

OSERIP : An Old School mashup. 4C System FASERIP meets OSRIC.

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Unless otherwise stated go by the 4C System rules for mechanics and OSRIC for race and class qualifications, levels, spells gained, spell definitions, monster abilities, etc.

ATTRIBUTES

There are six, as you would expect:

Operate

Strength

Endurance

Reason

Intuition

Popularity

Attribute Generation:

OSRIC	OSERIP	Random Standard	Random Easy
3	Feeble (1)	01	
4	Feeble (2)	02	
5	Poor (3)	03-04	01
6	Poor (3)	05-09	02-03
7	Poor (4)	10-15	04-05
8	Poor (4)	16-24	06-10
9	Typical (5)	25-36	11-17
10	Typical (6)	37-50	18-26
11	Typical (7)	51-63	27-37
12	Good (8)	64-72	38-49
13	Good (9)	73-84	50-62
14	Good (10)	85-90	63-74
15	Good (12)	91-95	75-83
16	Good (14)	96-97	84-89
17	Good (15)	98-99	91-95
18	Excellent (16)	100	99-00
18 (01-10)	Excellent (17)	Roll d100	Roll d100
18 (11-20)	Excellent (17)		
18 (21-30)	Excellent (18)		
18 (31-40)	Excellent (18)		
18 (41-50)	Excellent (19)		
18 (51-60)	Excellent (20)		
18 (61-70)	Excellent (21)		
18 (71-80)	Excellent (22)		

18 (81-90)	Excellent (23)		
18 (91-95)	Excellent (24)		
18 (96-99)	Excellent (25)		
18 (00)	Remarkable (26)		

UNIVERSAL TABLE

W = Fail, G = Minor Success, Y = Success, R = Major Success

05 = a roll up to 05 e.g. 01-05, 10 is 06-10, etc.

RK	0 5	1 0	1 5	2 0	2 5	3 0	3 5	4 0	4 5	5 0	5 5	6 0	6 5	7 0	7 5	8 0	8 5	9 0	9 5	0 0
0	W	W	W	W	W	W	W	W	W	W	W	W	W	G	G	G	G	G	G	R
Fb	W	W	W	W	W	W	W	W	W	W	W	W	G	G	G	G	G	G	Y	R
Pr	W	W	W	W	W	W	W	W	W	W	W	G	G	G	G	G	G	Y	Y	R
Ty	W	W	W	W	W	W	W	W	W	W	G	G	G	G	G	G	Y	Y	Y	R
Gd	W	W	W	W	W	W	W	W	W	G	G	G	G	G	G	Y	Y	Y	Y	R
Ex	W	W	W	W	W	W	W	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	R
Rm	W	W	W	W	W	W	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	R
In	W	W	W	W	W	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	R
Am	W	W	W	W	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	R
Mn	W	W	W	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	R	R
Un	W	W	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	Y	R	R
X	W	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	Y	R	R	R
Y	W	G	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	Y	R	R	R
Z	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	Y	R	R	R	R
C1	W	G	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	Y	R	R	R	R
C3	W	G	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	Y	R	R	R	R	R
C5	W	G	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	R	R	R	R	R	R	R
oo	W	G	G	G	Y	Y	Y	Y	Y	Y	Y	Y	R	R	R	R	R	R	R	R
	0 5	1 0	1 5	2 0	2 5	3 0	3 5	4 0	4 5	5 0	5 5	6 0	6 5	7 0	7 5	8 0	8 5	9 0	9 5	0 0

RANK RANGES

RANK	RANGE
Shift 0	0
Feeble	1-2
Poor	3-4
Typical	5-7
Good	8-15
Excellent	16-25
Remarkable	26-36
Incredible	37-46
Amazing	47-62
Monstrous	63-87
Unearthly	88-125
Shift X	126-175
Shift Y	176-350
Shift Z	351-999
Class 1000	1000-2999
Class 3000	3000-4999
Class 5000	5000+
oo	Infinite

RACE SELECTION

Row Shift raises to the lowest number in the next Rank or reduces to highest number in next lowest Rank. Choose a class as per OSRIC.

Dwarf

- +1 Row Shift to Endurance
- +1 Row Shift when fighting Goblin Races
- +End/2 Row Shifts against Magic/Poison saves
- +4 Row Shifts on an automatic Dodge/Evade roll against Giant Races
- Amazing talent to detect slopes/construction
- Remarkable talent to detect shifting buildings
- Good talent to detect stone traps/depth underground
- Infravision

Gnome

- +End/2 Row Shifts against Magic/Poison saves
- +1 Row Shift when fighting Kobolds/Goblins
- +4 Row Shifts on an automatic Dodge/Evade roll against Giant Races
- Monstrous talent to detect slopes
- Incredible talent to detect unsafe buildings
- Remarkable talent to detect depth underground
- Good talent to detect North when underground
- Infravision

Elf

- +1 Row Shift to Operate, -1 Row Shift to Endurance
- Shift X immunity to sleep and charm
- +1 Row Shift with bow, longsword or short sword
- Infravision
- Shift 0 talent to detect secret doors
- Good talent to detect concealed doors
- Remarkable talent to surprise

