

# Introduction

A brief history of the Authors road to this system.

## The Long Road to Orin's Gate

In 1994 I was introduced to Roll Playing games by a friend of mine. His older brother was running a game from an old RPG system based in the DC Universe. I was enraptured that I could make my own hero and act it out in a role-playing fashion. I made a speedster, who's powers came from Telekenetic power.

After about a year of play my friends oldest brother saw we had some experience and let us play in his group of older players. He was running the Ninja's and Superspies system, and we loved the more RP and human element of it. The system itself was fun, but it just felt like it was missing something.

Around that time, I also found another group to play in, and they were running the old d6 Star Wars system. I loved the freedom of being able to put your skills and stats where ever you wanted, and at the end of every adventure. After about a year though, rolling 12d6 every turn became a bit laborious.

In my 3rd year of RPG playing, I had played in games of RIFTS, Robotech, Star-Wars, D&D, DC Universe, Ninja's and Superspies, and a few others here are there. I loved every minute of it and could not get enough. We would plan for the next adventure, make new character concepts, invent classes and more. We made home-brews for other systems like Star-Trek, various novels we loved, and more.

When I turned 14, both of my friends' older brothers got married in the same year. Other than the other group I was in, we were suddenly without a GM. The 2 brothers sat down with us and asked, "Do you still want to play?" to which we all said, "Absolutely!". They reached behind the couch and brought out 2 large backpacks full of sourcebooks. "Whoever is going to be the GM... Start reading." Then they pulled out a binder of notes for their campaigns, and said, "Who wants this?"

We all looked at each other pole-axed. What were we going to do? Instead of a single person taking on all the responsibility, we each took on various systems, and learned to GM them. One of my friends took the d6 system and he was the GM for the Star-Wars game. Another friend took the Palladium systems and was the GM for the Percentile systems. I took on the D&D d20 system.

We continued in this way, each of us running 1 game a week until 2000, when D&D 3.0 was released. We all read through the book almost immediately, and we put all our games on hold to meet up and talk about what the future of our gaming would be. All of the issues we had with the old D&D system were more or less resolved. As a group, we all decided to work our stories into a cataclysm event, that would throw all our adventures into a single-story thread, run under the D&D 3.0 system. Over the next year, our stories came to a great climax, and I began running our games exclusively as the GM.

This continued for another year, until my family moved away from the area, effectively ending 6 years of adventuring with my friends. Moving away was hard, and I escaped into the wonderful book series, a Wheel of Time by Robert Jordan. It felt like his novels and my adventures were one in the same. His style of storytelling mirrored my own and read over the books over and over. While in a book store looking for the newest book in the series a year later, I was walking through the gaming section, and found the Wheel of Time Role Playing Game, in the 3.0 system.

Many of my new friends had been affected by the D&D scare but loved Robert Jordan's novels. I explained to my new friends in the area what a Role-Playing game was and showed them the Wheel of Time game. This broke the ice and I began the wonderful world of RPG's again. As 3.5 came out, I got those systems to work within the Wheel of Time system as well. Around this time, one of my friends found the Star Wars system in d20, and with my coaching began running that and I was able to play as a character again for the first time in years!

We loved the fantasy aspect of D&D, and the cool tech and futuristic world of Star Wars. We always felt that one did not allow enough freedom, while the other had to much freedom. Trekking for multiple adventures in the fantasy worlds, while being able to go to 3 different planets in a single adventure in Star-Wars was difficult to deal with.

My friends and I sat down together, and talking with them, we pieced together what we wanted and did not want. One of my friends was into the Steampunk movement, which I had never heard of before, and when he showed me... it clicked. I asked them... What would have happened to our timeline if during the beginning of the industrial revolution, they had access to "magic" or "the Force" or some super advanced technology. How would that have changed our progression?

They all loved the idea and began creating a world for them that we got to explore together for the first time. Something that was unique and ours. Over the next 5 years, we built a world together, but it was completely disorganized, had holes, and didn't have a real theme.

It was around this time that I finished up with college and got my first real job. The problem was it was 1200 miles away. Life took over, and so, RPG's went into the background of my life. I found people that wanted to play here and there, and I ran a few one shots and short campaigns in the 3.5 system, not having time to learn or investigate anything else new.

Over this time, I met my Wife, bought a house, had a beautiful little girl, and before I knew it 11 years had flown by. My daughter turned 7 and as we were moving, and she was helping pack up, she found my bin (yes... I have a bin) of dice. "What are these?" she asked, and so I explained it to her.

## Orin's Gate: Players Handbook

She was just as fascinated as I was. I saw it in her eyes, and I knew “man... this is my kid.” After playing a few adventures with her in the 3.5 system, I realized this was much too complicated for a 7-year-old to grasp. There were so many rules and systems that if then scenarios.

Not wanting to lose her interest, I started hunting for a simpler system. In that hunt, I discovered the 5e system. It was elegant, simple, easy to run, and used all the skills I had already accrued, but in a simpler fashion. I started running it for her, and in doing so, I found my old notes from my old campaign from 15 years past. Sitting down, I started to pick through them with a more mature eye and started to piece it together and rewrite it. This is the culmination of all of that. A New world: Orin's Gate.