

# Cheatsheet: Creating an OGL Horror character

## 1. Choose occupation:

Occupation	Prereq.	New Permanent Class Skills (or +1 competence bonus if already a class skill)	Bonus Feat	Rep	Wlth
Academic	Age 23+	3 of Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (any but appraisal or streetwise), Research <i>or</i> a new Read/Write Language <i>or</i> a new Speak Language	-	+1	+2
Adventurer	Age 15+	2 of Bluff, Climb, Demolitions, Disable device, Drive, Escape Artist, Intimidate, Jump, Knowledge (occult lore, streetwise, tactics or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury <i>or</i> a new Speak Language	1 of Archaic Weapons Prof., Brawl or Personal Firearms Prof.	+1	+1
Athlete	Str or Dex 13+	3 of Balance, Climb, Drive, Jump, Ride, Swim, Tumble	-	+2	+1
Blue Collar	Age 18+	3 of Craft (electronic, mechanical or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride	-	+0	+2
Celebrity	Age 15+	1 of Bluff, Craft (visual art or writing), Diplomacy, Disguise, Perform	-	+4	+4
Creative	Age 15+	3 of Bluff, Computer Use, Craft (visual art or writing), Disguise, Forgery, Knowledge (occult lore or art), Perform, Spot	-	+2	+2
Criminal	Age 15+	2 of Bluff, Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand	1 of Brawl, Deceptive or Personal Firearms Prof.	+0	+1
Dilettante	Age 18+	1 of Gamble, Intimidate, Knowledge (current events or pop culture), Ride <i>or</i> add a new Speak Language	-	+1	+5
Doctor	Age 25+	2 of Craft (pharm.), Computer Use, Handle Animal, Knowledge (beh. sci, earth & life sci or technology), Search, Treat Injury	-	+1	+3
Emergency Services	Age 18+	2 of Balance, Climb, Computer Use, Drive, Jump, Knowledge (beh sci, earth & life sci or tech), Search, Treat Injury, Swim	-	+1	+2
Entrepreneur	Age 18+	2 of Bluff, Diplomacy, Gamble, Knowledge (business, current events or technology)	-	+1	+4
Investigative	Age 23+	2 of Computer Use, Craft (visual art or writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (beh. sci, civics, earth & life sci, streetwise), Research, Search, Sense Motive	1 of Brawl, Meticulous, Personal Firearms Proficiency	+0	+2
Law Enforcement	Age 20+	2 of Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, earth & life sci, streetwise or tactics), Listen	1 of Combat Mart. Arts, Lt. Armour Prof., Pers. F'arms Prof.	+1	+2
Military	Age 18+	2 of Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim	1 of Brawl, Combat Martial Arts, Light Armour Prof., or Personal Firearms Prof.	+0	+1

Religious	Age 23+	3 of Decipher Script, Knowledge (occult lore, art, beh sci, history, streetwise or theology & philosophy), Listen, Sense Motive	-	+2	+1
Rural	Age 15+	2 of Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim	1 of Brawl, Guide, Pers F'arms Prof.	+0	+1
Student	Age 15+	3 of Computer Use, Knowledge (any except appraisal, streetwise or tactics), Perform, Research	-	+0	+1
Technician	Age 23+	3 of Computer Use, Craft (chem, electronic, mechanical or structural), Knowledge (business, earth & life sci, physical sci or technology), Repair, Research	-	+0	+3
White Collar	Age 23+	2 of Computer Use, Diplomacy, Knowledge (art, business, civics, earth & life sci, history, physical sci or technology), Research	-	+1	+3

## 2. Generate ability scores

Standard Scores: Assign the standard package of scores: 15, 14, 13, 11, 10, 8

Random Generation: Roll 4d6, drop lowest. Do this six times and assign as desired.

Planned Generation: 25 points to spend. Each score starts at 8. Costs for higher scores are given below, or drop below 8 on a point-to-point basis.

Score:	Cost:	Score:	Cost:	Score:	Cost:	Score:	Cost:
8	0	11	3	14	6	17	13
9	1	12	4	15	8	18	16
10	2	13	5	16	10		

## 3. You are a 3<sup>rd</sup> level character in one of the four classes: Combatant, Scholar, Investigator, Ordinary Person

### Combatant

*Hit Points:* 10 + 2d10 + triple Con modifier

*Class Skills:* Balance, Climb, Craft, Drive, Handle Animal, Intimidate, Jump, Knowledge (current events, pop culture, streetwise, tactics), Navigate, Profession, Read/Write Language, Repair, Speak Language, Survival, Swim

*Skill Points:* (Int modifier x 6) + 24

*Feats:* 3 of choice, plus 3 from those selected for Combatants on the feat table below.

