

Designed for use with the **Basic Fantasy** Role-Playing Game

# ODYSSEYS & OVERLORDS



## PLAYER'S GUIDE



FREE PREVIEW

A GRITTY OSR FANTASY SETTING BY TRAVIS LEGGE

# ODYSSEYS & OVERLORDS

## PLAYER'S GUIDE FREE PREVIEW

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# ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**

## WHAT IS THIS?

**Odysseys & Overlords** is designed for use with **The Basic Fantasy Role-Playing Game**, a rules-light game system based on the d20 SRD v3.5, but heavily rewritten with inspiration from early role-playing game systems. It is intended for those who are fans of "old-school" game mechanics. Basic Fantasy RPG is simple enough for children in perhaps second or third grade to play, yet still has enough depth for adults as well.

**The Basic Fantasy Role-Playing Game** is available FREE at <https://www.basicfantasy.org/> and <https://www.drivethrurpg.com/product/140455/Basic-Fantasy-RPG-3rd-Edition>

A copy of **The Basic Fantasy Role-Playing Game 3rd Edition** is highly recommended for use with this product, but any OSR basic ruleset should get you by in a pinch.

## PLAYER CHARACTERS

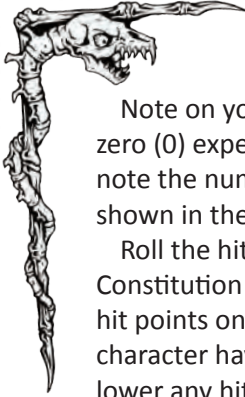
### HOW TO CREATE A PLAYER CHARACTER

First, you will need a piece of paper to write down the character's statistics on. You may use a preprinted character sheet if one is available, or you may simply use a piece of notebook paper. An example character sheet is included in the back of this book. You should use a pencil to write down all information, as any statistic may change during play.

Roll 4d6 dropping the lowest die result and adding the remainder for each ability score, as described in the Character Abilities section. Write the results after the names of the abilities. Write down the scores in the order you roll them; if you are unhappy with the scores you have rolled, you may either take a Mulligan, rerolling the entire set of skills, or you may exchange two ability scores of your choice from the list. Keep in mind that when you choose a genus, certain bonuses may apply to your abilities. Once you have your ability scores written down, write down the ability score bonus (or penalty) for each score beside the score itself, as shown on table: Ability Score Modifiers.

Choose a genus and class for your character. Your character must meet the Prime Requisite minimum for a class, as described in the **Classes** section, in order to be a member of that class. Also note that there are minimum (and maximum) ability requirements for the various genera which must be met, as described in the **Mortals** section.

Write down the special abilities of your genus and class choices, as described below. If you have chosen to play a Magic-User, work with your Game Master to determine what spell or spells your character knows; it's ultimately up to the Game Master to decide which spells can be known at character creation, but they may offer you an array of spells to choose from.



Note on your character sheet that your character has zero (0) experience points (or XP); also, you may want to note the number needed to advance to second level, as shown in the table for your class.

Roll the hit die appropriate for your class, adding your Constitution bonus or penalty, and note the result as your hit points on your character sheet. Note that, should your character have a Constitution penalty, the penalty will not lower any hit die roll below 1 (so if your Character has a -2 penalty for Constitution, and you roll a 2, the total is adjusted to 1).

Roll for your starting money. Generally, your character will start with 3d6 times 10 gold pieces but ask the Game Master before rolling.

Now, purchase equipment for your character, as shown in the Equipment section (page 15). Write your purchases on your character sheet and note how much money remains afterward. Make sure you understand the weapon and armor restrictions for your class and genus before making your purchases.

Since you now know what sort of armor your character is wearing, you should note your Armor Class on your character sheet. Don't forget to add your Dexterity bonus or penalty to the figure.

Look up your character's attack bonus, listed under your class description, and note it on your character sheet. Don't add your ability bonuses (or penalties) to this figure, as you will add a different bonus (Strength or Dexterity) depending on the sort of weapon you use in combat (i.e. melee or missile weapon).

