O.L.D. Errata (v1.0)

This document contains official errata for O.L.D. The Fantasy Heroic Roleplaying Game. Keep an eye on the version number to make sure you have the latest version of this FAQ.

This errata assumes you have Version 1.1. of O.L.D. You can check which version you have on the first (credits) page. If it does not say "Version 1.1" towards the bottom of the page, you can redownload the PDF from the store you got the book from. The hardcovers at the time of writing are all Version 1.1. If you have any difficulty, feel free to contact us and we'll help make sure you have the correct file.

Hooks (p. 15-16)

Hooks no longer grant a +1d6 bonus to your roll. When making an attribute check, if the task is related to your hook, the dice pool explodes (in other words, any sixes rolled grant an additional die). You still cannot use it for a combat bonus, but you can use it in conjunction with a skill.

Skills (p. 20)

Add *spellcraft* to the *[lore]* skill list.

Add *prestidigitation* to the *[subterfuge]* skill list. It is also in the *[performance]* skill list under the legacy name *magic*; this should be renamed *prestidigitation*.

Add *prestidigitation* to the skill choices for: Wizard's Apprentice, Mage.

Humans (p. 23)

Humans also gain the following exploit:

Enduring. Humans may not be the fastest or the strongest, but they are known for their resilience. Humans get +1 to their 1d6 die roll to shake off a temporary condition.

Ogres (p. 24)

Ogres gain the following exploit:

Strong. Ogres are noted for their strength. When taking a new career, an Ogre may optionally exchange one of the listed four attribute increases for STR, as long as it doesn't result in a duplicate attribute advancement.

Grand Elves (p. 24)

Grand Elves gain these exploits:

Long-lived. When creating a Grand Elf character, multiply their career lengths by 5.

Magical. Grand Elves are noted for their magic. When taking a new career, a Grand Elf may optionally exchange one of the listed four attribute increases for MAG, as long as it doesn't result in a duplicate attribute advancement.

Sylvan Elves (p. 25)

Sylvan Elves gain these exploits:

Long-lived. When creating a Sylvan Elf character, multiply their career lengths by 4.

Agile. Sylvan Elves are noted for their dexterity. When taking a new career, a Sylvan Elf may optionally exchange one of the listed four attribute increases for AGI, as long as it doesn't result in a duplicate attribute advancement.

Mountain Dwarves (p. 26)

Mountain Dwarves gain the following exploits:

Long-lived. When creating a Mountain Dwarf character, multiply their career lengths by 3.

Stubborn. Mountain Dwarves are noted for their stubborn demeanour. When taking a new career, a Mountain Dwarf may optionally exchange one of the listed four attribute increases for WIL, as long as it doesn't result in a duplicate attribute advancement.

Career Attribute Exchanges (p. 28)

Instead of the references to race and hook attributes, change to: "Some races noted for a particular attribute have an ability which allows them to optionally exchange one of

these four attribute increases for a different one, as long as it doesn't result in a duplicate attribute advancement."

Armor Skills (p. 29-48)

The following careers have access to these armor skills:

- *Light armor.* Archer, Assassin, Gladiator, Knight, Knight-Errant, Man-at-Arms, Musketeer, Ranger, Smith, Squire, Watchman.
- *Medium armor.* Cleric, Gladiator, Knight, Knight-Errant, Man-at-Arms, Smith, Squire.
- *Heavy armor.* Knight, Knight-Errant, Smith, Squire.

Pirate (p. 44)

The Pirate's attribute adjustments should be: AGI+1, INT+1, LUC+1, REP+1.

Achilles Heel (p. 48)

Alternatively, you may grant this bonus to one ally who must use it within one round.

Arm Lock (p. 49)

Change to: "When you successfully grab a foe, you place your target in a painful armlock. The target gains the Restrained condition, drops any items in that hand, and cannot use that arm until he escapes. You may move at half SPEED, taking your victim with you. If you apply this twice, the attacker gains the second Restrained condition.

Bearhug (p. 49)

Change to: "When you successfully grab a foe, you grab your target with both arms, squeezing him. You can only bearhug a target of your size category or smaller. The target gains the Restrained condition, and takes 1d6 damage at the start of each of his turns. You may move at half SPEED, taking your victim with you."