*Base Attack Bonus:* +3

*Base Saves:* Fort +2, Ref +2, Will +1

*Horror Saves:* -4 Panic, if fail a Panic save by less than 5 points always fight

*Defence Modifier:* +2

### Scholar

*Hit Points:* 6 + 2d6 + triple Con modifier

*Class Skills:* Computer Use, Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing), Decipher Script, Demolitions, Disable Device, Forgery, investigate, Knowledge (any but appraise), Navigate, Profession, Read/Write Language, Repair, Research, Search, Speak Language

*Skill Points:* (Int modifier x 6) + 48

*Feats:* 3 of choice, plus 3 from those selected for Scholars on the feat table below.

*Base Attack Bonus:* +1

*Base Saves:* Fort +1, Ref +1, Will +2

*Horror Saves:* -4 Madness

*Defence Modifier:* +1

**Investigator***Hit Points:* 8 + 2d8 + triple Con modifier*Class Skills:* Bluff, Computer Use, Craft (visual art, writing), Diplomacy, Disguise, Drive, Gamble, Hide, Investigate, Knowledge (any but appraise), Listen, Move Silently, Profession, Read/Write Language, Research, Search, Sense Motive, Speak Language, Spot, Survival, Treat Injury*Skill Points:* (Int modifier x 6) + 30*Feats:* 3 of choice, plus 3 from those selected for Investigators on the feat table below.*Base Attack Bonus:* +1*Base Saves:* Fort +1, Ref +1, Will +2*Horror Saves:* no modifier*Defence Modifier:* +2**Ordinary People***Hit Points:* 6 + 2d6 + triple Con modifier*Class Skills:* Craft (any), Drive, Gamble, Knowledge (any), Listen, Perform (any), Profession, Read/Write Language, Search, Sense Motive, Speak Language, Spot and any other 5 skills*Skill Points:* (Int modifier x 6) + 30*Feats:* 3 of choice, plus 4 from those selected for Ordinary People on the feat table below.*Base Attack Bonus:* +1*Base Saves:* Fort +1, Ref +1, Will +2*Horror Saves:* -4 Fear*Defence Modifier:* +1*(Note that it is possible to multiclass, but this is beyond the scope of this quick reference sheet; refer to the full OGL Horror rulebook.)***4. Choose Feats**

FEAT	EFFECT	Combatant	Scholar	Investigator	Ordinary Ppl.
Acrobatic	+2 to Jump and Tumble			X	
Adrenaline Surge	Extra move/attack action, Fort save DC10 or fatigued afterwards, x1/day (level 1-3); x2/day (level 4-6); etc.			X	X
Aircraft Operation	<i>(prereq: Pilot 4 ranks, select class of aircraft)</i> No penalty when operating aircraft of selected class				X
Alertness	+2 to Listen and Spot		X	X	X
Animal Affinity	+2 Handle Animal and Ride			X	X
Archaic Weapons Proficiency	No penalty on attack rolls with archaic weapons	X		X	X
Armour Proficiency (Light)	Receive full benefit of light armour	X		X	X
- Armour Proficiency (Heavy)	Receive full benefit of heavy armour	X			
Athletic	+2 to Climb and Swim	X		X	X
Attentive	+2 to Investigate and Sense Motive		X	X	X
Blind-Fight	Reroll concealment miss chances in melee combat	X		X	
Brawl	Unarmed attacks at +1 to hit, nonlethal damage 1d6 + Str mod	X		X	X
- Improved Brawl	<i>(Prereq: BAB +3)</i> Unarmed attacks at +2 to hit, nonlethal damage 1d8 + Str mod	X			X

