

# Elven Scion

## 1.1 Overview

The High Elves are an archaic race of fey origins, their once powerful nations have been broken by ancient wars and internecine struggles, their power wanes.

Elven Scions are the second and third sons and daughters of noble families with little magic talent. Many such leave their homes out of a sense of ennui, or in search of an opportunity for advancement. The fractious presence of those that remain in the Elven courts with too much time on their hands, and without much chance of inheritance, often leads to bloody conflict that the Elves could well do without. For this reason supernumerary high born youths are often encouraged to stay away from the courts by providing them with make-work jobs far afield, or else they are sent away by fiat.

Trained by a range of tutors in an array of fields from a young age, an Elven Scion may be a troublemaker, wanderer, diplomat, poet, champion, and spy. When abroad they are expected to act as the eyes and ears of the elvish courts, and as agents that protect and project Elvish power in the world, and act in the best interests of the Elvish Courts.

## 1.2 Character Creation

Follow these steps to create a Elven Scion character

- (i) Print out the character sheet.
- (ii) Choose a name for the character and write it on the character sheet..
- (iii) Write your own name in the players name area on the character sheet.
- (iv) Fill in the Archetype Value: Elven Scion

- (v) Fill in your Height:  $166 + 3d8$  cm, Weight:  $50 + 2d8$  kg, and Age:  $23 + 2d6$  years. Choose whatever gender you want.

- (vi) Fill in your level: 1.

- (vii) Fill in your characters tags: elf, fey, humanoid, medium

- (viii) Determine your Primary Abilities by choosing one of the following sets of ability score/modifiers:

❖ Str:12/-1, End:12/-1, Ag:14/+1, Spd:14/+1, Per:12/+1, or

❖ Str:13/+0, End:12/-1, Ag:13/+0, Spd:14/+1, Per:13/+1

Then roll a Std-Check for each ability against a DC of 13. Add +1 to the ability if successful. Add -1 to the ability if a bane is rolled. The player may reroll if a boon is rolled.

- (ix) All shield warriors start with the following skills: Axe Strike I, Hammer Strike I, Natural Sprinters III, Shield Block III, Dwarven III, Etiquette II [Dwarven],

Some Languages, Some Science, Brilliant Planner II Merovingian IV,

- (x) Work out your characters background using the the tables from the next section. Do this now. It may effect your abilities.

- (xi) Record your **Archetype Initiative**: 12 and add your Perception Modifier to get your Initiative and Initiative Modifier.

- (xii) Record your **Archetype Move Distance**: 6 and add your Speed Modifier to get your Move and Move Modifier.

- (xiii) Record your characters Health and Stamina:

**Stamina** =  $6 + d4 + \text{Endurance Modifier}$

**Health** =  $6 + d4 + \text{Strength Modifier}$

Your current stamina and health are the same as your full stamina and health. The temporary values are zero, and the refresh rate is  $2d4$

- (xiv) Determine your characters dice pool: maximum and refresh values. The current values are initially set to the maximum values:

**Luck Pool Maximum/Refresh** =  $2\mathbf{6}/+2\mathbf{?}$

**Magic Pool Maximum/Refresh** =  $3\mathbf{6}/+1\mathbf{?}$

**Mettle Pool Maximum/Refresh** =  $3\mathbf{6}/+1\mathbf{?}$

- (xv) Players should choose a few initial aspects for their character. It is best to choose your aspects in a group with the other players and GM. Newly acquired aspects have a difficulty of  $9 + d4$  unless the archetype description or the GM says otherwise.

Some suggested aspects for this archetype are: It is better to be feared than loved, Politics have no relation to morals, My words are a shield for my people. Everything in the world is about sex, except sex, sex is about power. Power resides where men believe it resides.. But feel free to choose an aspect of your own. Try to create one that will generate interesting game play.

- (xvi) Gain the following ability advances:
- (xvii) Optionally sketch out a couple of lines of back story with your fellow players and GM with a few points about the characters history. For example, Dourli might come from the Iron Mountains and be searching for his long lost cousin Grimli.
- (xviii) Determine your starting money:  $40 + 2d4$  gp.
- (xix) You get some starting equipment for free: Chain mail, long sword, dagger, rations for a week.
- (xx) Buy equipment. Now you can purchase any common equipment from the equipment list.

You are now finished character creation.

## 1.4 Level Progression

### 1.4.1 Level Progression

The level progression table contains a list of new abilities and promotions the character gets when they gain a new level. Your character automatically receives all innate abilities at first level.

## 1.3 Character Background

Table 1.1: Level Progression Table

Level	Stamina	Health	Mettle	Magic	Luck	Promotions
1	6+d4/2d4	6+d4/full,	3 <del>6</del> /+1?	3 <del>6</del> /+1?	2 <del>6</del> /+2?	