these things could have increased or decreased Gorrat's dice pool, making it either more or less likely that he would have hit.

Finally, Gorrat did not choose to exchange any attack dice for damage dice. He could have reduced his attack pool by 2d6 and added an extra 1d6 heat damage to his weapon. However, it wasn't an easy shot, so he didn't do that.

think you are – except for the fact that you're now waking up with a group of strangers in a strange location, lying on the cold stone tiles of a what appears to be a patio below a strange temple floating in the sky. Looking around, you can see – off in the distance – countless similar groups of people waking up on similar patios below similar temples.

Now ask each player to describe how his or her character died. Encourage them to describe their final moments, whether that be in action or otherwise.

This is an eclectic group of characters from different time periods and different places. Some are from the future, and some are from the past. They should find each other confusing at first, although they have no trouble understanding each others' speech.

The patio is marked on the temple map by a red star. This is where the characters wake up. From there, they will need to explore the temple and find a way out.

Looking over the edge of the patio reveals nothing but a seemingly bottomless drop, punctuated by other temples. There is no solid ground anywhere in sight.

The Spider

Unbeknownst to the characters, an **attercop** (which is a giant spider) has a web beneath the patio. It lies in wait for new arrivals, and then attempts to ambush them, paralyse them with its poison, and drag them off to its web for later consumption. This will be your first combat with these rules, and so a step-by-step walk-through is provided.

The spider's statistics are on the next page.

1. Ambush! The attercop is attempting to ambush the party. Give them a couple of minutes to look around, and then have the attercop make an AGILITY check. It rolls 5d6, plus an additional 3d6 from its skill in stealth, making 8d6 in total. However, the attercop has a maximum dice pool of 5d6, so it only gets to roll 5d6. Now ask the players to make INTUITION checks to hear or spot the creature before it attacks them. If anybody is playing **Alejandra** or **Ben**, they get an additional 1d6 because of their perception skills.

Any characters which equal or beat the attercop's AGILITY check get to act in the ambush turn before the fight begins. Any characters who failed to match its AGILITY check do not get to act in the ambush turn. If everybody beats its check, the attercop does not get to act in the ambush turn.

The ambush turn is a single round of actions. Each character who is able to act may take one action (a move, an attack, or an action). These all occur simultaneously, so it does not matter which order you resolve them in.

2. Initiative! Once these actions have been resolved, it's time to roll INITIATIVE. The **attercop** rolls 3d6, and each character rolls the dice shown on their character

sheet. Make a list of these INITIATIVE checks in order, from highest to lowest. This is the order in which each character or enemy takes its turn.

3. Action! You will need to resolve each character's actions in turn. On each character's turn, he or she (or it!) can take two actions. These can be any two actions – a move, an attack, or something else. They can even do the same thing twice – two moves, or two attacks.

Ask the first character what they are doing. If they move, have them move their miniature a number of squares on the battlemat up to their SPEED score. If they take an action, resolve it using an attribute check (unless it is easy enough that one is not needed). If they attack, follow the instructions below which walk you through your first attack!

Once every character, including the attercop, has taken their turn, return to the top of the list and start again until the fight ends. Hopefully, this will be when the attercop is reduced to zero HEALTH and dies.

Attercop

Medium insect

STR 2d6; **AGI** 5d6; **END** 3d6; **INT** 3d6;
LOG 1d6; **WIL** 1d6; **CHA** 1d6

INITIATIVE 3d6; **SPEED** 7 (CLIMB 7);
JUMP 30'/4'

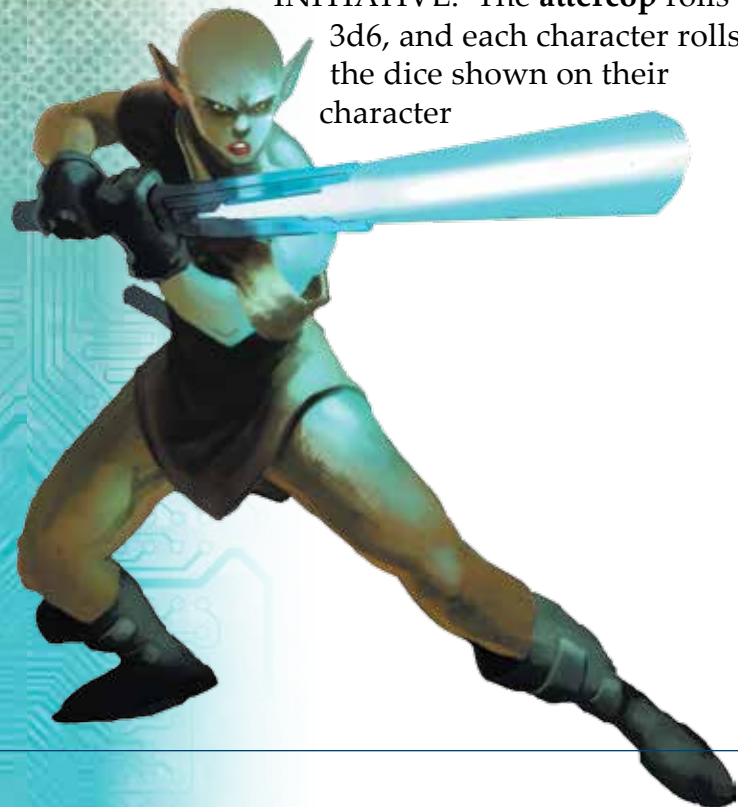
HEALTH 12; **DEFENSE** 18 (SOAK 5);
MENTAL DEFENSE 11

