Issue Five | Summer 1995 Freaks and Favours An alternative character generation system for the TIRIKELU rules. This systems generates low level characters suitable for starting a campaign in the Sharu'una Fief setting. ALTERNATIVE CHARACTER CREATION Every player begins with a certain number of points to spend building his/her character. These points are spent to raise attributes above 11 and to buy special advantages. Each character starts with 10 points. Extra points can be gained by taking an attribute below 11. Note that these rules apply to buying your SIZE attribute—not Height and Build, which are then up to the player as long as they average to give the Size score he has bought. Random attribute option: Instead of buying attribute scores, the player can choose to roll the entire character as per the regular TIRIKELU system. To do this, spend 3 points and then roll all your attributes in the usual way. You can reroll for two attributes (of your choice) if you don't like the original scores, at a cost of 1 point for each reroll, but you cannot otherwise change the character's attributes once rolled. **Basic Character:** Do not use the initial skill generation tables in TIRIKELU. Instead, all characters get the following basic skills: Etiquette Tsolyáni (spoken) Historian

THE EYE OF ALL-SEEING WONDER

Theologian In addition, any character who does not acquire weapon skills from any other source may take 1 skill level of dagger, short-sword or unarmed combat.

All characters, whether rolled or generated, are subject to the following restrictions:

The character is a member of a medium lineage of a low status clan The character has no military training and so cannot take skill levels in long 1-handed or 2-handed

weapons, nor the longbow, composite bow nor any crossbow.

The character may not use sorcery, even if he or she has the requisite attribute scores.

The character may not take any skills from the military section of the initial skills rule.

These restrictions are lifted by taking some of the advantages listed below. SPECIAL TRAITS

The following traits can be used to embellish the character. Some are advantages, which must be bought;

others are disadvantages and have a negative cost. There are some restrictions on the combinations of advantages and disadvantages that a character may take:

No character may have more than three different advantages and disadvantages in total, and usually less.

Each character may take a maximum of 1 of the advantages and disadvantages marked with an asterisk.

Some disadvantages will cause others to regard the character as a freak. A character who is a freak is

automatically considered to be of very low lineage status within his clan, and so must also take this as a

Albinos are considered outlandish freaks and are detested by the people of Tékumel (except in certain

burn damage in direct sun (which causes -1 to Dexterity for every fifteen minutes' exposure) and being

the Psychic Reservoir check succeeds then the character will start a "binge" unless the other check also

hours and will leave the character depleted (all checks at -2) for twelve hours afterwards.

succeeds. If the Psychic Reservoir check is a critical success, nothing can stop the binge—and, afterwards,

The character must roll a Psychic Reservoir check after spending more than three rounds in combat, or if

during the fight. Critical success adds +6 to the character's initiative, +3 to Melee and +1 to damage but

challenged, insulted, or attacked. Success means that he must not employ the option of full parry at any time

prevents any parrying or evading at all. If no opponent is close enough to attack, the character must move to engage the nearest. After all foes are down, the character must succeed in a +5 Intelligence check to come out

The character does not belong to any clan, usually because he or she is a foreigner. Clanless characters have

no rights or protection unless they are employed by a clan who may, if the circumstances warrant it, choose to

extend their protection to the clanless person. In return, the character will be expected to perform his or her duties for a pittance: 1 or 2 kaitars a week plus board. A character who takes this disadvantage cannot take

The character must set his Comeliness no higher than 6. The people of Tékumel are prejudiced against

anyone with any deformity, considering them to be freaks, and the character will have difficulty getting

The character has the following maximum attribute limits: Height 1, Build 15, Comeliness 6. Others will treat

him as a freak. (This option can be taken with a randomly-rolled character, in which case alter the attribute

scores to the maxima given here. In addition to the 2 points for being a Dwarf, you also get the points difference for the alteration in attributes. For instance, if you originally rolled Height 8, Build 12 and

Comeliness 15 then this would alter to Height 1, Build 12 and Comeliness 6, giving you an additional 19

Seizures come upon an epileptic randomly (roughly 1% chance each day) and when under severe stress

slightly absent-minded for 1-6 hours afterwards. A sorcerer who has a seizure is allowed a Psychic Ability

that he recovers from his seizure psychically refreshed (recovering 1-100 spellpoints), but critical failure

indicates the Chusetl is lost, leaving the unfortunate sorcerer in a perpetual coma.

