

2.1 Fantasy Characters

This will take you through how to make a character, explaining along the way most of what you'll need in order to play. This section will do this by going through the character sheet part by part, explaining what it means and how you can design your character around it. The first step in making a character is to imagine what you want to be. Are you interested in being a skillful swordsman, a tough warrior, a sneaky thief, or a powerful sorcerer? Have some sort of image, perhaps based off a game, movie, or just something you think would be neat to play as. As you read through this section try to find what this character best fits with. You might need to make some compromises and changes but hopefully it'll be similar to what you wanted. Its best to read through this entire section before you start making your character so you're sure it will work out how you want it to or you don't find something you want to play more. Don't forget that what's on the paper is only part of the character. Their personality and habits are only limited to what you imagine this character as. Do they live by a code of honor or chivalry? What's their past? Be creative!

Player Name

Place your name here.

Character Name

This is the name that you want your character to be called.

Game Master

Sometimes it's best for a character to only be played on the quests of a certain person. Often a game master may require that a certain character follows the quest through from start to finish. What if that character dies in someone else's quest? This can introduce some serious complications. Talk this over in your group and if the character is restricted to the quests of a certain game master, then put their name here.

Interest

What drives your character? As in real life, characters have interests or goals which they are working toward, guiding their actions. You can make up whatever you want for this. Some examples of commonly used interests are:

Adventure- The character's attracted by the comradery, danger, and other things that come with going on quests. They will be especially attracted to doing things that they've never done before. This doesn't mean they'll do things that are foolish or overly dangerous just because it's new. They will, however, grow disenchanted easily with quests that are similar to ones that they've done before.

Cause- All actions are toward a specific cause such as justice, disorder, etc. Any who do not believe in the cause are watched carefully and those who are openly against the cause will earn the resentment of the character. They will try to convince others to aid their cause and will often go out of their way to prove to others that their cause is worth supporting. Often devoted followers of deities have this interest.

Collector- Character tries to obtain as many precious artifacts and items of interest as possible and usually cares little for gold unless it leads to such things. These items may be in sets such as tarot cards or simply whatever strikes the character's fancy.

Experience- Character will try to better themselves by practicing and pushing themselves to their limits. This means that the character goes on adventures for the difficulties rather than the reward. They'll usually actively seek out challenges which will either strengthen them or kill them. They're especially attracted to rival characters that are of equal or greater strength to them.

Fame- The character cares for recognition. This may lead to followers, enemies, wealth, or anything the public's eye will send at the character. Their adventures are distorted and exaggerated as it travels but eventually loses its effect if not replaced with another tale of their actions. These stories will have lot more effect if they are conformable or associated with a reputable source (such as a lord or king). They prefer to be around groups so that their bravery and actions are known about. To them, anything which isn't known to the outside world is worthless.

Influence- This character desires power over others and will usually try to obtain underlings. This can be in the form of slaves, servants, or simply obtaining the debts of those who are powerful. The character should be able to collect on these debts when that game master is hosting another game if the player wishes (though the character that owes the debt may decide to go against their word or does not wish to do whatever is asked of them). Generally the debts should be in per portion to the task done by the character earlier.

Intrigue- The character is motivated by thrills. This may be the heat of combat, beauty, or awe. They usually care little for anything that doesn't have a direct connection with such things. As they progress, fewer things are of interest since the character has already experienced great thrills that are hard to improve upon. They are never content to stay in one place and quickly move on once they believe they understand or are bored of what's around them.

Power- Character desires anything that will grant them strength. This may be in the form of followers, magic (in the form of

strong spells or artifacts), physical strength, or anything else that can gain what they want by force.

Wealth- Character is trying to obtain as much gold as possible. The end result is usually to have the most comfortable life one can have. This doesn't mean that the character will do anything for even a small bit of wealth but it does mean greed guides many of the character's decisions.

Alignment

The character's alignment is a large part of their character and represents their deep beliefs, morals, and preferences about the world. The alignment is split into three parts: social/neutral/antisocial, lawful/neutral/chaotic, and good/neutral/evil. The character must have one of each such as social/neutral/good. Characters of the same or similar alignments tend to like and work together better than characters of far different alignments. A few classes and races have restrictions on what alignment you can be. The meaning of each alignment is listed below (neutral is just a medium of the listed alignments). Game masters should set any requirements on changing alignment with the exception of the good/evil alignment (see the virtue section).

Social- The character prefers to be in groups, easily getting along with others. Partly for the safety and assistance of others, their primary motivator is the company that their fellows provide.

Antisocial- Though they may tolerate the presence of others, its far from enjoyable. They are only concerned about themselves and the task at hand- if others are needed then so be it.

Lawful- They prefer stability such as that of kingdoms and other orderly civilization. If they disagree with a law then they'll try to change it rather than blatantly disregarding it. For this reason they are liked by authority figures and their word is trusted far more than others.

Chaotic- They care most about the freedom of the individual, usually siding with a rebel over an officer. They do what they wish with little no regard for rules or laws.