Bite 5d6 (2d6+2 piercing damage plus paralysis until shaken off)

Web 5d6 restrains a target within 3 squares; escape requires an attack action vs. the attercop's DEFENSE

Skills *stealth* 3d6

When the attercop gets its turn, there are a couple of things in the stat block to be aware of:



- 
- 1- The attercop can jump 30' (6 squares) across as long as it has a 10' run-up. Otherwise, it can jump 15' (3 squares).
 - 2- The attercop is able to move on walls and ceilings as easily as the ground.
 - 3- If the attercop hits with a bite, its bite is poisonous. Its unfortunate victim is paralyzed until they shake the effect off. Shaking it off is an action, and will require an END check (see the section earlier about conditions).

Looking Around

The players will likely want a moment to regroup, tend any wounds they might have gotten, and perhaps check out the attercop's web. The web is below the patio, and requires a character to climb down to it. To do that, a character must make a *Difficult [16] AGILITY* check. **Alejandra** is the best option; she rolls 3d6 AGILITY, plus 1d6 for her *climbing* skill, for a total of 4d6. It's still not easy for her, but if she makes the check she can get to the attercop's web which contains the dessicated remains of a previous group of people, along with their equipment. Still serviceable is:

A **healing potion**, which restores 2d6 HEALTH to anybody who drinks it. It's easy to tell what a potion does – just take a sip.

A set of **high quality thieves tools** which grant a +1d6 bonus to attempts to pick mechanical locks.

A wallet containing **2,000 Russian Rubles** (worth about \$30).

Nothing else untoward will happen to the characters while on the patio. They can rest, if they wish, and take their time. They might use the healing potion, or save it for later. **Selena** might need to recharge her magic points if she

used any, or wait until she's used a few more.

Eventually, they'll check out the rest of the patio. Read (or, better, describe yourself in your own words) the following:

Two sets of stairs lead up to an upper landing. On that landing stands a metal statue of a multi-legged figure bearing a different weapon in each of its four arms – a sword, a club, a whip, and a longbow. The figure stares out over the patio into space.

There are four doors up here; two to the left and two to the right. All of them are made of what looks like oak, and all four are closed.

Allow the players to ask questions. Attribute checks can grant them extra information.

A *Routine [10] LOGIC* check reveals that the statue is of the ancient god-figure of the underworld, Carnissus. If someone manages a *Difficult [16]* check, tell them that they recall legends of Carnissus gathering the souls of the dead and testing them, allowing those who succeed a second chance at life. **Mandallan** has the *religion* skill, so he gains a +1d6 bonus to this LOGIC check.

A *Difficult [16] INT* check (or use of a scanner) reveals that the statue is highly magical.

A *Routine [10] INTUITION* check shows that the doors are all locked, and a *Difficult [16] INTUITION* check reveals that they are trapped with mechanical devices. Both *perception* (**Selena**) and *thievery* (**Ben**) provide +1d6 bonuses with that.

Dr. TikTok can use his handheld scanner to detect the magic with a *Difficult [16]* check, or determine the locked status of the doors, or locate the traps by using LOGIC instead of INTUITION. Additionally, he can analyse the composition of the statue with a *Difficult [10]* check to find that it is made of solid tritanium, which is a material only he and **Gorrat** will have heard of.

Unlocking any of the doors requires that somebody pick the locks. The thieves tools possibly found earlier in the spider's web grant a +1d6 bonus to the *Difficult [16]* AGILITY check, as does **Ben's** *thievery* skill. **Ben's** AGILITY is 3d6, plus 1d6 for his skill, and 1d6 for the tools, making a total of 5d6. **Alejandra**, also, is adept at this; Using the tools, she also rolls 4d6.

If the doors cannot be unlocked, somebody can try to batter them down. This is a *Difficult [16]* STRENGTH check. **Gorrat** would be best at this; he rolls 3d6 for his STR attribute. It's still not easy, but he has four chances – one for each door!

Exploring the Temple

Once through the doors, the party will be free to explore the temple. This section of the adventure is location-based. As the party explores various numbered locations on the map, refer to the description and details below. The temple is magical in nature, and different areas are themed according to the native time periods of the visitors. The characters will encounter aliens, zombies, a wizard, and soldiers all within this temple.

In general, the northern wing of the temple is sci-fi themed, the center area is contemporary, and the southern wing is medieval fantasy. This is indicated in the color-coded diagram of the temple, where light blue indicates sci-fi, yellow indicates medieval fantasy, and gray indicates contemporary themes.

Failing Forward

Being unable to get past the first doors in the adventure would pretty much ruin the game for everybody. That's where *What's O.L.D. is N.E.W.* uses a "fail forward" mechanic. This assumes that the characters will achieve their goal, but if they don't manage the attribute checks something bad happens. The GM says something along the lines of "You manage to get the door open, *but...*"

So what happens? In this particular case, the trap goes off. Each door has a different trap (just to make things more interesting). Each of these traps rolls 3d6 vs. the character's DEFENSE, and if it hits it does 2d6 damage of an appropriate type.