(2%-20% at the referee's discretion). The seizure lasts 1-100 rounds, leaving the character physically tired and

check. On a critical success his Chusetl flies forth as in a Morphetic Travel spell, but for no spellpoint cost. At the end of the seizure the sorcerer makes another Psychic Ability check, this time at +5; critical success means

You are very tall and thin. Your minimum Height is 18, and maximum Build is 3. Comeliness cannot be higher than 10. Others treat you as a freak. (This option can be taken with a randomly-rolled character, in which case

alter the attribute scores to the boundary limits given here. In addition to the 1 point for being Gaunt, you also

get the points difference for the alteration in attributes—even for Comeliness. For instance, if you originally rolled Height 13, Build 12 and Comeliness 15 then this would alter to Height 18, Build 3 and Comeliness 10,

The character has a tendency to lose concentration, become overconfident and make major mistakes. A

character with this disadvantage is unlikely to simply fail a skill or attribute check where concentration is

important. If the character rolls a normal failure, this is considered a critical failure unless the character rolls

17 or more on a D20. An additional D20 roll is added to all weapon fumble results, though the total may not

The character has a bad leg. Encumbrance limits, Evade and movement are 80% normal, and the character

Characters begin the game as members of a medium status lineage within a low status clan. They may choose

The character owes a debt of honour to his clan, temple or influential person. There is a 5% chance each

The character has a morbid fear. Examples are fear of spiders (atlunphobia), bats (vuriphobia), death

(miSsúphobia), the undead (mrurophobia), and enclosed spaces (tsuru'uphobia). The specific fear must be agreed with the referee, who may reduce the points allowed if the feared object is rarely encountered. Any time the character is exposed to his fear, he must roll a Psychic Reservoir check. Success means he is afraid (i.e., his uncontrollable emotions are getting the better of him) and makes all rolls at -2 while exposed to the object of his fear. A critical success on the Psychic Reservoir check causes him to panic and run; if cornered, he must make a check based on Intelligence and highest Complex skill to fight back at all, and even then does

The character starts the game with only 25% of normal wealth, rounded down, and may not take the "Legacy"

No magic can be cast within 1.5m of the character. Spells cast outside this zone can still affect him, but even then there is a percentage chance equal to his Psychic Ability that the spell will "fizzle out" at that distance

Players start the game as members of a medium lineage of a low status clan. They may choose to be members

Characters begin the game as members of a medium status lineage within a low status clan. They may choose

The character has a tendency to succumb to temptation. The character modifies all rolls to resist hypnotism

The character can fight with a weapon in either hand using full skill. (Without this trait, characters are at -3 when fighting with their "off" hand.) The trait is not essential to the study of Arruche: anyone can learn to

fight with sword in right hand and dagger in left. An ambidextrous Arruche fighter can, however, fight with

The character has real genius for creating works of art in a field of his choice. If applied to music, for example,

then excellent arias might be composed or even improvised. Note that this is not essential in order to play a

musical instrument, etc (the Tsolyáni rather admire one who performs by rote) but will certainly improve

A person of forceful personality and obvious leadership quality. Promotion rolls get a +1D6 modifier in the

character's favour. In situations where instant leadership is needed, he must make a check based on Psychic

The character has rendered some favour to his or her clan in the past. The clan will look very favourably on a single request from this person for an important favour or service in return. A clan favour could be used, for

A character may elect to have received a Temple school education. A prerequisite for this is a Reasoning of 13

example, to allow a friend to join the character's own clan. This advantage may only be taken once.

or more. An education gives the character the following additional skill levels:

3+ REA/3

REA/3

REA/3

REA/3

REA/3

advantage/disadvantage slots (though it still costs 2 points). This is allowed:

By members of a high or very high lineage of a medium clan

By members of a low or very low lineage of a very high clan

Regardless of whether he or she complies, the friendship will be dissolved.