Blinding Attack (p. 49)

Change to: "You throw sand into your opponent's eyes, cover him in a cloak, pull his helm down, or gash his forehead; on a successful hit your target gains the Blind condition."

Crippling Strike (p. 49)

Change to: "You expertly target your opponent's legs, causing a wound which inflicts the Slowed condition upon him. You still do your normal weapon damage."

Disarm (p. 49)

Change to: "When you use a Called Shot to disarm a target, you do not have to pay the 2d6."

Dive for Cover (p. 49)

Change "free action" to "immediate reaction".

Dodge (p. 49)

Replace the exploit with the following text: "You may use a reaction to dodge one attack you are aware of. State your intention before the attack roll. The attacker suffers a -1d6 penalty for that attack."

Draw a Bead (p. 49)

Change to "You do not pay any penalty for firing into melee, as long as your target is at least 10' away from you."

Knockback (p. 50)

Change to "When you use a Called Shot to move a target, you do not have to pay the 2d6; however, for each 1d6 you choose to pay, the target is pushed one extra square. You still do your normal attack damage."

Knockdown (p. 50)

Change to "When you use a Called Shot to knock a target prone, you do not have to pay the 2d6; additionally, the target gains the Downed condition (making it unable to stand until that condition has been shaken off). You still do your normal attack damage."

Piledriver (p. 50)

Change 3d6 to 2d6 and change "is stunned until he shakes the condition off" to "gains the Dazed condition."

Quickdraw (p. 50)

Change to: "If you are disarmed, you may immediately draw another weapon as an immediate reaction as long as you have one available."

Quickstand (p. 50)

Change "free action" to "free action or reaction and you are immune to the Downed condition."

Reckless Act (p. 50)

Change to "You gain +1d6 to ranged attacks as long as you are not concealed, in cover, or using a shield. If you use Dodge, or any other exploit which protects you, you lose this bonus for one minute."

Spinning Kick (p. 50)

Change to "A quick turn and your foot lashes out to strike your opponent. This attack is a free action. You do your normal unarmed damage."

Throw (p. 51)

Change to "When you use a Called Shot to knock a target prone, you also move the target two squares and do your unarmed damage."

Trip (p. 51)

Change to "When you use a Called Shot to knock a target prone, you do not have to pay the 2d6; additionally, the target gains the Downed condition (making it unable to stand until that condition has been shaken off). You still do your normal attack damage. Additionally, if you are a smaller size category than your target, you gain +1d6 to your attack."

Whirlwind Frenzy (p. 51)

This exploit does not cost -3d6 to use. Any targets you hit are pushed back one square, clearing a space around you.

Alert Trait (p. 53)

Constantly aware of your surroundings, you gain +1d6 to INT (perception) checks, and you always win INITIATIVE ties.

Forgetful Trait (p.53)

The item can be any type of item, and can have a value in gc up to the result of your LUC check.

Illiterate Trait (p. 53)

Replace the last sentence with "You have a fantastic memory and can automatically recall information you have been exposed to."

Spendthrift Trait (p. 54)

Change "5gc" to "the value of your LUC check in gold coins."

Defenses (p. 56)

Add a new DEFENSE called VITAL DEFENSE. This uses END as the attribute and *resistance* as the skill. It is used for constitutional attacks by poisons and the like.

For MENTAL DEFENSE, the attribute choices are WIL and CHA.

Size Categories (p. 56)

The size modifiers for MELEE and RANGED DEFENSE are: Small +2, Tiny +4. The others remain unchanged. Note that size modifiers do NOT apply to MENTAL DEFENSE.

Damage Types (p. 69)

The following damage types cannot be SOAKed unless an exploit or equipment specifically says so: psionic, radiation, sonic.

Vulnerabilities (p. 70)

Vunerabilities cannot more than double the damage taken. If an undead critter takes 4 holy damage, its 2d6 vulnerability to holy damage cannot increase that to more than 8 damage.

Inneffective SOAK (p. 18)

All armors are ineffective against following damage types unless otherwise specified: psionic (psychic), radiation, sonic.

Shields (p. 92)

You cannot benefit from more than one shield. You also cannot benefit from a shield when you are in cover. Change shield bonuses to:
- Shield, large +3
- Shield, medium +2
- Shield, small +1

Helmets (p. 93)

Helmets grant +1 to rolls to shake off the Dazed condition.

Weapon Upgrades (p. 97)

Add the following upgrade.

