

PROPERTY OF THE MARTEL COMPANY

An introduction to the Hot Springs Island

You are brand-new adventurers. Treasure hunters. Haulers. You might have been something else before, but not anymore. You are Property of the Martel Company now, and they expect returns on their investments.

They've trained you for the one thing they care about: Hauling treasure. "Leave nothing behind," they said, "no matter what." Pick it up and move it, so that when you die, it'll be closer for the next team.

But, it's in their interest that you succeed, so you've had additional training based on your dispositions, aptitudes, and the needs of your party.

You may be a **Fighter**. One day, you will have mastered every form of combat and war, and you will be an unstoppable force. But for now, you slay monsters and you keep your team alive.

You may be a **Magician**. Your abilities border on the unfathomable to your team, but the risk you represent is clear to all. For now, you untangle the weird problems.

You may be a **Thief**. You intend to sneak past Death when she comes for you, and your team doesn't realize that you're serious. For now, you exploit weaknesses in traps, locks, and men.

We'll be playing Old School Essentials (OSE), a modern adaptation of Basic/Expert Dungeons & Dragons (B/X D&D). My goal is to make this a 'sandbox' game, meaning there is no predetermined story arc. Instead, you're encouraged to make your own goals, and we'll explore the results of your decisions in the world and the world's reactions to you.

In general, I'm going to make it clear when you're about to make a 'no turning back' kind of decision. This is mainly to ensure we're on the same page about the situation, and possible outcomes of your actions. (*"Okay, so just to confirm, you want to freedive head-first into this pitch-black hole? You can't see the bottom."*) The major exception here is when you're making your first character: Don't worry, you'll be allowed to undo or adjust basically every decision you make during that process. Just pick something and let's start playing.

I'm using house-rules whenever the game rules don't match my intended experience. For example, the amount of stuff that you can carry will feature more heavily in this game, than in the average OSE game, so I've made adjustments for a more tactile inventory system.

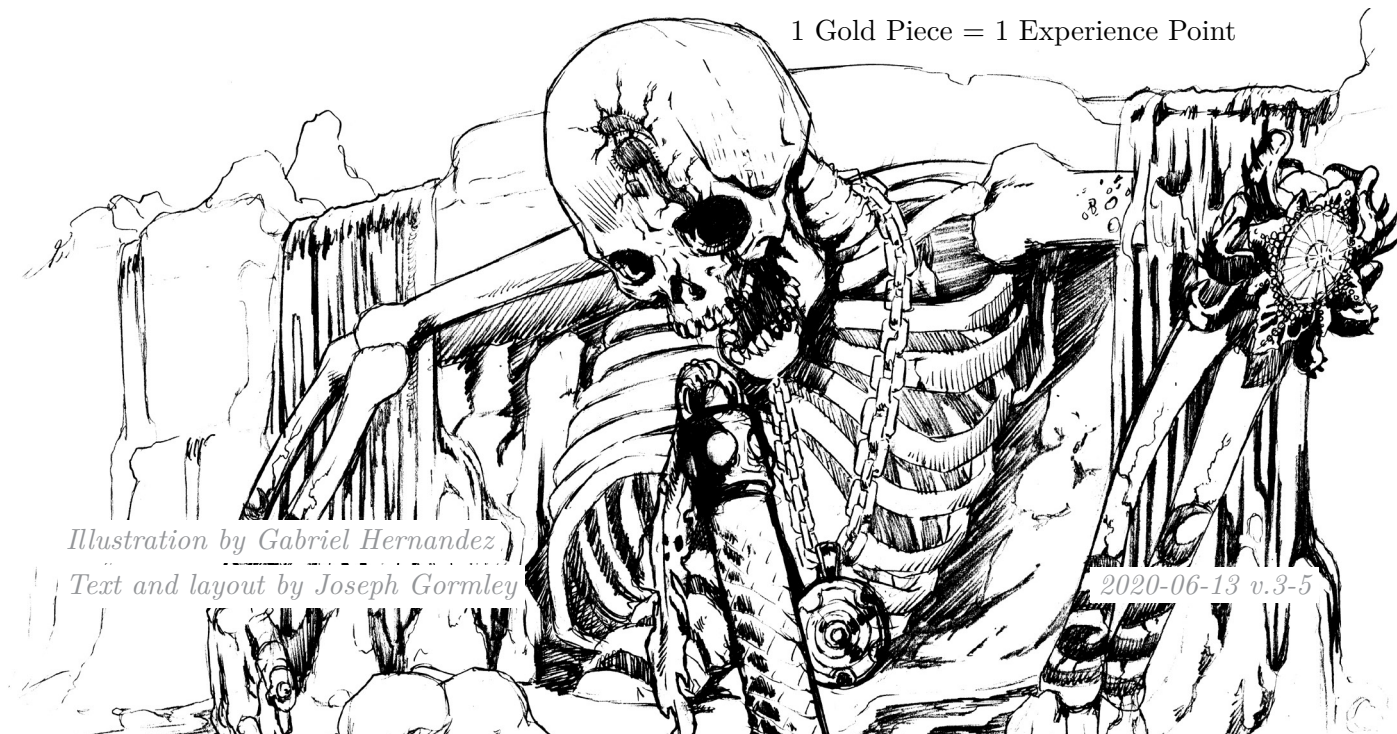
Last but not least, you should know that the only way to gain Experience Points (XP) is by selling treasure back to the Martels. Killing monsters will only grant you XP if you bring valuable carcasses home.