Education can, under certain circumstances, be taken without using up one of a character's

In combination with the Wizardry or Priest skills (but excluding Warrior Priest)

The character is well known for his skill in some field. Anyone locally will probably have heard of the

some justification for the reputation: an attribute of 22 or more, or a skill level of 15+ in any skill.

character and will have a 10% chance of recognising him or her on sight (or 70% if the character has ability in

The character has struck up a friendship with an influential person. This is similar to a patronage, except that neither side may politely request a service or favour of the other. However, minor favours such as "Please tell

me what this document says as I cannot read Engsvanyali" will normally be granted. If a character does ask

for a substantial favour of his influential friend then there is a 75% chance that the friend will comply.

Characters begin the game as members of low status clans. Taking this advantage allows the character to

A character whose lineage status is medium may raise his or her lineage status to high by taking this

begin as a member of a high status clan. The character's lineage is reduced to very low status in the new clan,

advantage. The status of the character's clan does not affect the cost of this advantage. Due to the restriction on the number of advantages that a character may take, he or she may well not be able to achieve this status

This advantage allows a character to learn a modern language. The character's aptitude with the language is

the character is literate then this advantage also applies to written skills with the language.

a suit of medium or heavy chlen plate armour, plus shield if necessary

a small weapon of ordinary steel (1 dagger, 5 arrow heads or similar)

The character has been left a bequest by a clan relative. The bequest may be one of the following:

The character must meet the attribute requirements for belonging to the legion (i.e., the bonuses given in

weapons skills restrictions given in the introduction and gets the following additional skill levels:

5

1

1

A character whose lineage status is very low may raise his or her lineage status to low by taking this

A character whose lineage status is low may raise his or her lineage status to medium by taking this

Characters begin the game as members of low status clans. Taking this advantage allows the character to

begin as a member of a medium status clan. The character's lineage is reduced to very low status in the new

advantage. The status of the character's clan does not affect the cost of this advantage. Due to the restriction on the number of advantages that a character may take, he or she may well not be able to achieve this status

The character is a member of the Hekellu district militia. This allows the character to develop skill in any

3

1

2

The character has extremely good night vision and takes only half normal penalties for movement, combat

The character has a patron, who is an influential member of a higher clan or an influential priest or official. A patron will grant up to one favour (see Clan Favour or Temple Favour) each month, but there is a 5% chance each month that the Patron will require the character to perform some service or favour in return. This must

be done without delay, complaint or further bargaining, otherwise the patronage will be lost and the patron

The character may choose skills from the "Priest" section of the TIRIKELU rules, except for the Scholar Priest and Lay Priest skills (which require the "Wizardry" advantage) or the Temple Guard skill (see above). There is

This is similar to the "Patron" advantage except that the character must only visit his or her society in secret. Favours will not be granted for personal reasons, only if they further the goals of the society. Furthermore, the chance of the secret society requiring a favour or request in return is 10% each month. Secret societies almost

The character is able to move quietly and follow people without being noticed. Roll 2D6 for the character's

stealth aptitude level. The character may make a skill success check against this aptitude to hide, or to follow or ambush another character. This advantage may be taken more than once and the aptitude is cumulative.