- Knockout Punch	<i>(Prereq: BAB +2)</i> A successful unarmed attack against a flatfooted opponent is automatically as a critical hit.	X		X	X
- Improved Knockout Punch	<i>(Prereq: BAB +5)</i> As Knockout Punch, but the critical hit deals x3 damage.	X			
- Streetfighting	<i>(Prereq: BAB +2)</i> 1/round, on successful unarmed/light weapon hit, extra 1d4 lethal damage	X			X
Builder	+2 on chosen two of these Craft skills: chemical, electronic, mechanical, structural		X		X
Cautious	+2 on Demolitions and Disable Device	X	X		X
Combat Training	Always choose whether to fight or flee when failing a Panic check by 6 or more	X		X	X
Combat Expertise	<i>(Prereq: Int 13+)</i> Take up to -5 (no more than BAB) on attack, gain as bonus to Defence until next action	X			X
- Improved Disarm	Disarm attempts do not provoke AoO, failed disarm does not provide disarm chance to opponent.	X			
- Improved Trip	Trip attempts do not provoke AoO, successful trip gives immediate bonus attack against target	X			
Combat Martial Arts	<i>(Prereq: BAB +1)</i> Unarmed attack does lethal or nonlethal damage of 1d4 + Str mod, and counts as armed	X			X
- Improved Combat Martial Arts	<i>(Prereq: BAB +4)</i> Threat range on unarmed attacks improves to 19-20	X			
- Advanced Combat Martial Arts	<i>(Prereq: BAB +6)</i> Critical hits on unarmed attacks do x3 damage.	X			
Combat Reflexes	Attacks of Opportunity/round = Dex mod +1; only one AoO per opponent/round; can make AoO flatfooted	X			X
Commanding Voice	Shout at someone Panic-frozen, and they get a Will save bonus equal to your Cha bonus	X			X
Confident	+2 Gamble and Intimidate and to level checks to resist Intimidation			X	X
Contact	One major or three minor contacts.		X	X	X
Custodian	In charge of a facility for an organisation; Organisation gains one related organisation feat.		X		X
Creative	+2 on chosen two of Craft (visual art), Craft (writing), any Perform skill		X	X	X
Deceptive	+2 on Bluff and Disguise			X	X
Defensive Martial Arts	+1 dodge bonus to Defence against melee attacks	X		X	X
- Combat Throw	+2 on opposed Str/Dex checks for Trip & Grapple	X			X
- Improved Combat Throw	<i>(Prereq: BAB +3)</i> In melee, if opponent attacks and misses, may immediately attempt a trip as AoO	X			
- Elusive Target	<i>(Prereq: Dex 13+)</i> When in melee, additional -4 penalty to anyone attacking the character from range	X		X	X
- Unbalance Opponent	<i>(Prereq: BAB +4)</i> Designated adjacent opponent denied Str bonus when attacking character	X			
Dodge	<i>(Prereq: Dex 13+)</i> +1 dodge bonus to Defence against any attacks from designated opponent	X	X	X	X
- Agile Riposte	If dodge partner makes a melee attack, character gets a free AoO as a simultaneous counterattack	X			
- Mobility	+4 Defence against Attacks of Opportunity provoked by movement	X			X
- Spring Attack	<i>(Prereq: BAB +4)</i> Can split movement both before and after a melee attack, not provoking AoO from target.	X			
- Whirlwind Attack	<i>(Prereq: BAB +5, Int 13+, Combat Expertise)</i> Can attack all adjacent targets as a full attack, at full BAB				
Drive-By Attack	No vehicle speed penalty when attacking from a moving vehicle; can attack even if driving at any point	X		X	
Educated	+2 to any two chosen Knowledge skills		X	X	X

Endurance		+4 on a variety of endurance-related checks; may sleep in light armour without becoming fatigued	X			X
Exotic Melee Weapon Proficiency		<i>(Prereq: BAB+1)</i> No penalty on attack rolls made with one chosen exotic melee weapon	X			
Extra Ties		Two extra Ties			X	X
Far Shot		1.5 x Range of any fired ranged weapon; 2 x Range of any thrown weapon	X			X
- Dead Aim		<i>(Prereq: Wis 13+)</i> After a full-round aiming action, attack is made at +2 bonus	X			
Fearless		+2 on Fear saves				
Focused		+2 on Balance and Concentration		X	X	X
Gearhead		+2 on Computer Use and Repair		X		X
Great Fortitude		+2 on Fortitude saves			X	X
Guide		+2 on Navigate and Survival	X	X	X	X
Impromptu Weapon Proficiency		<i>(Prereq: Dex 13+)</i> Only -2 penalty when using an improvised weapon				
Improved Damage Threshold		Increase massive damage threshold by 3.	X			
Improved Feint		<i>(Prereq: Int 13+, BAB +1)</i> Can make Bluff check in combat as move action; +2 on Bluff checks to feint.	X	X	X	
Improved Initiative		+4 on Initiative	X	X	X	X
Lightning Reflexes		+2 to Reflex saves			X	X
Linguist		Int check/Decipher Script check to understand any newly-encountered language		X	X	X
Loner		Character has two fewer Ties than normal but suffers no penalties to Horror checks for being alone			X	X
Low Profile		-3 to Reputation			X	X
Ludicrously Rich		+4 to Wealth				X
Medical Expert		+2 on Craft (pharmaceutical) and Treat Injury		X		
Meticulous		+2 on Forgery and Search		X		X
Nimble		+2 on Escape Artist and Sleight of Hand	X	X		X
Personal Firearms Proficiency		Character can fire any personal firearm without penalty.	X	X	X	X
- Advanced Firearms Proficiency		Can use autofire without usual -4 setting	X			
- -Burst Fire		Can use autofire burst attack at -4 attack, +2 dice of damage	X			
- -Exotic Firearms Proficiency		Can use one exotic firearm without the usual -4 penalty.	X			
- -Strafe		Can use autofire on more widely spread targets than usual	X			X
Point Blank Shot		+1 to attack and damage with ranged weapons against targets within 30 feet.	X		X	X
- Double Tap		<i>(Prereq: Dex 13+)</i> When using a semiauto firearm, the character may attack at -2 for +1 die of damage.	X	X	X	X
- Precise Shot		Can fire/throw at a target in melee without the usual -4 penalty	X			
- -Skip Shot		<i>(Prereq: BAB +5)</i> Can ignore cover if a target can be hit by skipped bullet; attack at -2, damage dice -1	X			
- Shot on the Run		<i>(Prereq: Dodge, Mobility)</i> Can split movement both before and after a ranged attack.	X			
Power Attack		<i>(Prereq: Str 13+)</i> Character may accept penalty to attack to receive equivalent damage bonus, max of BAB	X			X
- Cleave		If melee opponent drops, character gets immediate bonus attack against one other adjacent target	X			X
- -Great Cleave		No limit to the number of Cleave bonus attacks per round.				
- Improved Bull Rush		Character doesn't provoke an AoO on a Bull Rush.	X			

