

BASIC CHARACTER CREATION ELEMENTS

1 CHARACTERISTICS
3d6 for STR, CON, DEX, POW and CHA. 2d6+6 for INT and SIZ. Allocate results to fit the concept. Results may be allocated in the order listed, or distributed as the Games Master and players agree.

Alternatively distribute 80 points amongst the characteristics. Minimum 3 (8 for INT and SIZ), maximum 18. Use all the points.

2 ACTION POINTS

INT + DEX	Action Points
12 or Less	1
13–24	2
25–36	3
For every additional 12 points	+1

3 DAMAGE MODIFIER

STR + SIZ	Damage Modifier
5 or Less	-1D8
6–10	-1D6
11–15	-1D4
16–20	-1D2
21–25	+0
26–30	+1D2
31–35	+1D4
36–40	+1D6

4 EXPERIENCE MODIFIER

CHA	Exp. Modifier
6 or Less	-1
7–12	0
13–18	+1
Each 6 points	+1

5 HEALING RATE

CON	Healing Rate
6 or Less	1
7–12	2
13–18	3
Each 6 points	+1

6 MOVEMENT = 6m for Humans

7 LUCK POINTS

POW	Luck Points
6 or Less	1
7–12	2
13–18	3
Each 6 points	+1

8 INITIATIVE BONUS = Average of INT & DEX

9 MAGIC POINTS = POW characteristic

The character sheet includes sections for:

- CHARACTERISTICS:** Strength, Constitution, Size, Dexterity, Intelligence, Power, Charisma.
- ACTION POINTS:** Based on INT + DEX.
- DAMAGE MODIFIER:** Based on STR + SIZ.
- INITIATIVE BONUS:** Average of INT & DEX.
- EXPERIENCE MODIFIER:** Based on CHA.
- HEALING RATE:** Based on CON.
- MAGIC POINTS:** POW characteristic.
- LUCK POINTS:** POW characteristic.
- MOVEMENT RATE:** 6m for Humans.
- HIT LOCATIONS:** Head, Left Arm, Right Arm, Chest, Abdomen, Left Leg, Right Leg.
- HIT POINTS:** A grid showing hit points per location (1-5, 6-10, 11-15, 16-20, 21-25, 26-30, 31-35, 36-40) for Head, Chest, Abdomen, Each Arm, and Each Leg.
- STANDARD SKILLS:** Athletics, Boating, Brawn, Conceal, Customs, Dance, Deceit, Drive, Endurance, Evade, First Aid, Influence, Insight, Locale, Perception, Ride, Sing, Steal, Swim, Unarmed, Willpower.

Hit Points appear on the second page of the character sheet and are shown here for clarity.

CHARACTER CREATION SUMMARY

1 CHARACTER CONCEPT

« Decide on the kind of character to play. Keep it simple for now. More will come.

2 CHARACTERISTICS

- « If playing a human, 3d6 for STR, CON, DEX, POW and CHA. 2d6+6 for INT and SIZ. Allocate results to fit the concept.
- « Alternatively distribute 80 points amongst the characteristics. Minimum 3 (6 for INT and SIZ), maximum 18. Use all the points.

3 CALCULATE ATTRIBUTES

- « Use the characteristics to determine Action Points, Damage Modifier, Experience Modifier, Healing Rate, Hit Points, Luck Points, Movement and Initiative Bonus as described in pages [8 to 10](#).

4 STANDARD SKILLS

- « Calculate Standard Skills by adding together the appropriate characteristics.

5 CULTURE

- « Decide on a Cultural Background: Barbarian, Civilised, Nomadic or Primitive. Allocate 100 points amongst the listed Standard Skills, the chosen Professional Skills and the Combat Style for the chosen culture. Skills must have a minimum of 5% and cannot receive more than 15%. Customs and Native Tongue gain +40% each.
- « Decide on Cultural Passions: Loyalty, Love and Hate.
- « Calculate your character's Starting Money.

6 BACKGROUND

- « Roll or choose a Background Event from pages [18 to 20](#).
- « Roll for Social Class (or choose according to the campaign), for Parents, Family Standing, Connections.

7 CAREER

- « Choose a Career from those available to your character's culture.
- « Distribute 100 points amongst the career's listed Standard Skills and whatever Professional Skills were chosen. Not all of the available skills need to be improved, but no individual skill can receive more than 15%.
- « Identify if the career uses magic and consult the appropriate Magic chapter for information on spells and so forth.
- « Consider Cult or Brotherhood membership as described in the Cults and Brotherhoods chapter starting on page [192](#).

8 BONUS SKILL POINTS

- « Depends on age, but default characters have 150 points, with a limit of assigning no more than 15 points per skill. Choose one additional Professional skill as a hobby speciality.

9 EQUIPMENT

- « Determine Starting Equipment based on Social Class.
- « Buy any additional equipment needed using the Starting Money determined as part of culture and social class. Refer to the Economics and Equipment chapter starting on page [54](#).

10 FINALLY...

- « Don't forget to give your character a name. Look to establish Connections with other characters.