1. A blade slashes at a character's hand (slashing damage).
2. A flagstone topples from overhead (blunt damage).
3. A small explosion caused by black powder (fire damage).
4. Boiling oil pours from a vent (heat damage).

Failing forward happens frequently in *What's O.L.D. is N.E.W.* After all, the drama lies in what's at the next star system, or behind the locked door, not in the navigational or lockpicking checks needed to get there. That's not to say that characters cannot fail – if the check isn't plot critical (for example, the check needed to climb down to the attercop's web, earlier) then it's fine for characters to fail. The GM should ask "Will this stop or drastically slow down the game with stuff that isn't much fun to play?"



In each area, there is one object that is out of place. In the blue (sci-fi) area, it's a **magic wand**; in the yellow (medieval fantasy) area, it's a **cellphone**; and in the grey (contemporary) area, it's an **anti-grav clamp**. These three items must be gathered and placed on the altar in the grand temple in order to activate the portal home.

As an optional rule – if you're feeling mean – you can apply an "Out of Time" penalty on the characters when they're in an area not suited to their own time periods. This represents their unfamiliarity with various items and concepts – for example, **Gorrat** might struggle to understand how a medieval lock works, while **Selena** might be confounded by an electronic one. If you decide to use this rule, simply enforce a -1d6 penalty to attribute checks in the wrong area, but do not apply it to attack rolls or damage rolls in combat – wherever they are, characters remember how to hit things just fine.

Each of the three main areas has certain features in common. These are described below.

Medieval Fantasy (yellow). These areas are characterized by stone walls with relief carvings, medieval architecture, and burning torches. Doors are made of oak with steel bindings, requiring a *Difficult [16]* STR check to break. Walls are rough and need a *Routine [10]* AGI check to climb. The areas resemble a medieval castle.

Contemporary (gray). These areas look like a hospital, with white walls, tiled floors, and flickering neon lighting. Doors are typically a mix of metal and wood, and are not as solid as those in the medieval area, needing only a *Routine [10]* STR check to break. Walls are smoother and need a *Difficult [16]* AGI check to climb.

Science fiction (blue). These areas resemble a space station. Grey metal bulkheads and duranium sliding doors

feature, the latter of which are extremely strong and need a *Strenuous [25]* STR check to break. Walls are smooth metal, and require a *Strenuous [25]* AGI check to climb.

Locked doors throughout the temple all require a *Difficult [16]* check to unlock without a key or passcard. The check is AGI based in the medieval and contemporary areas (physically picking a manual lock), and LOG based in the science fiction area (hacking a computer lock).

In the location list below, rooms are designated by color and number. Blue 12 is a different room to Yellow 12.

Yellow Rooms

You are in what appears to be a medieval castle. Solid grey flagstones echo underfoot, and the stone walls are decorated with flickering torches, relief carvings, and ceremonial decorations. The air here is cold and slightly musty, the light dim, with shadows cast by the dancing torchlight.

The yellow rooms represent medieval fantasy. **Mandallan** and **Selena** will be most at home here. As mentioned above, this area of the temple resembles a medieval castle with stone walls, torches, and flagstones. The yellow area is home to an orc/goblin tribe.

1. **Patio.** This is the patio where the players woke up, under which lurks an **attercop**. It has already been described, above.
2. **Landing.** This is the landing with the statue and four doors described above.
3. **Stores.** This tiny storeroom contains rations, and a few assorted items.
4. **Guardroom.** The guardroom is occupied by **4 goblins**. They will rush into the main foyer (area Grey 5) if they hear anything (as will their counterparts, the **marines** in area Blue 4).

8. **Kitchen.** An enormous **orc chef** and two **goblin minions** are working in here, preparing a meal for the zombies in area Yellow 9.
9. **Dining room.** A macabre scene with a half dozen **zombies** sitting around a table, rotting food in front of them.
10. **Barracks.** Straw beds, chests, a weapons rack, and more can be found in this room. It is occupied by 1d6 **orcs**.
11. **Dungeon.** The corpses of prisoners are chained to the walls. A **wraith** resides here, unable to pass on to the next world or the last. The **cellphone** can be found in the pocket of one of the corpses.
12. **Vestibule.** An assistant **sorcerer** is in here, attended by four **orcs**, preparing to join his master in the ceremony in the grand temple (area 13).

Blue Rooms

The surroundings give way to a sleek, futuristic environment. Steel grey bulkheads and the occasional beep or whir are complemented by a perfectly air-conditioned temperature. The gravity feels odd – not enough to bother you, but occasionally noticeable as being slightly too heavy or too light. Occasionally on the floor you see what look like melted patches of ground. The lighting appears to be intermittent, as wall-placed lighting strips flicker and fail.

The blue rooms feature futurists science-fiction. **Gorrat** and Dr. **TikTok** will find this area most familiar. These rooms look like the interior of a space station, with duranium bulkheads and electronic sliding doors. The blue area is stalked by a dangerous (although fortunately wounded) **xenomorph**.