Also look up your saving throws, listed under your class description, and note them on your character sheet. Adjust the saving throw figures based on your genus. Please note that the saving throw bonuses are presented as "plus" values, to be added to the die roll; for convenience, you may simply subtract them from the saving throw numbers on the character sheet instead.

Finally, if you haven't done so already, name your character. This often takes longer than all the other steps combined.

## CHARACTER ABILITIES

Each character will have a score ranging from 3 to 18 in each of the following abilities. A bonus or penalty is associated with each score, as shown on the table below. Each class has a Prime Requisite ability score, which must be at least 9 in order for the character to become a member of that class; also, there are required minimum and maximum scores for each character genus other than Humans, as described under **Mortals**, below.

Ability Score	Bonus/Penalty
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

**Strength:** This ability measures the character's raw physical power. Strength is the Prime Requisite for Fighters. Apply the ability bonus or penalty for Strength to all attack and damage rolls in melee (hand to hand) combat. Note that a penalty here will not reduce damage from a successful attack below one point in any case.

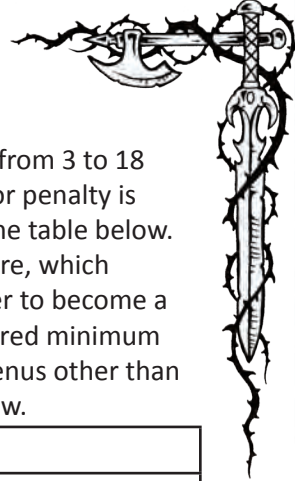
**Intelligence:** This is the ability to learn and apply knowledge. Intelligence is the Prime Requisite for Magic-Users. The ability bonus for Intelligence is added to the number of languages the character is able to learn to read and write; if the character has an Intelligence penalty, they cannot read more than a word or two and will only know their native language.

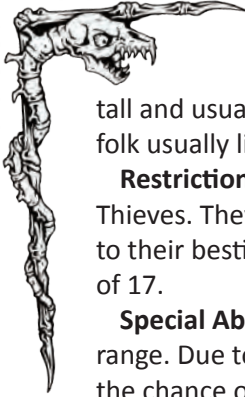
**Wisdom:** A combination of intuition, willpower and common sense. Wisdom is the Prime Requisite for Clerics. The Wisdom bonus or penalty may apply to some saving throws vs. magical attacks, particularly those affecting the target's will.

**Dexterity:** This ability measures the character's quickness and balance as well as aptitude with tools. Dexterity is the Prime Requisite for Thieves. The Dexterity bonus or penalty is applied to all attack rolls with missile (ranged) weapons, to the character's Armor Class value, and to the character's Initiative die roll.

**Constitution:** A combination of general health and vitality. Apply the Constitution bonus or penalty to each hit die rolled by the character. Note that a penalty here will not reduce any hit die roll to less than 1 point.

**Charisma:** This is the ability to influence or even lead people; those with high Charisma are well-liked, or at least highly respected. Apply the Charisma bonus or penalty to reaction rolls. Also, the number of retainers a character may hire, and the loyalty of those retainers, is affected by Charisma.





tall and usually weigh between 170 and 250 pounds. Wild folk usually live around 70 years.

**Restrictions:** Wild folk may become Clerics, Fighters, and Thieves. They must have a minimum Constitution of 9. Due to their bestial nature, they have a maximum Intelligence of 17.

**Special Abilities:** Wild folk have Darkvision with a 100' range. Due to their enhanced bestial senses, they reduce the chance of being surprised by 1 in 1d6. Their claws grant them 1d4 damage in combat and are considered natural weapons which all wild folk are proficient with (wild folk do not use the standard unarmed combat rules).