The character knows the darker side of life in cities and towns. Roll D6 for the character's streetwise aptitude

level. The character may make a skill success check against this aptitude to know of rumours, informers,

The character is resistant to temptation and may modify any roll against hypnotism, mind-control or

crimes, gossip or where "items" can be obtained. He or she also gains an equal number of skill levels in the

"City Lore" skill. This advantage may be taken more than once, counting still only as a single advantage, and

The character has rendered some favour or service to his or her Temple in the past. The Temple will look very favourably on a single request from this person for an important favour or service in return. A Temple favour could be used, for example, to obtain sorcerous healing at no cost, but not a full revivification. This advantage

The character is employed by a Temple in a military or combative capacity. A character taking this advantage must have a Strength and Stamina of at least 10 each. There is also a 10% chance each week that he or she will

be called away on Temple duties. In addition, a Temple Guard has the following additional skill levels:

3

1

Characters begin the game as members of low status clans. Taking this advantage allows the character to

A character whose lineage status is high may raise his or her lineage status to very high by taking this

begin as a member of a very high status clan. The character's lineage is reduced to very low status in the new

advantage. The status of the character's clan does not affect the cost of this advantage. Due to the restriction on the number of advantages that a character may take, he or she may well not be able to achieve this status

The character has the option to be a sorcerer. He must also adjust his attributes accordingly so as to reach the minimum scores needed. However, Psychic Reservoir cannot be reduced in order to increase other attributes at this time, and must initially remain at 11. Once the process is complete the player must reroll his Psychic

Reservoir and take the new score. (Thus, you can't be sure of not ending up a sorcerer with a low Psychic

with this skill without it taking up one of the three advantage slots. The higher cost is paid only if the

Reservoir). Two points costs are given for this advantage because it is possible to take the literacy advantage

a 10% chance each week that a character with this skill will be called away on Temple business.

weapon, i.e. to disregard the weapon restrictions given above. However, there is a 4% chance each week that the character must report to barracks for training and maneuvers. The character must adjust his strength and stamina scores to a minimum of 11 each before taking this advantage. The following additional skill levels are

advantage. The status of the character's clan does not affect the cost of this advantage.

TIRIKELU for being a legionary must be paid for from the player's initial points total). Characters not taking this option cannot have belonged to a regular legion. A character who does take this skill is not subject to the

determined by rolling a D6. This advantage may be taken several times for the same or a different language. If

the field for which the character is famous). A character may take this advantage only once, and must have

Reservoir and the applicable skill (eg, Soldier): success means anyone of lower averaged Psychic Reservoir

of a clan of very low status instead. This does not affect the character's lineage status within the clan.

month that the debt will be called in. If so, the character must comply without further delay or negotiation, even if the request involves some illegality. If the character refuses to comply then he will be disowned by his

Psychic Reservoir will have increased by 1 point and Intelligence will have decreased by 1. A binge will last 2-6

disadvantage. However, this is a "free" disadvantage and does not count towards the total of three permitted.

primitive tribes who regard them as holy wizards). The character must reduce Comeliness to no higher than 5 and will be treated with horror and revulsion wherever he goes. He also has no resistance to sunlight, taking

The character is over-fond of alcohol or some other intoxicant. Each time it is possible to indulge, attempt one check based on Intelligence and highest Complex skill, and another check based just on Psychic Reservoir. If

A character may NOT take three disadvantages.

Freaks:

DISADVANTAGES

Albino* cost: -2 points

dazzled (-3 from Melee and Missile).

Addicted* cost: -2 points

Berserker* cost: -1 point

Clanless cost: -6 points

Deformed* cost: -3 points

Dwarf* cost: -2 points

Epileptic cost: -2 points

Gaunt* cost: -1 point

giving you an additional 10 points.)

Incompetence cost: -6 points

cannot sprint. His base Melee value is reduced by 2.

to start as a member of a low status lineage instead.

clan (if it is a public debt of honour) or face the wrath of his creditors!

Low Lineage Status cost: -2 point

Obligation cost: -2 points

Phobia cost: -3 point

Poverty cost: -2 points

Psychic Dampener cost: -1 point

Very Low Clan cost: -2 points

Weak Willed cost: -1 point

Ambidexterity cost: +2 points

Artistic Talent cost: +2 points

Charisma cost: +3 points

Education cost: +2 points

Literacy:

Historian:

Theologian:

Calligrapher:

Warrior:

Linguist:

By any member of a high clan

Fame/Notoriety cost: +1 point

Friendship* cost: +3 points

High Clan Status cost: +8 points

High Lineage Status cost +3 points

in a higher clan than the one they started in.