The artificial gravity in the blue area is malfunctioning. Each time the party enters a new area, roll 1d6. On a roll of

1, the area is experiencing zero-g, and on a roll of 6 it is experiencing high-g. Normal functionality can be restored in the engine room.

3. **Surveillance room.** This room contains banks of holo-monitors which display rooms elsewhere in the complex. It's a *Difficult* [16] LOGIC check to use them to view the blue area, and a *Strenuous* [25] check to view the gray or yellow areas.
4. **Security office.** Like its yellow counterpart, this office contains two guards; in this case, the guards are **marines**. If they hear activity in the main foyer (area Grey 5), they will rush out to investigate.
8. **Medlab.** This medical office contains several medical beds, plus some medical supplies. A *Routine* [10] INT check will locate a **high quality medkit** (grants +1d6 to healing attempts), two red booster pills which a *Difficult* [16] LOG check will identify as being a medical drug which can also sometimes be found illegally on the street under the name *Whiz*. The booster pills grant a +1d6 bonus to AGILITY checks for one hour, but do not stack with each other. Unfortunately, there's a deranged doctor in this room, too, driven mad by his constant terror of the **xenomorph** which has killed his staff.
9. **Meeting room.** This room was once used for staff meetings, but now contains a number of dismembered bodies. It contains a circular duranium table, a holographic projector, and food replicators. With a *Difficult* [16] LOG check, the holographic projector can be activated. It shows the xenomorph slaying the room full of scientists. The **magic wand** is on the table, presumably the subject of debate. It can be used by **Selena** and has a reservoir of 6 magic points and allows spells cast with it to be cast as a single action instead of the usual two actions.

A Lesson In Reskinning

In the grey areas, there are a couple of **doctors**. For these NPCs, simply use the statistics for a **priest**. However, where the priest uses magic, a doctor uses medical equipment to achieve the same effects.

10. Engine room. This room contains the space station's power plant and energy processor. A scanner can easily detect high levels of antimatter warp radiation with a *Routine* [10] LOG check. An audible hum fills the room, making INT checks to hear things suffer a -1d6 penalty. This room is where the **xenomorph** has made its lair, and various dessicated corpses can be seen in strange, mucus-filled organic pods. The xenomorph will attack anybody who enters this room, attempting to sneak up on and ambush them. The malfunctioning gravity controls can be repaired here. A *Difficult* [16] LOG check will do the trick.

11. Detention area. A row of cells, blocked by transparent forcefields can be found here. The **xenomorph** was originally held in one of these for study, but a large acidic hole in the wall shows how it escaped and slaughtered the guards.

12. Temple antechamber. A Venetian priest (use the stats for the sorcerer) waits here with two **marines**, preparing a ritual ceremony for the grand temple, adjacent. This is a clean, well-appointed antechamber, with storage for a variety of religious accoutrements.

15. Captain's Ready Room. The **captain** (use the stats for a **marine**) is alive, although insane, and has barricaded himself into his ready room. It's a *Difficult* [16] STR check to break in. The captain is hiding behind his desk, phaser pistol in hand, panicked out of his wits. He can be talked down with a CHARISMA check vs. his MENTAL DEFENSE, and will reveal the whole story of the xenomorph.

A quick scan of the melted patches is just a *Routine* [10] check with a hand scanner and reveals that the melted patches were caused by some kind of biological acid.

Grey Rooms

A strong antiseptic smell pervades your senses as you enter what must be some kind of hospital. The walls and floor are a mixture of pale green and white, and strip lights on the ceiling flicker. Everywhere you look, smears of blood hint that something terrible must have happened, and from somewhere up ahead you can hear the faint sound of animalistic groaning. A movement comes from a nearby gurney as a diseased-looking man raises his head and whispers "... the dead..." before falling back.

The grey area resembles a hospital. **Alejandra** and **Ben Modjos** will find this area the least alien. Strip lights flicker, and blood can be seen on the walls. This area is now dominated by infected **zombies**.

3. **Patients.** These rooms are all patients' rooms, and each contains a **zombie**.
8. **Waiting room.** This soulless room is a waiting room, lined with chairs. Four **zombies** sit on chairs, waiting eternally for their turn with the doctor.
9. **Laboratory.** This lab is where the zombie virus was developed and accidentally released. Various experimental drugs lie around the place, none of which work. The **anti-grav clamp** is also in this room.
12. **Antechamber.** This room has been converted into an antechamber to the grand temple. An insane **doctor** has turned to dark forces in an attempt to save himself.

Other Areas

The remainder of the temple contains the grand temple and the portal home.

In order access the portal room, the characters must place the **cellphone**, the **anti-grav clamp**, and the **magic wand** on the altar in the grand temple. This will have two effects: first it

will animate the enormous **statue of Carnissus** on the far wall, which will attack the intruders. Once that statue is destroyed, the great doors will open, revealing the portal room.

The statue is a dangerous foe. It gets three actions per round, although it may not move more than twice. One of its weapons is a bow, however, and it needs two of its four arms free to use it (the arms hold a sword, a whip, a bow, and a club). Made of steel, the statue is difficult to damage; the statue has 40 HEALTH, and steel has a SOAK score of 10. The characters will be forced to use tactics to increase their damage output. This is a great way to introduce and encourage some of the tactical options available in combat, getting those attack pools large enough that some of the dice can be exchanged for damage.