1 Gold Piece = 1 Experience Point

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CREATING A NEW CHARACTER

To create a new character, you need a **character sheet** to record info about your character, and an **inventory sheet** to record your equipment.

A **blank map** or somewhere to keep notes is useful, but optional. Let me know if there's anything you need!

THE CARDS YOU WERE DEALT

1. Roll Debts

Roll three d20s, and place the digits in consecutive order. This is your debt to the Martel Company.

For example, if you roll 14, 16, and 8, then your debts amount to 14,168 GP.

2. Roll Background & Appearance

Choose or roll a d20 on each of the Background & Appearance tables.

3. Roll ability scores

Roll 3d6 for each of your character's ability scores: Constitution, Strength, Dexterity, Intelligence, Wisdom, and Charisma. For more information, see *Ability Scores, OSE p16*.

Online Character Generation

Steps 1-3 involve a lot of rolling, so to have those results automatically generated, [click here](#).

Sub-Par Characters

If you roll a character with very poor ability scores – for example, an 8 or less in every score, or a 6 or less in one score – you may reroll the lowest score.

Adjust Ability Scores

If you wish, choose any two ability scores, and swap their scores.

Note Ability Scores

Note the associated bonuses or penalties for each ability score, based on the tables overleaf.

THE PATH YOU HAVE TAKEN

4. Choose a Class

Select one of the classes available (see *Character Classes, OSE p22*).

Note Level & XP

New characters begin play at 1st level, with 0 Experience Points (XP). Note the XP required for the next level too.

Roll hit points

Your class lists your Hit Dice. At 1st level, your HP is equal to the highest possible result on that die, plus your Constitution modifier.

Note Attack Bonus

The level progression chart for your class lists your Attack Bonus. This indicates your chance of hitting opponents in combat. Note the modifier inside the square bracket as your Attack Bonus.

Note Saving Throws

Record your saving throws, listed in the level progression chart for your class: Death, Wands, Paralysis, Breath, and Spells. These indicate your chance of avoiding different categories of danger (see *Saving Throws, OSE p105*).

Note Class Abilities

Record any special abilities gained as a result of your class. If you have a spell book, ask the referee which spells are recorded in it. The referee may allow you to choose.

YOUR TOOLS FOR SURVIVAL

5. Buy Equipment

You have access to the full Martel Armory. You may spend as much money as you wish to equip yourself for adventure, consulting the equipment lists under *Equipment, p42*. The cost of each item is added to your debt to the Martel Company.

Note Inventory Space

On your inventory sheet, draw a horizontal line below the box equal to each ability score. Each box lets you carry one item, 100 coins, or bundles weighing around 10 pounds.