This advantage may NOT be taken multiple times..

Language Aptitude cost: +2 points

Legacy cost: +1 point

D20 x D20 kaitars

Legionary cost: +4 points

Soldier:

Main Weapon

Armourer:

Physician:

Tactics:

Warrior:

Low Lineage Status cost +2 point

Medium Clan Status cost: +4 points

Medium Lineage Status cost +3 points

in a higher clan than the one they started in

Militia Member cost: +2 points

obtained by joining the militia:

Night-Vision cost: +2 points

and vision at night or in poor light.

may even have the character beaten or assassinated!

Patron* cost: +6 points

Priest: cost: +3 points

Stealth cost: +3 points

Streetwise cost: +1 point

the aptitude is cumulative.

Strong Willed cost: +1 point

Temple Favour cost: +1 point

Sword OR Mace: :

Dagger:

Etiquette:

Soldier:

Linguist:

Theologian:

Very High Clan Status cost: +12 points

Very High Lineage Status cost +4 points

in a higher clan than the one they started in.

character elects to take the literacy skills.

Characters start the game with the following equipment:

Militia members have a suit of light chlen armour

Clothes appropriate to profession, rank, and clan

The basic cash amount is determined by clan status:

100+D100 Kaitars

50 + 2D20 Kaitars

25 + D20 Kaitars

10 + D10 Kaitars

6 + D6 Kaitars

20 items of amunition for each missile weapon possessed

Legionaries have a suit of medium chlen armour, plus a shield

A chlen hide or wooden weapon for each weapon that they have skill in.

Characters also start the game with an amount of money determined as follows:

Clanless characters start with 1D6 Kaitars and ignore the rest of this section.

The basic amount is multiplied by a factor for the character's lineage status:

X3

X2

X1

x0.75

x0.5

X3

X2

X1

x0.75

x0.5

This amount is further multiplied by a factor for the character's Intelligence:

A player elects to generate a character. He decides to go for a famously strong ex-legionary. The character's

22

14

13

11

8

4

9

8

15

15

15

Attribute

Cost

14

3

2

0

-3

-7

-2

-3

4

-3

4

10

0

main attribute will be his strength, and this will be paid for by reducing mental and psychic skills:

EQUIPMENT AND BELONGINGS

Very High:

Medium:

Very Low:

Very High:

Medium:

Very Low:

High:

Low:

18+:

14-17:

8-13:

4-7:

EXAMPLE

STR

STA

DEX

INT

REA

PS.A

PS.R

COM

HGT

BLD

SIZ

TOTAL:

Very Low

Legionary

Famous

TOTAL:

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Points Allowed:

Points Remaining:

Lineage

Advantages & Disadvantages

below 4:

High:

Low:

Wizard cost: +5 or 7 points

clan, but may be increased by taking other advantages.

Administration:

temptation by 1 pip in his or her favour.

may only be taken once by each character.

Temple Guard/Warrior Priest cost: +3 points

Secret Society* cost: +4 points

always assassinate recalcitrant members.

Soldier:

Sword:

Other Weapon:

Armourer:

Tactics:

Warrior:

clan, but may be increased by taking other advantages.

Second Weapon:

but may be increased by taking other advantages.

OR

Mathematician:

and skill-level will do whatever he says.

ADVANTAGES

original works.

Very Low Lineage Status cost: -3 points

or temptation by 1 pip to his disadvantage.

to start as a member of a low status lineage instead.

sword in left hand and dagger in right, if he wishes.

from him. Enchanted devices and Eyes are not affected.

so at -2.

advantage.

exceed 100 of course.

Lame cost: -1 point

promotions.

points.)

of berserker rage; otherwise he will attack his friends.

any other advantage or disadvantage relating to clan or lineage status.