

# OFR

Old Freestyle Revival



OSR RPG IN A FKR STYLE

TLHP

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TEXT: TARCÍSIO LUCAS

ART: PUBLIC DOMAIN



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## Inspiration

THIS MATERIAL WAS INSPIRED BY THE FOLLOWING GAMES:

- D&D
- KISMET
- SAALT
- SWORDS OF THE MIST
- POCKET DRAGON



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## Your Character

IMAGINE YOUR CHARACTER. CHOOSE A CLASS, A RACE/ORIGIN. CREATE A BRIEF STORY FOR HIM/HER.

THINK ABOUT WHAT HE IS GOOD AT AND WHAT HE IS BAD AT. STRENGTHS AND WEAKNESSES. WRITE THIS ON A SHEET. OH, DON'T CREATE WIZARDS, CLERICS, OR SIMILAR...READ THE CHAPTER ON "MAGIC" TO UNDERSTAND HOW THAT WILL WORK HERE.

YOUR CHARACTER HAS NO ATTRIBUTES. NOR AC. THERE ARE ALSO NO LEVELS. CONSULT THE "ADVANCEMENT" CHAPTER TO SEE HOW ADVANCEMENT WILL BE LIKE.

YOUR CHARACTER HAS 8 HIT POINTS. WHEN HITS ZERO, IT IS THE END.

WRITE DOWN WHAT YOUR CHARACTER CARRIES WITH THEM. DON'T WORRY ABOUT MONEY. BUT BE REALISTIC AND "DON'T OVERDO IT."

ALSO, WRITE IF YOUR CHARACTER OWNS LANDS, PROPERTIES, AND IF HE IS WELL-LIKED IN THE PLACE WHERE HE LIVES.



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## Tests

ROLL 1D20.

IF THE ACTION IS CONSIDERED EASY, SUCCESS ON 10+.

IF THE ACTION IS CONSIDERED DIFFICULT, SUCCESS ON 14+.

IF THE ACTION IS CONSIDERED NEARLY IMPOSSIBLE, SUCCESS ON 18+.

IF THE CHARACTER IS SKILLED IN SOMETHING THAT CAN HELP, ADD +1, +2 OR +3 (DEPENDING ON HOW GOOD HE IS AT IT).

IF THE CHARACTER IS VERY BAD AT IT, GIVE A PENALTY OF -1 TO -3 (GM DECIDES ARBITRARILY).

IF THE ACTION CAN CAUSE PHYSICAL DAMAGE TO THE CHARACTER AND HE FAILED, WE HAVE:

EASY ACTION CAUSES 1 DAMAGE.

DIFFICULT ACTION CAUSES 2 DAMAGE.

NEARLY IMPOSSIBLE ACTION CAUSES 3 DAMAGE.



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## Combat

COMBAT IS RESOLVED USING THE SAME MECHANICS AS ACTIONS.

EASY ENEMIES ARE DEFEATED BY ROLLING A 10+ ON THE DIE.

DIFFICULT ENEMIES ARE DEFEATED BY ROLLING A 14+ ON THE DIE.

NEARLY IMPOSSIBLE ENEMIES ARE DEFEATED BY ROLLING AN 18+ ON THE DIE.

WITH EACH FAILURE, THE HERO IS INJURED.

EASY ENEMIES CAUSE 1 DAMAGE.

DIFFICULT ENEMIES CAUSE 2 DAMAGE.

NEARLY IMPOSSIBLE ENEMIES CAUSE 3 DAMAGE.



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## Magic

MAGIC EXISTS ONLY IN MAGICAL ITEMS AND ANCIENT SCROLLS, OFTEN FORGOTTEN IN DEEP DUNGEONS AND ANCIENT CAVES. WITH THESE OBJECTS IN THEIR POSSESSION, ANY CHARACTER CAN "CAST" MAGIC. IT'S UP TO THE GAME MASTER (GM) TO DECIDE WHAT EFFECT THAT ITEM WILL HAVE AND HOW MANY TIMES THAT EFFECT CAN BE USED BEFORE THE MAGIC CONTAINED WITHIN IT DISSIPATES. "3 USES" SEEMS LIKE A GOOD MEASURE TO ME.

\*THE GM CAN TAKE ANY OSR LIST OF SPELLS AND MAGIC ITEMS AS INSPIRATION.



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## Advancement

AFTER EACH COMPLETED ADVENTURE, THE GM SHOULD DISTRIBUTE HEROIC POINTS IN THE FOLLOWING CASES:

1 POINT IF THE PLAYER'S CHARACTER COMPLETED THE MAIN MISSION.

1 POINT IF THE PLAYER CONTRIBUTED TO THE CREATION OF A MEMORABLE ADVENTURE.

1 POINT IF THE PLAYER HAD AN EXCELLENT IDEA OR CAME UP WITH AN INVENTIVE SOLUTION DURING THE ADVENTURE.

EACH HEROIC POINT CAN BE SPENT TO:

- REROLL ANY DICE ROLL.
- RECOVER 3 HIT POINTS (NOT APPLICABLE IF THE CHARACTER REACHES ZERO HP).
- GRANT +3 TO 1 (ONE) ATTACK ROLL OR +3 TO 1 NON-COMBAT SKILL CHECK.
- 8 HEROIC POINTS SPENT CAN MIRACULOUSLY SAVE THE GROUP, NO MATTER HOW UNLIKELY IT MAY SEEM (PLAYERS CAN COLLECTIVELY SPEND THEIR HEROIC POINTS IN THIS CASE, WITH EACH PLAYER "DONATING" A CERTAIN AMOUNT).