Note Armour Class

Your Armour Class indicates how hard to hurt you are, and is determined by:

► **Armour:** Your armour determines your base AC. If you have no armour, your base AC is [10].

► **Dexterity:** See *Ability Scores, p16*.

6. Get Backup

Treasure hunters often band beneath anybody with a decent plan. Your Charisma limits the number of retainers you may lead. Each person gets one share, but leaders get two.

WHO ARE YOU?

7. Name Character

Finally, choose or roll for your character's **true name**, as well as the **company name** they use on missions. You are now ready for adventure!

Constitution Modifiers

CON	Hit Points
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

Strength Modifiers

STR	Melee	Open Doors
3	-3	1-in-6
4-5	-2	1-in-6
6-8	-1	1-in-6
9-12	None	2-in-6
13-15	+1	3-in-6
16-17	+2	4-in-6
18	+3	5-in-6

Dexterity Modifiers

DEX	AC	Missile	Initiative
3	-3	-3	-2
4-5	-2	-2	-1
6-8	-1	-1	-1
9-12	None	None	None
13-15	+1	+1	+1
16-17	+2	+2	+1
18	+3	+3	+2

**Intelligence Modifiers**

INT	Spoken Languages	Literacy
3	Native (broken speech)	Illiterate
4-5	Native	Illiterate
6-8	Native	Basic
9-12	Native	Literate
13-15	Native + 1 additional	Literate
16-17	Native + 2 additional	Literate
18	Native + 3 additional	Literate

Wisdom Modifiers

WIS	Magic Saves
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

Charisma Modifiers

CHA	NPC Reactions	Retainers	
		Max #	Loyalty
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

Prime Requisite Modifiers

Prime Requisite	XP Modifier
3-5	-20%
6-8	-10%
9-12	None
13-15	+5%
16-18	+10%

EQUIPMENT

BASIC KIT

All characters start with the following items: **a backpack, a waterskin, 3 stuff sacks, a bedroll, a tarp, a tinderbox (flint & steel), and a mess kit.** These items do not require slots, and are assumed to be carried until obviously left behind.

ADVENTURING EQUIPMENT

ESSENTIAL

Rations, standard (7 days, 7 slots)	5 gp
Signal bags, 2 (blue & red)	10 gp

POPULAR

Crowbar	10 gp
Grappling hook	25 gp
Hammer, small	2 gp
Iron spikes, 12	1 gp
Rope (50')	1 gp
Torches, 6	1 gp

USEFUL

Lantern	10 gp
Mirror (hand-sized)	2 gp
Oil flask, 3 uses	2 gp
Pole, wooden (10', 2 slots)	1 gp
Rations, iron (7 days, 7 slots)	15 gp
Thieves' tools	25 gp
Wine, 2 pints	1 gp

UNCOMMON

Garlic	5 gp
Holy symbol	25 gp
Holy water, 1 vial	25 gp
Wolfsbane, 1 bunch	10 gp

BASIC KIT (20 gp)

Backpack	5 gp
Waterskin	1 gp
Sack (small)	1 gp
Sack (large)	2 gp
Bedroll	3 gp
Tarp	2 gp
Tinderbox (flint & steel)	3 gp
Mess Kit	2 gp

UNLISTED

Need something that isn't listed below? It might already be found in Rand's Retreat, or the Martels may be able to procure it for you. Note that specific, unusual, or custom requests may be expensive, slow to arrive, or both.

COMBAT GEAR

POPULAR WEAPONS

Melee:

Sword	10 gp
Spear	4 gp
Staff	2 gp
Warhammer	5 gp
Battle axe	7 gp
Mace	5 gp
Daggers, 2	6 gp
Hand axes, 2	8 gp
Short swords, 2	7 gp

Ranged:

Javelins, 4	4 gp
Shortbow & quiver, 20 arrows (2 slots)	30 gp
Sling & sack, 20 stones	2 gp

UNCOMMON WEAPONS

Melee:

Two-handed Sword (2 slots)	15 gp
Lance (2 slots)	5 gp
Polearm (2 slots)	7 gp
Silver dagger	30 gp
Club	3 gp