Most characters can use the *aim* exploit; **Mandallan** uses *feint*.

Alejandra can use *analytics* to help her allies.

Dr. TikTok can use *achilles heel* and identify a weakness to bypass the SOAK.

The Portal

Once the players defeat the statue of Carnissus, the great doors open to reveal the portal room. However, this room is a little more than it seems – it is a portal to anywhere, and anywhen! Here, at the end of the introductory adventure, the characters can continue their escapades in another time or place. Read the following to the players.

The mighty doors swing silently open to reveal a large, seemingly natural-hewn room, with walls which look like a mixture of stone and alien plant roots, glowing softly in the light emanating from what looks like some kind of portal on the far wall. In the portal, images flash – elven musketeer armies and ancient castles,



skyscrapers and fast cars, starships and alien worlds. Some of it you recognise; other things are confusing and strange to you.

This portal, you realise, is not just a portal home.

This portal is a portal to anywhere. It's up to you where your adventures lead you.

Where will you go?

What Next?

As the GM, it's up to you what you want to do next. You could run a new adventure in *O.L.D.*, *N.O.W.*, or *N.E.W.*, or a combination of two or three of them. The portal at the end of *A New Life* is a gateway to any adventure you care to play! The characters can visit any time or place, from the distant past to planets in far-flung parts of the universe. One idea might be to run an episodic campaign where they solve problems in different locales or periods before the portal appears to lead them to their next destination. Alternatively, you might enjoy running a

game set in a universe where science and technology mix, and where wizards pilot starships!

One fun option might be to use the monsters in this starter kit to populate your own adventures based on the three concepts introduced in this adventure:

- A **xenomorph**-infested space station, where marines battle against the alien critters.
- An undead-plagued castle haunted by **wraiths**; you could also use stats for **attercops**, **orcs**, and **goblins**.
- A hospital where all the staff are dead, and **zombies** roam the blood spattered halls. **Marine** stats can be used to represent soldiers or embattled law-enforcement (for a contemporary setting, change the laser rifle to a regular one which does ballistic, not heat damage).

What do the PCs need to do in each of these places? Can the wraiths be stopped by finding out why they haunt the castle? Do all the xenomorphs need to be exterminated, or can the marines be rescued and the space station destroyed? Is there a cure to the deadly virus which is turning people in zombies?

Advancement

If the players wish to continue playing these characters, then they have achieved enough to advance in competence throughout this adventure. When a character advances, the player chooses a new career grade – either repeating one he already has, or starting a new career. This grants attribute increases, new skills, and a new exploit. The full rules contain details on how to advance characters, choose new careers, learn new spells, and so on.

When they gain a new grade, the characters will each have six career grades. This means that they are now able to form dice pools up to **6d6** in size.

Monsters

The following section contains the monsters found in the starter adventure. Many more monsters, enemies, aliens, and agents can be found

in the main rulebooks, where monsters have more detail, full descriptions, and more advanced abilities.

Attercop

Medium insect

STR 2d6; **AGI** 5d6; **END** 3d6; **INT** 3d6;
LOG 1d6; **WIL** 1d6; **CHA** 1d6

INITIATIVE 3d6; **SPEED** 7 (CLIMB 7);
JUMP 30'/4'

HEALTH 12; **DEFENSE** 18 (SOAK 5);
MENTAL DEFENSE 11

Bite 5d6 (2d6+2 piercing damage plus paralysis until shaken off)

Web 5d6 restrains a target within 3 squares; escape requires an attack action vs. the attercop's DEFENSE

Skills *stealth* 3d6

Goblin

Small goblinoid

STR 2d6; **AGI** 3d6; **END** 2d6; **INT** 3d6;
LOG 2d6; **WIL** 2d6; **CHA** 1d6

INITIATIVE 4d6; **SPEED** 4 (CLIMB 3);
JUMP 12'/3'

HEALTH 16; **DEFENSE** 16; **MENTAL DEFENSE** 11

Shortsword 4d6 (2d6 piercing damage)

Skills *thievery* 1d6, *climbing* 2d6, *reactions* 1d6, *dodging* 2d6, *shortsword* 1d6

Pack attack. Goblins work together well when they form mobs. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack.

Death from on high. Goblins can pay 2d6 to drop down on their opponent from at least 5' above them. This knocks the opponent prone and does 2d6 extra damage.

Marine

Medium humanoid

STR 3d6; **AGI** 3d6; **END** 3d6; **INT** 3d6;
LOG 3d6; **WIL** 2d6; **CHA** 3d6

INITIATIVE 4d6; **SPEED** 6 (CLIMB 3);
JUMP 16'/8'

HEALTH 32; **DEFENSE** 18 (kevlar vest
SOAK 5); **MENTAL DEFENSE** 11

Laser rifle 6d6 (2d6+3 heat damage; range
20, *auto*)

Stun baton 5d6 (2d6 electricity damage;
stun)

Skills *tactics* 2d6, *rifles* 2d6

Aim. +1d6 to subsequent attack in the
same turn.