Half-Elf

Remarkable immunity to sleep and charm
Shift 0 talent to detect secret doors
Good talent to detect concealed doors

Halfling

+1 Row Shift to Operate, -1 Row Shift to Strength
+Endurance/2 Row Shifts vs magic and poison
+3 Row Shifts with a bow or sling

Half-Orc

+1 Row Shift to Strength, Endurance, -2 Row Shifts to Popularity
Infravision

HIT POINTS

Beginning Hit Points = Operate + Strength + Endurance + Fighting (see below)

So a 1st Level Fighter with Typical (7) Operate + Good (10) Strength + Good(8) Endurance has
 $7+10+8 + 10 \text{ from Fighter} = 35$

EXPERIENCE POINTS

Beginning Experience Points = Reason + Intuition + Popularity.

So a 1st Level Magic-User with Good (11) Reason + Typical (5) Intuition + Typical (6) Popularity
begins with $11 + 5 + 6 = 22$.

Experience Points may be spent as per Fortune/Karma is the mashup wrinkle, here. To gain a level, you must spend them completely, reducing your total by the number required as per OSRIC. Start off a little tougher but luck's a temptation so getting further may be harder. Award Experience Points as per OSRIC.

FIGHTER RANK

BASIC: For each level gained add to Fighter rank :

Fighter Classes: 10 Points

Cleric Classes: 8 Points

Thief Classes: 8 Points

Magic-User Classes: 4 Points

Then Look Up the Rank Range table above to see which row you use for rolling.

Advanced: The Rank listed in the table is your Row for combat rolls based on your best class.

Level	Fighter	Cleric	Thief	Magic-User
1	Fb (2)	Fb (1)	Fb (1)	Sh (0)
2	Pr (4)	Fb (2)	Fb (2)	Fb (1)
3	Ty (6)	Pr (4)	Fb (2)	Fb (1)
4	Gd (10)	Ty (6)	Pr (3)	Fb (2)
5	Ex (20)	Gd (9)	Pr (4)	Pr (3)
6	Rm (30)	Gd (14)	Ty (5)	Pr (4)
7	In (40)	Ex (18)	Gd (9)	Ty (5)
8	Am (50)	Ex (20)	Gd (13)	Ty (6)
9	Mn (75)	Rm (28)	Ex (17)	Ty (7)
10	Un (100)	In (38)	Ex (20)	Gd (8)
11	Un (105) +1 RS	Am (48)	Rm (27)	Gd (10)
12	Un (110) +2 RS	Am (55)	Rm (34)	Gd (12)
13	Un (115) +3 RS	Mn (65)	In (37)	Gd (14)

14	Un (120) +4 RS	Mn (75)	In (42)	Ex (16)
15	Un (125) +5 RS	Un (90)	Am (46)	Ex (20)
16	SX (130) +5 RS	Un (93) + 1 RS	Am (50)	Rm (26)
17	SX (135) +6 RS	Un (96) + 1 RS	Mn (63)	Rm (30)
18	SX (140) +7 RS	Un (98) + 1 RS	Mn (75)	Rm (33)
19	SX (145) +8 RS	Un (100) + 2 RS	Un (88)	In (36)
20	SX (150) +9 RS	+3 HP	Un (93)	In (40)
21	+5 HP	+3 HP	+2 HP	Am (46)
22+	+5 HP	+3 HP	+2 HP	+1 HP

WEAPONRY

In keeping with the static effect nature of 4CS, weapons do their max dice number in damage.

1d2 = 2 points
 1d3 = 3 points
 1d4 = 4 points
 1d4+1 = 5 points
 1d6 = 6 points
 1d6+1 = 7 points
 2d4 = 8 points
 1d8 = 8 points
 1d8+1 = 9 points
 2d4+1 = 9 points
 1d10 = 10 points
 1d12 = 12 points
 2d6 = 12 points
 2d8 = 16 points
 3d6 = 18 points
 etc.

Unless otherwise stated it should be assumed that attack results use the Edged/Slashing column for results unless specifically going for flat of the blade/axe head type non-lethal options.

Non-proficiency penalties and usage as per OSRIC, each -1 is -1 Row Shift.

ABILITY ADJUSTMENTS

HTH To Hit Adjustment for Strength: Excellent +1, Excellent (20) +2, Remarkable +3

HTH Damage Adjust for Strength: Good (14) +1, Excellent +2, Excellent (18) +3, Excellent (22) +4, Excellent (24) + 5, Remarkable +6

Because you are more 4CS heroic, forcing doors needs a G Strength Roll and bending bars or lifting Gates needs a Yellow Strength Roll.

Missile/Surprise Adjustment for Operate: Good (14) +1, Good (15) +2, Excellent +3,

AC Adjustment for Operate: Good(13) -1, Good (14) -2, Good (15) -3, Excellent -4,

Endurance Adjustment to Fighter Rank Number per level: Good (14) +1, Good (15) +2, Excellent +3. Double this for Fighter Classes.

Surviving Resurrection and System Shock is a oo Row roll. For every rank under Excellent there is a five Row Shift penalty.