Ranged:

Long bow & quiver, 20 arrows (3 slots)	45 gp
Crossbow & case, 30 bolts (3 slots)	40 gp
Silver-tipped arrow, 1	1 gp

ARMOUR

No armour (10 AC, 0 slots)	free
Leather (12 AC, 2 slots)	20 gp
Chainmail (14 AC, 4 slots)	40 gp
Plate mail (16 AC, 5 slots)	60 gp
Shield (+1 AC)	10 gp

d20 CULTURE

1	<i>Caspian Dunes</i>	11	<i>Tor</i>
2	<i>Breaker Plains</i>	12	<i>Tor</i>
3	Phandalin, Tor	13	<i>Tor</i>
4	Tal'Arrar, Tor	14	<i>Tor</i>
5	Tal'Asham, Tor	15	<i>Tor</i>
6	Millburn, Tor	16	Capital, Maroi
7	The Torwood, Tor	17	Gimhurden, Maroi
8	Brynn, Tor	18	Rathcairn, Maroi
9	Villane, Tor	19	<i>Danarak Jungles</i>
10	Chesterfeld, Tor	20	<i>Murian Steppe</i>

d20 PHYSIQUE

1	Athletic	11	Short
2	Brawny	12	Sinewy
3	Corpulent	13	Slender
4	Delicate	14	Flabby
5	Gaunt	15	Statuesque
6	Hulking	16	Stout
7	Lanky	17	Tiny
8	Ripped	18	Towering
9	Rugged	19	Willowy
10	Scrawny	20	Wiry

d20 SKIN

1	Battle Scar	11	Reeking
2	Birthmark	12	Tattooed
3	Burn Scar	13	Rosy
4	Dark	14	Rough
5	Makeup	15	Sallow
6	Oily	16	Sunburned
7	Pale	17	Tanned
8	Perfect	18	War Paint
9	Pierced	19	Weathered
10	Pockmarked	20	Whip Scar

d20 CLOTHING

1	Antique	11	Foreign
2	Bloody	12	Frayed
3	Ceremonial	13	Frumpy
4	Decorated	14	Livery
5	Eccentric	15	Oversized
6	Elegant	16	Patched
7	Fashionable	17	Perfumed
8	Filthy	18	Rancid
9	Flamboyant	19	Torn
10	Stained	20	Undersized

d20 ANCESTRY

1	<i>Caspian</i>	11	Torian
2	<i>Breaker</i>	12	Torian
3	Torian	13	Torian
4	Torian	14	Maroian
5	Torian	15	Maroian
6	Torian	16	Maroian
7	Torian	17	Maroian
8	Torian	18	Maroian
9	Torian	19	<i>Danarak</i>
10	Torian	20	<i>Mur</i>

d20 FACE

1	Bloated	11	Impish
2	Blunt	12	Narrow
3	Bony	13	Ratlike
4	Chiseled	14	Round
5	Delicate	15	Sunken
6	Elongated	16	Sharp
7	Patrician	17	Soft
8	Pinched	18	Square
9	Hawkish	19	Wide
10	Broken	20	Wolfish

d20 HAIR

1	Bald	11	Limp
2	Braided	12	Long
3	Bristly	13	Luxurious
4	Cropped	14	Mohawk
5	Curly	15	Oily
6	Disheveled	16	Ponytail
7	Dreadlocks	17	Silky
8	Filthy	18	Topknot
9	Frizzy	19	Wavy
10	Greased	20	Wispy

d20 SPEECH

1	Blunt	11	Mumbling
2	Booming	12	Precise
3	Breathy	13	Quaint
4	Cryptic	14	Rambling
5	Drawling	15	Rapid-fire
6	Droning	16	Dialect
7	Flowery	17	Slow
8	Formal	18	Squeaky
9	Gravelly	19	Stuttering
10	Hoarse	20	Whispery

d20 VICE

1 Aggressive	11 Lazy
2 Arrogant	12 Nervous
3 Bitter	13 Prejudiced
4 Cowardly	14 Reckless
5 Cruel	15 Rude
6 Deceitful	16 Suspicious
7 Flippant	17 Vain
8 Gluttonous	18 Vengeful
9 Greedy	19 Wasteful
10 Irascible	20 Whiny

d20 BACKGROUND (DOWNTRODDEN)