Double tap. Spend 2d6 to fire two quick
shots at one target as one action.

Hunker down. Cover grants one extra d6
of cover.



Orc

Medium goblinoid

STR 3d6; **AGI** 2d6; **END** 3d6; **INT** 3d6;
LOG 2d6; **WIL** 2d6; **CHA** 1d6

INITIATIVE 3d6; **SPEED** 7 (CLIMB 4);
JUMP 8'/8'

HEALTH 18; **DEFENSE** 11 melee,
10 ranged (leather armor SOAK 4)

MENTAL DEFENSE 10

Battleaxe 4d6 (3d6 slashing damage)

Skills *carousing* 1d6, *intimidation* 1d6,
axes 1d6, *hunting* 1d6

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.

Rage. 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.

Charge. Once per round, orcs can pay
2d6 to move their SPEED in a straight
line and then attack at the end of it. They
gain +1d6 damage to the attack.

Sorcerer/Priest/Doctor

Medium humanoid

STR 2d6; **AGI** 2d6; **END** 2d6; **INT** 3d6;
LOG 3d6; **WIL** 2d6; **CHA** 2d6; **MAG** 4d6

INITIATIVE 2d6; **SPEED** 5 (CLIMB 3);
JUMP 8'/3'

HEALTH 12; **DEFENSE** 10;
MENTAL DEFENSE 15

Staff 2d6 (2d6 blunt damage)

Skills *concentration* 1d6, *evocation or*
infliction 1d6

Spells. The sorcerer has access to the ice
spells, and the priest has access to the
affliction spells listed earlier in the book.
They can cast spells of up to 6MP. They
both have 18 magic points.

The doctors use the priest statistics.

Statue of Carnissus

Large automaton

STR 5d6; **AGI** 2d6; **END** 5d6; **INT** 2d6;
LOG 1d6; **WIL** 2d6; **CHA** 1d6

INITIATIVE 2d6; **SPEED** 4 (CLIMB -);
JUMP -

HEALTH 40 (vulnerable 1d6 electricity);
DEFENSE 17 melee, 10 ranged
(SOAK 10); **MENTAL DEFENSE** immune

Sword 6d6 (3d6 slashing damage)

Whip 3d6 (1d6 slashing damage; range 10')

Club 6d6 (2d6 blunt damage)

Longbow 3d6 (2d6 piercing damage;
range 20)

Skills *swords* 1d6, *whips* 1d6, *bows* 1d6,
clubs 1d6

Many arms. The statue has an extra action
each round which it can use to attack.

Xenomorph

Medium insectoid

STR 3d6; **AGI** 4d6; **END** 4d6; **INT** 4d6;
LOG 1d6; **WIL** 1d6; **CHA** 1d6

INITIATIVE 4d6; **SPEED** 9 (CLIMB 9);
JUMP 20'/6'

HEALTH 24; **DEFENSE** 18 (chitinous
hide SOAK 4); **MENTAL DEFENSE** 14

Bite 5d6 (2d6 acid damage)

Skills *dodging* 1d6, *tracking* 1d6, *fighting*
1d6, *stealth* 2d6

Acid blood. When a xenomorph is injured,
anyone adjacent to it takes 1d6 acid
damage.

Death from on high. Xenomorphs can pay
2d6 to drop down on their opponent
from at least 5' above them. This knocks
the opponent prone and does 2d6 extra
damage.

Tail swipe. An attack which affects all
targets in the three squares behind
the xenomorph, which does 1d6 blunt
damage.



Wraith

Medium evil humanoid spirit

STR 2d6; **AGI** 2d6; **END** 2d6; **INT** 2d6;
LOG 2d6; **WIL** 3d6; **CHA** 2d6

INITIATIVE 3d6; **SPEED** 6 (FLY); **JUMP** -
HEALTH 24; **DEFENSE** 15 (incorporeal,
immune to cold damage); **MENTAL**
DEFENSE 12

Touch 3d6 (2d6 cold damage plus
paralysis until shaken off)

Skills -

Incorporeal. All wraiths are incorporeal and immune to weapons and attacks which do not do energy damage. Additionally, a wraith can pass through physical barriers unimpeded.

Unkillable. A wraith cannot be slain; it is already dead. Reducing it to zero **HEALTH** (via the use of energy damage) simply disperses it for one day. To be permanently destroyed, a wraith must be banished.

Chill aura. The area within 30' of a wraith is cold. Additionally, wraiths have a chill aura which extends to 5', which causes 1d6 cold damage to any creature that enters or begins their turn in the aura.

Lifesense. Wraiths can see in the dark, and are able to sense life within 30'

Zombie

Medium evil undead humanoid

STR 2d6; **AGI** 2d6; **END** 3d6; **INT** 2d6;
LOG 1d6; **WIL** 1d6; **CHA** 1d6

INITIATIVE 1d6; **SPEED** 4 (CLIMB 2);
JUMP 6'/4'

HEALTH 24; **DEFENSE** 10;
MENTAL DEFENSE 10

Bite 2d6 (1d6 piercing damage)

Skills -

Slow. These re-animated corpses are slow; they may only take one action per turn, and their **INITIATIVE** is reduced to 1d6, no matter what other stats or modifiers apply.

