Generating A Character Step 1
- Characteristics -

All characters and creatures have seven characteristics which give the basic information about the character's physical, mental, and spiritual capabilities. As well as being useful indicators of how to roleplay the character they are the scores that skills are initially based upon. The seven characteristics are as follows:

Strength (STR): Strength is a measure of a character's brute force. It affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift, and so on.

Constitution (CON): This is a measure of the character's health. Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): Dexterity represents a character's agility, co-ordination, and speed of reaction. It aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and (like Strength & Constitution) can affect the amount of damage a character can deal, and also how well he can absorb damage.

Intelligence (INT): This is a character's ability to think around problems, analyse information, and memorise instructions. Intelligence is a very useful characteristic for characters interested in becoming accomplished spellcasters.

Power (POW): Perhaps the most abstract characteristic, Power is a measure of the character's life force and the strength of his willpower.

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.

Table 2.1 Characteristics			
	Human	**Elf**	**Dwarf**
STR	3d6	3d6	2d6+6
CON	3d6	2d6+6	3d6+6
DEX	3d6	2d6+6	2d6+3
SIZ	2d6+6	2d6+6	1d6+6
INT	2d6+6	2d6+6	2d6+6
POW	3d6	2d6+6	3d6
CHA	3d6	2d6+6	2d6+3
Note that all dice rolls of 1 may be re-rolled.			

Generating A Character Step 2
- Attributes -

Damage Modifier (DM): The damage modifier applies whenever the character uses a melee or thrown weapon. It is calculated by consulting table 2.2 below.

Table 2.2 Damage Modifier Table	
Total of STR & SIZ	**Damage Modifier**
11-15	-1d4
16-25	+0
26-30	+1d4
31-45	+1d6

Hit Points (HP): These determine how much damage the character can sustain. Hit points equal SIZ plus CON divided by 2 (round up).

Major Wound Level: When the character takes this amount of damage in one go, they suffer a major wound. It is equal to total hit points divided by two (round up).

Magic Points (MP): These are used to activate any spells the character knows. The character's magic points are equal to their POW characteristic.

Corruption Level: This is a measure of how much the character has been affected by sorcerous spells and items. All characters begin the game with a corruption level of zero.

Movement Rate: This is how far a character can move in a combat round. Humans and elves have a movement rate of 14m, dwarves have a movement rate of 10m.

Generating A Character Step 3
- Skills -

Skills represent specific areas of expertise, and when they are used in play the player rolls d100 and compares the result to their skill. A roll equal to or less than the skill percentage usually indicates that the skill has been used successfully.

The following tables list all the skills that every character possesses and the characteristics used to determine the skill's base score. The tables also give each skill a brief description of what the skill does.

Note that some skills, such as Lore (Type), Language (Other), etc. have a descriptor in brackets after the main skill name. This denotes that at time of points allocation the player must decide what 'type' or 'other' is. For example Language (Other) could be Language (Elvish).

Table 2.4 Practical Skills		
Skill	**Base**	**Description**
Athletics	STR+DEX	Measures the PCs ability at running, lifting, jumping, and climbing.
Craft	INT+10	This skill allows you to make things such as pots, weapons, and buildings.
Deception	DEX+INT	Stealth, hiding, and picking pockets are all handled here.
Driving	DEX+INT	This skill covers vehicles such as carts and wagons.
Engineering	INT+10	Large constructions and siege engines are covered by this skill.
Healing	INT+10	Healing wounds and treating disease using first aid and surgery.
Influence	CHA+10	This is used when the character wants to persuade another to do something against their normal interests.
Mechanisms	DEX+INT	Locks and anything with complex moving parts are covered by this skill.
Perception	INT+POW	Used to spot hidden objects and small details in the PCs environment.
Performance	CHA+10	Acting, playing instruments, dancing, and singing are all covered by this skill.
Riding	DEX+POW	Used when trying tricky manoeuvres when riding animals such as horses, camels, and even more fantastic beasts such as giant eagles.
Sailing	DEX+INT	This skill covers the use of ships and boats.
Streetwise	POW+CHA	How well the character operates in a city environment. Finding information and navigating the city streets are covered by this skill.
Trade	INT+10	This skill is used by merchants / traders to value and sell goods.

Table 2.5 Knowledge Skills		
Skill	**Base**	**Description**
Culture (Own)	INT+10	What a PC knows about the history, politics, geography, etc. of their own land and society.
Culture (Other)	INT	What a character knows about the history, politics, and geography of a foreign land.
Language (Own)	INT+40	How fluent a PC is at speaking their own language. A score of 80 or more is needed to have the ability to read and write.
Language (Other)	INT	How fluent a character is at speaking a foreign language.
Nature Lore	INT+10	Recognising / caring for animals and plants, predicting the weather, geology, or survival in the natural world.
Lore (Type)	INT	Other types of specialist knowledge skills, such as Lore (Herbalist) or Lore (Heraldry), that are not covered by any of the above.

