### Templates

Templates are packages of skills and special abilities that a character will use in his adventuring career. Templates give a character a distinctive focus, specialty and role within the adventuring fellowship. However, once characters choose a template, they are able to spend points to buy skills and abilities that do not belong in their template. This allows warriors to have scholarly skills, and priests to swing swords if it is appropriate for their character.

After determining the attributes of the PC, he MUST choose a template. These represent the training of the character up until the time he started his current profession. The templates give skills to the PC, but also include special bonuses that cannot be purchased otherwise. The buy points are used to purchase skills, or increase skills in the template. Without special permission from the GM players cannot sell back skills from the template. They must take all the skills, increases and abilities.

Each character should take a template that defines a basic set of skills and abilities with which he will begin play. A player should choose a template for his character, record the skills and abilities the template provides, and the buy points that remain. The suggested attributes and limitations are just that: **suggestions**. There is no reason you cannot have a weak warrior, or a peasant militiaman with etiquette skill. The suggestions are there to get you started thinking about your character’s background and personality.