Hungry. Zombies are permanently ravenous, and seek to consume living flesh. Unless controlled by an external agent, zombies will seek to attack and consume any living creature of which they are aware.

Zombie fever. Anybody slain by a zombie rises one hour later as a zombie themselves.

Items

There are a number of items in this adventure which the players might pick up. They are listed here for convenience. Each of the full rulebooks contains chapters on equipment, drugs, cybernetics, herbs, vehicles, and more.

Anti-grav clamp. This object grants a FLY speed to the wearer equal to their regular SPEED for five minutes. It only has the power to do this once.

Booster pills. These red pills, known as *Whiz*, grant a +1d6 bonus to AGILITY checks for one hour.

Healing potion. This green potion restores 2d6 HEALTH to anybody who drinks it. It's easy to tell what a potion does – just take a sip.

High quality medkit. This medkit grants a +1d6 equipment bonus to medical or healing actions.

High quality thieves' tools. This set of tools grants a +1d6 equipment bonus to attempts to pick mechanical locks.

Magic wand. The wand has a reservoir of 6 magic points which can be accessed by the wielder, and allows spells cast with it to be cast as a single action instead of the usual two actions.



Weapons

The following weapons can be gathered from enemies in the temple. The full

rulebooks contain dozens of weapons, both ranged and melee, along with upgrades (N.E.W.) and enchantments (O.L.D.)

Weapon	Damage	Range	Size	Weight	Special
Battleaxe	3d6 slashing	-	M	5 lb	
Laser rifle	2d6+3 heat	20	M	5 lb	Auto
Staff	2d6 blunt	-	L	4 lb	
Shortsword	2d6 piercing	-	S	3 lb	
Stun baton	2d6 electricity	-	M	3 lb	Stun

Armor

The following armor types can be gathered from fallen enemies throughout the temple.

The rulebooks contain details on many more armor types, along with upgrades (N.E.W.) and enchantments (O.L.D.)

Armor	SOAK	Type	Weight	Notes
Leather armor	4	Light	15 lb	
Riot armor	7	Medium	50 lb	-2 DEFENSE

Additional Gear

If you are planning on continuing your adventures using this starter kit as a launching point, you will find the additional gear below useful. The party can purchase this equipment in appropriate locations and time periods. This is only a tiny sample of what you'll find in the full rules, but is enough to run an adventure or two.

Currency will vary between settings. The tables below assume gold coins (gc) for fantasy settings, dollars (\$) for contemporary settings, and credits (Cr) for science-fiction settings. You should feel free to rename these with more flavorful currencies. Other than indicating the currency type, it has been left to the GM to determine what is available in a given setting or time period.

Weapons

Melee Weapon	Damage	Cost	Size	Weight	Special
Battleaxe	3d6 slashing	10gc	M	5lb	
Laser Sword	3d6 heat	400cr	M	2lb	
Mace, heavy	2d6+4 blunt	30gc	L	9lb	
Mace, light	2d6+2 blunt	15gc	M	5lb	
Overwatch ZN41 Firemaker atomic mace	2d6 heat	184cr	M	13lb	
Shortsword	2d6 piercing	15gc	S	3lb	
Zweihander	4d6 slashing	25gc	L	8lb	Heavy*

**Heavy melee weapons always use STR as their attack attribute*

Ranged Weapon	Damage	Cost	Size	Weight	Range	Special
AKM/AK-47 (7.62mm assault rifle)	2d6+2 ballistic	\$500	M	10lb	14	Auto
Beretta 92F (9mm autoloader)	2d6 ballistic	\$650	S	3lb	8	Sidearm
Crossbow, light	1d6+2 pierc.	40gc	S	5lb	15	
Longbow	2d6+2 pierc.	70gc	L	4lb	20	
Musket	2d6+2 ballist.	100gc	M	7lb	8	
Smith-Turov C96 blaster pistol	2d6 heat	40cr	S	3lb	10	Sidearm
Colonial Enterprises WNR13 sonic pistol	2d6 sonic	100cr	S	2lb	6	Sidearm
Shortbow	1d6+2 pierc.	25gc	M	3lb	12	
Shotgun	3d6 ballistic	35cr	M	4lb	4	
Silver Sun BRA7 antimatter assault rifle	3d6+2 heat	900cr	M	15lb	22	Auto
Spear	2d6+2 pierc.	2gc	L	6lb	6	Reach
Uzi (9mm submachine gun)	2d6 ballistic	\$1,200	M	8lb	8	Auto

Armor

Medium armor inflicts a -2 DEFENSE penalty, and heavy armor a -4 penalty. Light armor inflicts no penalty.