A note on the default languages

Elvish - *the noble speech of the Elves and thus the common speech of the civilised world (note all characters gain an additional +20% bonus to this language).*
High Elvish - *the ancient tongue of the Elves (remembered now only as a language of lore).*
Dwarvish - *the secret language of the Dwarves.*
Mannish - *the language spoken in the houses of men.*
Bestial - *the harsh sounding speech of the Enemy (not usually known by the free peoples). Bestial has no written form.*

Table 2.6 Resistances		
Skill	**Base**	**Description**
Dodge	DEX+10	Gets you out of the way of physical threats, such as an incoming axe or dragon breath.
Persistence	POW+10	This is a measure of a character's willpower and resistance against hostile magic. It is also rolled to resist attempts to influence the character against their will.
Resilience	CON+POW	This is a measure of a character's health and their ability to survive exposure, hunger, and thirst. It is also their chance to resist the effects of diseases.

Table 2.7 Combat Skills		
Skill	**Base**	**Description**
Close Combat	STR+DEX	A character's skill with melee weapons, such as swords, axes, spears, and shields.
Ranged Combat	DEX+INT	A character's skill with missile and thrown weapons, e.g. spears and bows.
Unarmed Combat	STR+DEX	A character's skill with natural weapons such as bite, fist, kick, and grapple.

Table 2.8 Magic Skills		
Skill	Base	Description
Innate Casting	POW X 3	Used with innate magic. This skill allows you to use basic personal magic.
Sorcery Casting	INT	Used with Sorcery. This skill is used to cast and manipulate sorcery spells. For the non-magician it is your chance to use talismans and scrolls and other sorcerous items.

Calculating Skills

For each skill calculate the starting value (i.e. the base score) from the calculation provided. Then write this value down on the character sheet next to the relevant skill. Once that is completed you may then distribute additional points between these skills (see below), with a limit of no more than 30 points to be allocated to any one skill

Practical Skills: Spend 75 points between these skills.

Knowledge Skills: Spend 50 points between these skills.

Resistances: Spend 50 points between the three skills.

Combat Skills: Spend 50 points between the three skills.

Magic Skills: None.

Note that GM's may allow players to trade some of their skill points for extra background points. The first background point gained this way will cost the character 10 skill points, the second will cost 20 points, the third 30 points, and so on (so 3 extra background points will cost a total of 60 skill points).

Generating A Character Step 4
- Additional Points & Abilities -

Starting characters also begin play with a number of background points, fate points, and special abilities - the number of which is dependant on their race. Each of these additional points and abilities are explained in more detail below.

Background Points

Background points work in a similar fashion to improvement points (improvement points are explained in the main rulebook), except that players are allowed to use these points during character creation to further customise their characters. The number of background points available to your character will depend upon his or her race, as shown below:

Humans: The race of men receive 3 background points.

Elves: Elvish folk each receive 1 background point.

Dwarves: All dwarves receive 2 background points.

Table 2.9 Background Points	
Cost	Improvement
1 point	+2d4% to any one skill
1 point	+1d4% to any two skills
3 points	+1 to any characteristic
2 points	Elven lineage (humans only)
1 point / magnitude	Learn an innate spell* (elves or humans with elven lineage only)
2 points	Learn a sorcerous spell*
1 point	An extra 500 BV worth of equipment (elves and dwarves only)
2 points	An extra 500 BV worth of equipment (humans only)

*Note that players that choose these options are allowed to choose a single spell from those listed on the magic tables. More details on how magic works is found in the main rulebook, but for now it is worth noting that a character will be required to make a casting test whenever they attempt to cast such a spell (i.e. a d100 roll made against their relevant skill), and that each spell will require the caster to spend a number of their magic points in order for it to take effect (note that this cost is doubled for elvish-blooded humans casting innate magic spells).

Restrictions on Sorcery Spells

Unlike innate spells, the total number of sorcery spells that a character may know at any one time is limited by his or her mastery of the Sorcery Casting skill (as detailed in the table below).

Table 7.1 Sorcery Spells Known		
Sorcery Skill	Expertise	Max. Number Of Spells
0-25%	Novice	1
26-50%	Apprentice	2
51-75%	Journeyman	4
76-99%	Adept	7
100%+	Magus	11

Special Abilities

The character's race may also bestow the character with a few minor special abilities as detailed below:

Humans: The race of men have no special abilities.

Elves: Elvish folk have night-sight, are immune to non-magical diseases, and gain a +25% bonus to Persistence tests made against the fear effect of *Fearsome I* creatures.

Dwarves: All dwarvs have night-sight. They also gain a +25% bonus to fatigue tests and ignore all overloading penalties.

Fate Points

Human and dwarf characters begin their adventuring life with two fate points (though they may accrue more during the course of the game). Elves, on the other hand, begin the game with a single fate point, and may never have more than one fate point at any time (due to their fate being tied to that of the world).

Generating A Character Step 5
- Finishing Off The Character -

By this stage all the hard decisions on making your character are over. All that remains is to note down the characters name, age, and starting equipment (and maybe add a few notes regarding the character's background and motives).