**Saving Throws:** Wild folk gain a +1 bonus vs. any Cold effects.

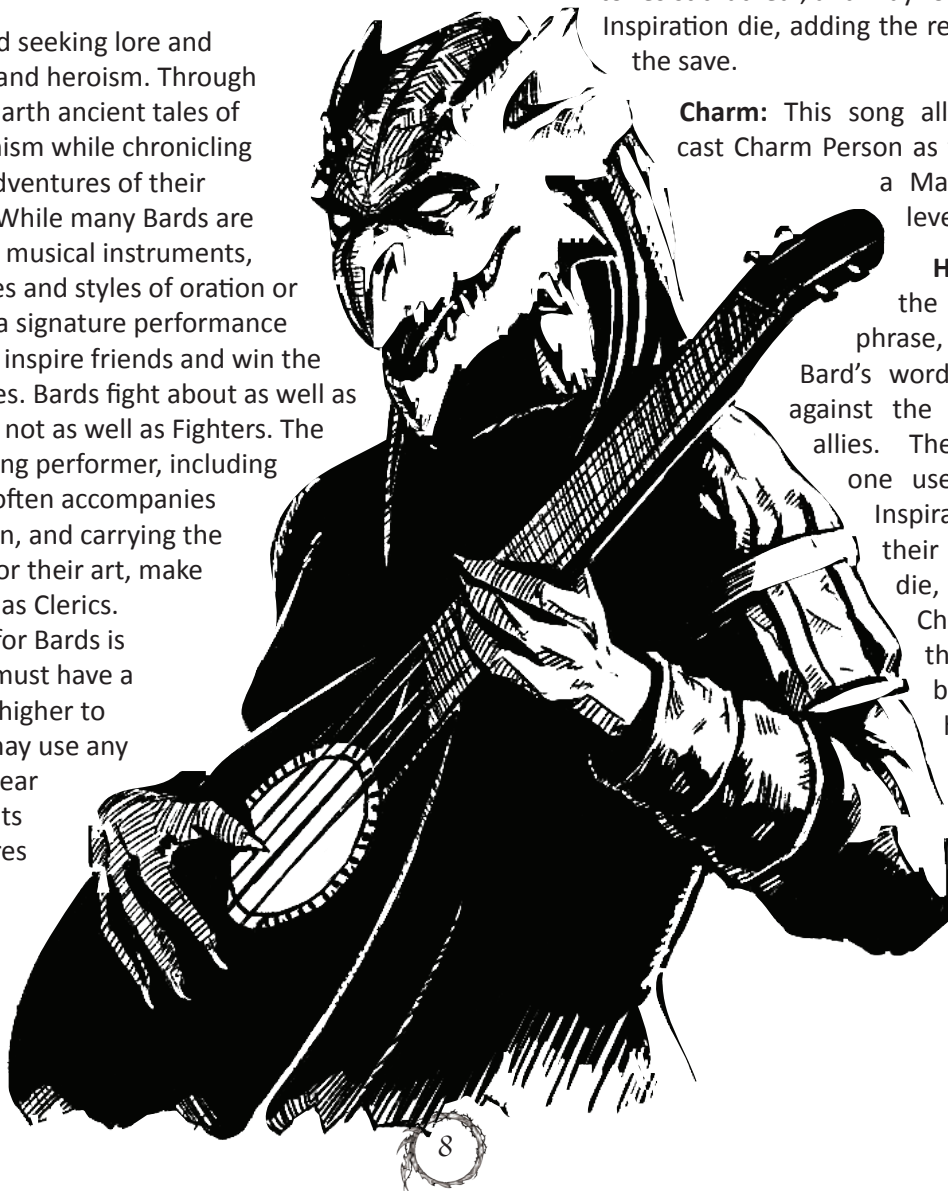
Wild folk Fighters learn to become deadly with their claws. Their claws do 1d6 damage and if a Wild folk Fighter is using their claws in combat and wielding no other weapon or shield, they can roll 2d6, keeping the highest result. Wild folk that are not Fighters can roll 2d4 and keep the highest result if they don't use a weapon.