Armor	SOAK	Cost	Type	Weight	Special
Kevlar vest	5	100cr	Light	30lb	
Leather	4	35gc	Light	15 lb	
Navy battlesuit	12	3,000cr	Heavy	65lb	
Platemail	8	1,000gc	Heavy	60lb	Metallic
Ringmail	5	50gc	Light	20lb	Metallic
Synthetic weave	2	30cr	Light	5lb	Concealed

**Metallic armor is vulnerable (1d6) electricity*

Equipment

Item	Cost	Weight	Special
Backpack	\$9/9cr/9gc	2lb	
Binoculars	\$100	2lb	
Flashlight	\$9	1lb	
Medkit	\$750	2lb	
Cellphone	\$40	0.5lb	
Rope, 50'	\$20/4gc	5lb	
Communicator	30cr	0.5lb	
Hand scanner, science	400cr	2lb	
Translation unit	2,000cr	0.5lb	
Chemical lightstick	5cr	0.5lb	Lasts 1 hour
Spyglass	250gc	2lb	
Healing kit	75gc	2lb	
Torch	1gc	4lb	



Useful Tables

DICE POOL

ATTRIBUTE + SKILL + EQUIPMENT

Benchmark	Target Number
Routine	10
Difficult	16
Strenuous	25
Herculean	33
Impossible	40

Equipment

Equipment	Dice Pool
Improvised	-2d6
Poor	-1d6
Standard	-
High quality	+1d6

Example Opposed Rolls

Picking a pocket	AGI vs. INT
Bluffing a cop	CHA vs. INT
Sneaking past a guard	AGI vs. INT
Arm wrestling	STR vs. STR
Darts contest	AGI vs. AGI
Chess game	LOG vs. LOG

Examples of Actions

Move your SPEED	1 action
Fire a weapon or make a melee attack	1 action
Perform emergency healing	2 actions
Aim or feint	1 action
Cast a spell	2 actions
Pick a lock or hack a terminal	2 actions
Draw or stow a weapon	Free
Drop to prone or crouch	Free

3 Important Combat Actions	5 Positional Effects
Aim/feint	Range
Overwatch	Higher ground
Suppressive fire	Cover
	Pinned down
	Crossfires/flanks

Summary of Attack Modifiers

Range	-1d6 per increment
Higher ground	+1d6
Cover, smoke, or darkness	-2d6
Pinned down	+1d6 per round
Crossfire	+1d6 per attacker
Target in melee	-2d6
Prone target	-1d6 at range; +2d6 in melee
Suppressive fire	-2d6
Aim/feint	+1d6
Overwatch targets	-1d6 for each beyond first
Rear attack	+1d6

Conditions

Blinded (END). This condition can be inflicted by one of the spells used by the priest in the starter adventure. A blinded character cannot see, cannot make ranged attacks, and suffers a -8 DEFENSE penalty (although the minimum a DEFENSE score can be is 10).

Paralysed (END). Both the attercop and the wraith have the ability to paralyse their victims. A paralysed character cannot move or take any physical acts.

Nauseated (END). A sickened character can only take one action per round. The other action is spent vomiting.

Scanning

Scanning	Difficulty
Composition or material	Routine [10]
Illness, disease, conditions, HEALTH	Routine [10]
Resistances or vulnerabilities	vs. DEFENSE
Detect magic*	Difficult [16]
Determine magic type*	Strenuous [25]
Per 10' range increment	-1d6
Through each wall or door	-1d6

*registers as an unusual energy type

The Full Games

This starter kit is just a taster of what you can expect in *O.L.D.*, *N.E.W.*, and *N.O.W.* Each of those games includes detailed rules, worldbuilding tools, character creation rules, monsters and villains, and more. Every rule, no matter which of the three games you find it in, is fully compatible with the whole *What's O.L.D. is N.E.W.* game system. You can play each independently, or mix and match to your hearts' content.

All three games are very open. You are encouraged to create compatible fan content or published products for sale. See www.woinrpg.com for more information on how to do that!



O.L.D. is a game of medieval fantasy. It contains six character races, and dozens of traditions which include knights, barbarians, druids, mages, burglars, clerics, assassins, pirates, and many, many more. *O.L.D.* also contains rules for wilderness travel and stronghold building, along with a bestiary of fantasy monsters. And, of course, *O.L.D.* contains extensive rules on magic, including many spell-paths and guidelines for designing your own spell-paths.

Play *O.L.D.* if you enjoy Tolkien, or other fantasy settings.



N.O.W. is a game of explosive 80s action, supercars, and martial arts. If you're a fan of 80s action TV shows and movies, you'll

love this game. It contains a number of character heritages, dozens of careers which include spies, ninjas, gangsters, cops, snipers, pilots, scientists, vigilantes, and many, many more. *N.O.W.* also contains extensive rules for martial arts, designing super-vehicles, piles of gadgets, a host of enemies including assassins, thugs, soldiers, mutants, animals, and more, and rules for evil organizations. There's also a tiny appendix on A.C.M.E. characters if you want to get a little silly!

Play *N.O.W.* if you want to replicate high-octane action, martial arts, supercars, and superspies.



N.E.W. is a game of science fiction. It features starships and lasers and psionics, and is perfect for running games which range from space opera to hard sci-fi. It contains six character species from different worlds, careers including space jockeys, engineers, smugglers, starship officers, star knights, psi-cops and more. *N.E.W.* also contains detailed rules for building starships, starship combat, futuristic weapons and equipment, creating worlds and star systems, and body-enhancing cybernetics.

Play *N.E.W.* if you want to command a starship or explore the fringes of the galaxy.

*Build a starship. Brew a potion.
Explore a dungeon. Create a universe.
Give your wizard a spaceship.*

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WHAT'S O.L.D. IS NEW.