Age

Human characters start out at any age between 18 and 28. To randomly determine this, roll 2d6 and add 16. For dwarven characters this number should be doubled (resulting in an age between 36 and 56), and elves should multiply the result by 10 (giving an age range of 180 to 280).

Equipment

Each character typically starts off with some valuables and the tools of their trade. These include:

- Leather armour
- Dagger
- Backpack
- Two weeks worth of travelling provisions
- Flint and tinder
- Waterskin
- Either a two-handed weapon **or** a one-handed weapon and a shield **or** a ranged weapon (including ammunition)
- 6d6 x 10 BV (**B**arter **V**alue) of additional goods.

Note that GM's may allow players to swap some of the above items for other gear of a similar value.

Table 4.1 Close Combat Weapons						
Weapon	**Type**	**Damage Dice**	**STR/DEX**	**ENC**	**Size**	**BV**
Ball & Chain	1H	1d8	9/9	2	Medium	120
Battle-axe	1H	1d8	9/9	2	Medium	120
Broadsword	1H	1d8	9/9	2	Medium	150
Club	Flex	1d6	5/9	1	Light	20
Dagger	1H / Range	1d4	-/-	-	Light	20
Great Axe	2H	2d8	13/5	4	Heavy	200
Great Hammer	2H	2d8	13/5	4	Heavy	200
Greatsword	2H	2d8	13/9	4	Heavy	300
Hatchet	1H / Range	1d6	5/9	1	Light	20
Lance	Set / Flex	1d10	11/9	3	Heavy	150
Longspear	Set / Flex	1d8	9/5	2	Medium	30
Longsword	Flex	1d8	13/9	2	Medium	250
Mace	Flex	1d8	9/9	2	Medium	120
Military Flail	2H	2d8	13/5	4	Heavy	200
Polearm	LS	1d8	9/9	3	Heavy	200
Quarterstaff	2H	1d8	5/9	2	Medium	20
Scimitar	1H	1d8	9/9	2	Medium	150
Shield (small)	-	1d4	-/-	1	Medium	50
Shield (large)	-	1d6	9/-	2	Heavy	150
Shortspear	Set / Flex / Range	1d6	5/5	2	Medium	20
Shortsword	1H	1d6	5/5	1	Medium	100
Unarmed*	-	1d3	-/-	-	-	-
War Hammer	1H	1d8	9/9	2	Medium	120
Note that when a character fights with no weapons he uses his Unarmed skill.						

Table 4.2 Ranged Weapons							
Weapon	**Type**	**Damage Dice**	**Range**	**Load**	**STR/DEX**	**ENC**	**BV**
Dagger	Close / Thrown	1d4	STR x m	-	-/9	-	20
Dart	Thrown	1d4	STR x m	-	-/9	-	15
Hatchet	Close / Thrown	1d6	STR x m	-	-/9	1	20
Improvised	Thrown	1d4	STR x m	-	5/5	1	-
Javelin	Thrown	1d6	STR x 2m	-	5/9	1	20
Longbow	2H	1d10	150m	1	13/9	1	150
Shortbow	2H	1d8	75m	1	9/9	1	75
Shortspear	Close / Thrown	1d6	STR x 2m	-	5/9	2	20
Sling	1H	1d6	50m	1	-/9	-	5
Whip	Close	1d3	5m	-	-/5	-	50

Table 4.3 Armour Types

Armour	AP	ENC	BV
Leather	2	3	500
Ring Armour	3	5	1,000
Scale Armour	4	7	1,500
Mail Hauberk	5	7	3,000
Upgrades	+1	+2	500

Table 4.4 General Items

Item	ENC	BV
Arrows (10)	-	1
Backpack	1	5
Bedroll	1	1
Block & tackle	1	15
Bottle, glass	-	2
Candle, 1 hour	-	¼
Chain, 2 metres	2	40
Climbing kit	1	25
Codex	1	60
Craft tools	2	75
Crowbar	1	25
First aid kit	-	25
Fish hook	-	2
Fishing kit	1	15
Flint & tinder	-	½
Food & drink, poor (1 day)	-	¼
Food & drink, average (1 day)	-	½
Food & drink, superior (1 day)	-	2
Grappling hook	-	5
Hammer	-	1
Ladder, 3m	4	2
Lantern	1	10
Lock picks	-	75
Mining pick	1	35
Musical instrument	2	70
Oil, flask	1	1
Papyrus, sheet	-	½
Pole, 3m	1	1
Quiver	-	2
Rope, 10m	2	10
Sack, large	1	½
Sack, small	-	¼
Scythe	2	30
Slingbag	1	½
Sling bullets (10)	-	½
Spade	1	25
Torch	-	½
Trail rations, 1 day	-	5
Waterskin	1	½
Writing kit	1	45

Table 4.5 Animals & Transportation

Animal	BV
Cart	75
Chariot	600
Horse, draft	400
Horse, riding	350
Horse, combat trained	500
Mule	125
Saddle & bridle	75
Wagon	300

Notes