1 Alchemist	11 Highwayman
2 Burglar	12 Kidnapper
3 Charlatan	13 Outlaw
4 Coin-clipper	14 Pickpocket
5 Counterfeiter	15 Pit-fighter
6 Cutpurse	16 Poisoner
7 Fence	17 Rat-catcher
8 Fortuneteller	18 Smuggler
9 Gravedigger	19 Street Performer
10 Headsman	20 Tracker

d20 BACKGROUND (UPRIGHT)

1 Alchemist	11 Performer
2 Chimney sweep	12 Scrivener
3 Cleric	13
4 Cook	14
5 Hedge knight	15
6 Herbalist	16
7 Magician	17
8 Mariner	18
9 Mercenary	19
10 Merchant	20

d20

1	11
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8	18
9	19
10	20

d20 VIRTUE

1 Ambitious	11 Honorable
2 Cautious	12 Humble
3 Courageous	13 Idealistic
4 Courteous	14 Just
5 Curious	15 Loyal
6 Disciplined	16 Merciful
7 Focused	17 Righteous
8 Generous	18 Serene
9 Gregarious	19 Stoic
10 Honest	20 Tolerant

d20 MISFORTUNE

1 Abandoned	11 Framed
2 Addicted	12 Haunted
3 Blackmailed	13 Kidnapped
4 Condemned	14 Mutilated
5 Cursed	15 Poor
6 Defrauded	16 Pursued
7 Demoted	17 Rejected
8 Discredited	18 Replaced
9 Disowned	19 Robbed
10 Exiled	20 Suspected

d20

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d20

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10	20

d20 MAROIAN FEMALE NAMES

1	Adara	11	Diana
2	Adelaida	12	Esmerelda
3	Aida	13	Farida
4	Carolina	14	Isabel
5	Maira	15	Yanira
6	Mariam	16	Nerissa
7	Shara	17	
8	Veronica	18	
9	Bianca	19	
10	Daphne	20	

d20 MAROIAN SURNAMES

1	Alibiev/eva	11	Lago
2	Ariza	12	Ligüerre
3	Camranev/eva	13	Monedero/era
4	Carnicero/era	14	Morata
5	Muratov/ova	15	Serikev/eva
6	Nazerev/eva	16	Valladares
7	Pena	17	
8	Santander	18	
9		19	
10		20	

d20 TORIAN FEMALE NAMES

1	Aida	11	Edda
2	Anneli	12	Elsha
3	Carla	13	Emiriana
4	Catarina	14	Emmi
5	Frieda	15	Margrit
6	Alma	16	Vera
7	Irina	17	Clover
8	Lina	18	Fern
9	Morgot	19	Odette
10	Tuesday	20	Orchid

d20 TORIAN SURNAMES

1	Belvedere	11	Otto
2	Bier	12	Pocoli
3	Gastrell	13	Rako
4	Fiedler	14	Saliu
5	Gellner	15	Sehlman
6	Hess	16	Shima
7	Hilscher	17	Fisk
8	Istogu	18	Veseli
9	Kollmann	19	Girdwood
10	Westergren	20	Vandermeer

d20 MAROIAN MALE NAMES

1	Abraham	11	Angel
2	Aidos	12	Balthazar
3	Alen	13	Dario
4	Amir	14	Dias
5	Emilio	15	Rustam
6	Eric	16	Samat
7	Florian	17	
8	Gabriel	18	
9		19	
10		20	

d20 –

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9		19	
10		20	

d20 TORIAN MALE NAMES

1	Artas	11	Oscar
2		12	Spiro
3	Eckardt	13	Timur
4	Eric	14	Urt
5	Gregor	15	Wulf
6	Fran	16	Florian
7	Josua	17	Fox
8	Kazaz	18	Basil
9	Niko	19	Merrick
10	Noah	20	Orion

d20 –

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