Reason points over 8 give you the ability to learn an additional language each.

An Intuition of Good gives you +1 Row Shift on Mental Saving Throws. Excellent is +2.

A Popularity of Good gives you +2 Row Shifts to Reactions and Loyalty. Excellent is +4.

OSERIP is going for a slightly more heroic flavour, so there are no penalties listed. If you would like a quick and dirty way to make things tougher, give a -1 Penalty for a Poor Rank and a -2 for a Feeble rank in the areas given above.

ARMOUR

To go with the old-fashioned OSRIC flavour, armour gives Row Shift penalties to attack rolls.

So as per the OSRIC Effect on AC, Banded/Split is a 6 Row Shift penalty, Leather is a 2 Row Shift penalty, Plate is a 7 Row Shift penalty, etc. A Shield is a 1 Row Shift penalty.

HIT DICE

Give a monster 8 Hit Points per hit die listed. If 1d4 e.g a Kobold, give them 4 Hit Points. If 1 -1 then 7. If 1+1 then 9. 7+7 is 63. Etc. Attacks of the usual fighting variety do damage as per the

weapons rules. 3d8 is 24 points of damage, 5d6 is 30, etc.

SAVING THROWS

Physical Saving Throws require a Y Endurance roll. Breath Weapons, Poison, Paralysis, Death, etc.

Magic Saving Throws requires a Y Reason roll if of Magic-User origin or Y Intuition roll if of Clerical origin. Wands, Spells, Polymorph, etc.

The roll gets two Row Shifts for every four levels the character has, rounded up. Level 1-4 is +2, Level 5-8 is +4, etc.

THIEF POWERS

Add the thief's level as a Row Shift to all of the below

G Rolls required

Climb Walls - Amazing, (Halfling, Gnome - Excellent), (Dwarf - Remarkable), (Elf - Incredible), (Half-Orc, Human - Monstrous)

Y Rolls Required

Find Traps - Typical, (Elf, Half-Orc - Good), (Dwarf - Remarkable),

Hide In Shadows - Poor, (Half-Elf - Typical), (Elf - Good), (Halfling - Excellent)

Move Quietly - Poor, (Dwarf - Feeble), (Elf - Typical), (Halfling - Excellent)

Open Locks - Good, (Elf - Typical), (Half-Orc, Human - Excellent), (Gnome - Remarkable), (Dwarf - Incredible)

Pick Pockets - Excellent, (Half-Orc - Good), (Elf, Halfling - Remarkable), (Half-Elf - Incredible)

R Rolls Required

Hear Noise - Remarkable, (Elf, Gnome, Halfling, Half-Orc - Incredible)

Read Languages - Excellent, (Half-Orc - Typical), (Dwarf, Halfling - Good), (Elf - Incredible)

Ability Adjustments

Add these Row Shifts for for Find Traps, Hide in Shadows, Move Quietly, Open Locks and Pick Pockets

Operate - Remarkable +3 RS, Excellent +2 RS, Typical -2 RS

MOVEMENT

Movement rates in 4C are based on Endurance. To make conversion simple, a Sector is 60 feet.

Endurance of Feeble: 1 Sector, Poor-Excellent 2 Sectors, Remarkable 3 Sectors

Small race characters (halfling, gnome, dwarf, etc.) calculate movement as if their Endurance were three ranks lower.

MONSTER FIGHTING RANK

Monster Hit Dice	Fighting Rank
Up to 1-1	Shift 0
1-1	Feeble
1	Poor
1+1 to 2	Typical
2+1 to 3	Good
3+1 to 4	Excellent
4+1 to 5	Remarkable
5+1 to 6	Incredible
6+1 to 7	Amazing
7+1 to 8	Monstrous
8+1 to 9	Unearthly
etc.	+1 Row Shift

CLERIC POWERS

Turning Undead

A cleric requires a G roll on the Typical column. For each Undead Type > 1 -3 Row Shifts. For each cleric level over 1 +3 Row Shifts.

Advanced idea: if the Cleric has 5 levels or greater than the Undead Type a Y Roll or better dusts the evil thing.

GETTING OSRIC AND 4C SYSTEM

4C System

<http://www.lulu.com/shop/public-domain/4c-system/paperback/product-1765972.html>

<http://www.lulu.com/shop/public-domain/4c-system/ebook/product-17558944.html>

OSRIC

<http://www.lulu.com/shop/stewart-marshall/osric-a5-pdf/ebook/product-20697767.html>

<http://www.lulu.com/shop/stuart-marshall/osric-a5/paperback/product-20695839.html>

<http://www.lulu.com/shop/stuart-marshall/osric-a5-layflat/paperback/product-20706930.html>

<http://rpg.drivethrustuff.com/product/111392/OSRIC-Pocket-SRD-%28PDF%29>

<http://rpg.drivethrustuff.com/product/123111/OSRIC-Pocket-SRD-%28eBook-mobi-format%29>

<http://rpg.drivethrustuff.com/product/50837/Four-Color-System-%28Core-Rules%29>

Notes

So there is your basic christmas idea, early draft. More to do, add in Paladins, Illusionists, etc.