- Sunder	Attacking a weapon doesn't provoke an AoO; double damage to objects; +4 to hit held objects.	X			X
Pulling Strings	<i>(Prereq: Reputation +1)</i> Character may add Reputation modifier to organisation's Response modifier	X	X	X	X
Quick Draw	<i>(Prereq: BAB +1)</i> Can draw a weapon as a free action; can throw weapons at full rate.	X			
Quick Reload	<i>(Prereq: BAB +1)</i> Reloading firearms with box mags or speed loaders is a free action; others, a move action.	X			
Renown	+3 Reputation bonus		X	X	X
Run	Max speed increases to 5x normal; +2 Jump for long jumps			X	X
Selective Ignorance	+2 on Madness saves				
Simple Weapons Proficiency	No penalty on attacks with simple weapons	X	X	X	X
Skill Focus	+3 bonus to any one chosen skill		X	X	
Steady Nerves	+2 on Panic saves				
Stealthy	+2 on Hide and Move Silently	X		X	X
Strong Willed	+2 on Will saves			X	X
Alternate Approach	Use Int or Con mod for all Horror saves instead of Wis mod		X	X	X
Studious	+2 on Decipher Script and Research		X	X	X
Surface Vehicle Operation	<i>(prereq: Drive 4 ranks, select class of vehicle)</i> No penalty when operating vehicle of selected class			X	X
Surgery	<i>(prereq: Treat Injury 4 ranks)</i> Treat Injury skill can be used to perform surgery without penalty.		X		
Toughness	+3 hit points	X		X	X
Track	Character can use Survival skill to track a quarry.	X		X	X
Trustworthy	+2 Diplomacy and Gather Information			X	X
Two-Weapon Fighting	<i>(prereq: Dex 13+)</i> Penalties for fighting with two weapons are reduced.	X			X
- Improved Two-Weapon Fighting	<i>(prereq: BAB +5)</i> Second attack with offhand weapon at -5 penalty.	X			
Vehicle Expert	+2 to Drive and Pilot				
- Force Stop	<i>(prereq: Drive 4 ranks)</i> Character can force another vehicle to stop with opposed Drive checks.			X	
- Vehicle Dodge	<i>(prereq: Dex 13+, Drive 6 ranks)</i> Everyone in vehicle gains +1 Defence from designated other vehicle				
Weapon Finesse	<i>(prereq: BAB +1, proficient with weapon)</i> Use Dex instead of Str on attacks with light melee weapons				
Weapon Focus	<i>(prereq: BAB+1, proficient with weapon)</i> +1 to attack with one chosen weapon				
Windfall	+1 Wealth				

## 5. Choose five points of Ties

Every character has 5 points in Ties. These are things that are precious to the character, such as a family, a job, a goal or a philosophy. Multiple Ties can be assigned to the same thing. In play, when a Tie is threatened, the character gets a +1d10 bonus to rolls related to the Tie.