## CLASSES

### BARD

Bards travel the world seeking lore and sharing tales of daring and heroism. Through adventuring, Bards unearth ancient tales of the time before the schism while chronicling the new and exciting adventures of their traveling companions. While many Bards are skilled with a variety of musical instruments, performance techniques and styles of oration or writing, each Bard has a signature performance style which they use to inspire friends and win the hearts and minds of foes. Bards fight about as well as Clerics and Thieves but not as well as Fighters. The rigors of life as a traveling performer, including the manual labor that often accompanies setting up, tearing down, and carrying the necessary equipment for their art, make Bards roughly as hardy as Clerics.

The Prime Requisite for Bards is Charisma; a character must have a Charisma score of 9 or higher to become a Bard. They may use any weapon but may not wear metal armor as it inhibits movement and interferes with performance, but Bards may use a shield. Leather or Hide armor is also acceptable.



Bards have a special ability called Bardic Inspiration, which is described below. This special ability allows Bards to bolster and aid their allies on the battlefield through the use of Bard Songs.

### BARD SONGS

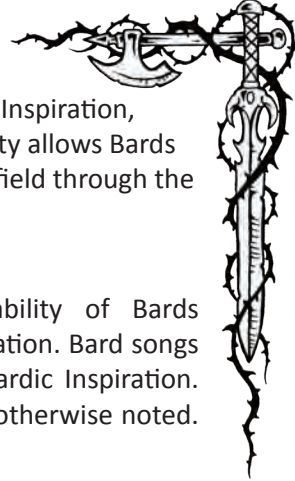
Though called Songs, the special ability of Bards sometimes takes the form of poetry or oration. Bard songs use the magic of sound to pass along Bardic Inspiration. Using a Bard Song takes One Turn unless otherwise noted. Bards can learn the following Bard Songs:

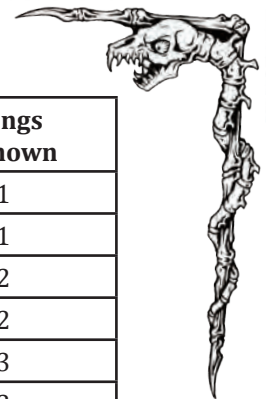
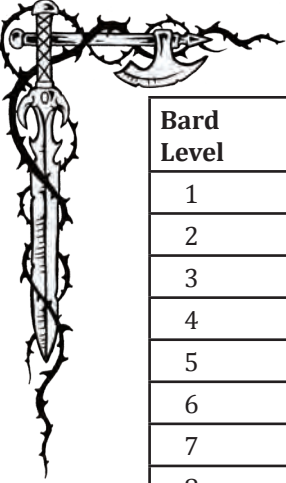
**Aid:** By speaking words of encouragement, shouting a rousing speech, or playing a moving song, the Bard can grant a Bardic Inspiration die to one ally who can hear them. The die type is determined by the Bard's level. The recipient may then roll the Bard's Bardic Inspiration die along with the next d20 roll they make, adding the result of the Bardic Inspiration die to their total.

**Bravery:** This song serves as a rallying cry to all allies who can hear the Bard. Any ally who hears this song is calmed and feels a swell of purpose. If the ally is currently subject to any sort of magical fear, it is allowed a new save vs. Spells to resist that fear, and may roll the Bard's Bardic Inspiration die, adding the result as a bonus to the save.

**Charm:** This song allows the Bard to cast Charm Person as though they were a Magic User of their level.

**Healing:** Through the magic of a song, phrase, or poem, the Bard's words act as a balm against the wounds of their allies. The Bard expends one use of their Bardic Inspiration and rolls their Bardic Inspiration die, adding their Charisma modifier to the roll. The result becomes a pool of healing that the Bard may apply to themselves or to any ally who can hear them. Each point spent from the pool heals the target