High damage (1,000gc). The weapon has been modified to make it more deadly. Perhaps a club has spikes on it, or a flintlock uses an advanced form of blackpowder. It does +1d6 damage.

Upgrade Costs (p. 97-99)

The following upgrades should have the following costs:
- Fast - 10,000gc

- Summoning - 20,000gc (50,000 for the improved version)

Venom Groove (p. 99)

Change the last sentence to "The toxic agent adds the poison damage type to the weapon's damage (e.g. changing an arrow to piercing/poison damage.)"

It does not add extra poison damage.

Leadership (p. 133)

Leadership is now an exploit. This exploit allows you to donate your own LUC to others.

Initiative (p. 134)

Creatures with 3 actions take two actions on their turn and one action on their INITIATIVE count +10. Those with 4 or more actions take two actions on their turn and one action every 5 INITIATIVE counts later up to their total number of actions.

Attacks (p. 137)

When you make an attack, choose one of the following options as long as (a) it makes sense, and (b) the target is not immune to that condition or action. You cannot, for example, disarm a tiger, trip a snake, or grab a hologram.

- Make any attack normally and if you hit you inflict your normal **damage**.
- Make an unarmed melee attack normally and if you hit you **grab** your target, giving it the Restrained condition. You must pay an additional 1d6 for each size category that the target is larger than you, and also if the target has more than two legs or has no legs. You can apply this condition twice to increase the level of the Restrained condition.
- Make an unarmed melee attack or an attack with a small melee weapon normally and if you hit you **escape** a grab and remove the Restrained condition.

Additionally, you may pay 2d6 and spend two actions to make a Called Shot and choose one of the following options:

- Make a Called Shot with a melee or ranged attack and if you hit you **move** your target one square (plus up to one square for each size category by which you exceed the target in melee, or by which your weapon

exceeds the target at range). You must pay an additional 1d6 for each size category that the target is larger than you, and also if the target has more than two legs or has no legs. The movement must be one which makes sense, and if it is a result of a blow or ranged attack, will always be a push away from you.
- Make a Called Shot with a melee or ranged attack and if you hit you **knock or trip** your target prone. You must pay an additional 1d6 for each size category that the target is larger than you, and also if the target has more than two legs or has no legs.
- Make a Called Shot with a melee or ranged attack and if you hit you **disarm** your opponent, giving it the Disarmed condition.
- Make a Called Shot with a melee or ranged attack and if you hit you **disable** your target, giving it the Slowed condition.
- Make a Called Shot specific to that target as outlined in its stat-block.

Status Tracks & Conditions (p. 141-144)

This section has been replaced. See the separate document, *WOIN Critical Hits Errata*, found on the same page as this errata document.

Theatre of the Mind (p. 150)

Remove the reference to SPEED granting additional actions.

Actions (p. 250)

A creature with three actions takes two actions on its INITIATIVE count as normal, and then the third on its INITIATIVE count -10. A creature with four or more actions takes two actions on its INITIATIVE count as normal, and then an additional action every 5 INITIATIVE counts thereafter up to its total number of actions.

Size Categories (p. 266)

The size modifiers for MELEE and RANGED DEFENSE are: Small +2, Tiny +4. The others remain unchanged.

Monster Exploits (p. 271)

Bearhug, Knockback, Knockdown — replace these with the same text as above in Universal Exploits.

Crush. Change "the grabbing creature's turn" to "the grabbed creature's turn".

Grab. Change to "Many creatures can grab their opponents, often with claws or teeth, or sometimes with a ranged attack like a lasso or spider's web. A successful attack (which is not a Called Shot for creatures with this ability) inflicts the Restrained condition on the target. The grabbing creature cannot use the appendage used for the grab against other opponents, but may have additional appendages. Many creatures also combine the Crush exploit with a Grab.

Pounce. Remove "this costs 2d6".

Trample. Remove "this costs 2d6".

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New Universal Exploits

Add these exploits:

Cleave (requires STR 8+). When using STR as your attack attribute, you follow through in one mighty swing, and make an additional attack at -1d6 against an adjacent foe if the first one hits.

Leadership (requires CHA 8+). You are able to donate one or more of your available LUC dice to another character as a free reaction to their attempting an attribute check. You must declare this before they roll the dice.

Quickstep. You can move 5' as a free action.