Bard Level	Exp. Points	Hit Dice	Attack Bonus (AB)	Bardic Inspiration	Uses Per Day	Songs Known
1	0	1d8	+1	1d4	1	1
2	1,500	2d8	+1	1d4	1	1
3	3,000	3d8	+2	1d4	1	2
4	6,000	4d8	+2	1d4	1	2
5	12,000	5d8	+3	1d6	2	3
6	24,000	6d8	+3	1d6	2	3
7	48,000	7d8	+4	1d6	2	3
8	90,000	8d8	+4	1d6	2	3
9	180,000	9d8	+5	1d8	3	4
10	270,000	9d8+1	+5	1d8	3	4
11	360,000	9d8+2	+5	1d8	3	4
12	450,000	9d8+3	+6	1d8	3	4
13	540,000	9d8+4	+6	1d10	4	5
14	630,000	9d8+5	+6	1d10	4	5
15	720,000	9d8+6	+7	1d10	4	5
16	810,000	9d8+7	+7	1d10	4	5
17	900,000	9d8+8	+7	1d12	4	6
18	990,000	9d8+9	+8	1d12	5	6
19	1,080,000	9d8+10	+8	1d12	5	6
20	1,170,000	9d8+11	+8	1d12	5	6

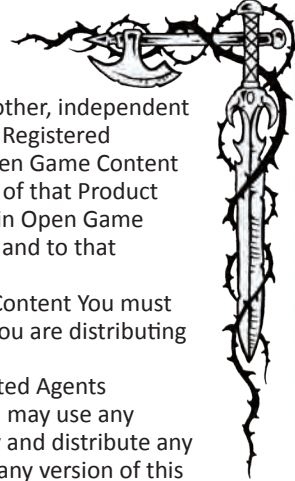
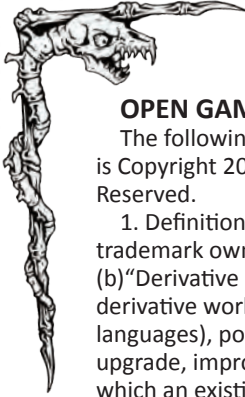
for 1 hit point of damage. When the Bard's turn ends, any points remaining in the pool are wasted and cannot be saved for future use.

**Lullaby:** This song allows the Bard to cast Sleep as though they were a Magic User of their level.

**Safety:** This song allows the Bard to cast Shield as though they were a Magic User of their level.

**Vicious Mockery:** The Bard turns the magical power of their voice into seething rage, unleashing a maddening, discordant stream of insults at their enemy. The Bard targets one creature who can hear them and who is within 120 feet. The target must save vs. Spells or suffer the Bard's Bardic Inspiration die in damage. Regardless of whether the attack does damage, the target must also save vs. Petrify or become stunned. A stunned character can neither move nor take action for the remainder of the current round and all of the next one.

TABLE: BARD SAVING THROWS					
Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	12	14	12	15	14
4-5	11	13	12	14	13
6-7	11	13	11	13	13
8-9	10	12	11	12	12
10-11	9	12	10	11	11
12-13	9	10	10	10	11
14-15	8	10	9	9	10
16-17	7	9	9	8	9
18-19	7	9	8	7	9
20	6	8	8	6	8



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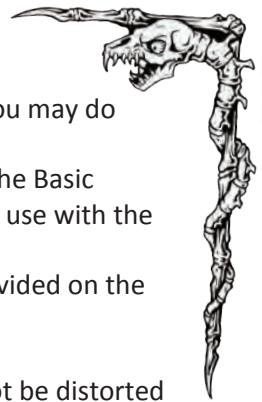
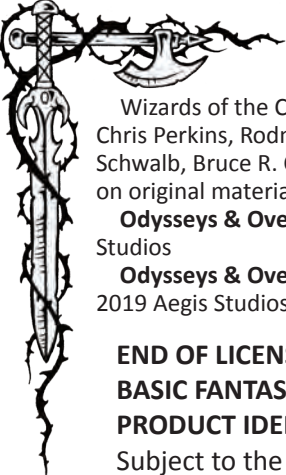
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