Good- The character lets their morals guide their actions, observing things like basic human rights. They are likely to show kindness and mercy when deserved, and make an effort to avoid bloodshed when able. They condemn torture, killing for personal gain, and other such actions.

Evil- The character's focus is on personal benefit, not letting things like morals get between them and what they want. They tend to be the bloodiest, sometimes killing for no reason except their own amusement. Some evil characters justify themselves with a strict belief of survival of the fittest, that their actions are only removing the weak from the world.

Virtue

For purposes of spells and abilities the most important alignment is that of good and evil. The character's virtue is a measurement of how righteous or vile they are. This is a number between one and a hundred where the higher it is, the more ethical they are. This raises or falls when experience is awarded based on their actions, and if it goes out of the range specified below then the character's alignment changes.

Alignment:	Initial virtue:	Max:	Min:
Good	75	100	40
Neutral	50	80	20
Evil	25	60	1

Race

This is the specie the character's playing as (human, dwarf, etc). Different races have different attributes and get their vitality and mana at different rates. See the races section for more information.

Gender

The sex of the character.

Birth Month

A few things in the game are concerned with the character's birth month. Roll a twelve sided dice (d12) to determine what month your character was born in and write it here. Some examples of things that are determined by your birth month is your astrological sign (having to do with the astrology discipline) and birth stone (when dealing with gems, an artifact).

Deity

There are a variety of Egyptian, Greek, Celtic, and Norse gods that grant their followers a variety of gifts. See the Deities section for more information. The parentheses is for the character's 'rank' with their god or goddess. The rank represents their favor in the eyes of the deity, which in turn determines the benefits that they receive. All characters start with the rank of one.

Vitality

This determines how much harm your character can take before dying and is primarily set by their race. The first blank is their current vitality, and the second is their maximum. If a character falls below one vitality then they can no longer fight or cast spells. Each turn they roll their willpower and fall unconscious if the roll is below however far they are below zero vitality (see Stat System for more about skills). The character dies when they fall below the negative of half their maximum vitality. Death isn't necessarily permanent- there are many methods of reviving fallen characters.

Mana

This determines the magical capacity of the character. All spells and some abilities have mana requirements to use them. Like vitality, this is primarily set by the character's race. The first blank is used for their current mana and the second is their maximum. This regenerates over the course of a full day (so their maximum divided by twenty four is their hourly regeneration rate).

Copper/Silver/Gold

This is the character's wealth. Equipment, services, and some artifacts can be purchased during and between quests. Starting currency is determined by the game master.

1 gold = 25 silver

1 silver = 10 copper

Total Level/Unspent Experience

Throughout quests game masters award experience points for defeating monsters, solving puzzles, and anything else that they feel is worth rewarding. Experience is used for two purposes: to raise the character's level and gain disciplines. Whenever the character gets experience add it to the values in the parentheses next to the total level and the unspent experience.

The character's level is a measurement of how experienced they are in going on adventures. All new characters are initially level one. When the experience in the parentheses reaches ten times the character's level, subtract that from the parentheses and raise their level by one. When the character levels their stats improve (see the leveling stats below) and they grow more proficient in the attributes of a class (see classes below).

The unspent experience is used for getting and upgrade disciplines, which are special extensions of the character's skills. Each discipline has a 'base' field, which is the experience cost to get it. To upgrade, the cost is the base times the level it would be upgraded to. For an example, to get a discipline with the base of eight for the third time would cost twenty four experience. All characters start with ten unspent experience. This is so they can get the Weapon Proficiency discipline, which is necessary for the use of a weapon.

Classes

Perhaps the most important part of the character is its classes. They determine the character's most important abilities and which disciplines it can have. Each time the character levels they get a new class, or upgrade one that they already have. Classes have a limit in terms of how many levels they have. Classes are split into two categories: low order and high order. The differences are:

Low Order:

No prerequisites

Allows the character to get certain disciplines

Each may have up to ten levels

High Order

Requires a certain level in another class or classes

Grants the character special abilities or attributes

Each may have up to twenty five levels

A new character starts with a single level in a low level class of their choice.

Stat System

To determine how proficient characters are there is a relatively simple stat system. There are a variety of skills split into three levels of specificity. The highest are six base skills, covering broad attributes like the character's knowledge and strength. They are underlined on the character sheet. New characters have twelve points to divide among these skills. With the exception of faith and magic the base skills have the minimum of one. When rolled, these skills are in d4s. They also act as a minimum for their associated subskills.

The next level of specificity are subskills, more commonly used and specific attributes like a character's willpower or their skill with a certain type of weapon. Each base skill, with the exception of magic and faith, have three associated subskills listed under it. Faith and magic only have one, labeled 'proficiency'. These are rolled in d6s. The character has a number of points to divide among the subskills equal to whatever is in the associated base. For an example, a possible starting character would be:

Combat: 3
Melee: 2d6

Strength: 2
Tolerance: 1d6

Knowledge: 3
Willpower: 1d6

Observations: 2
Search:

Missile Weapons:	Physique: 1d6	Social: 1d6	Hearing:
Brawling: 1d6	Agility:	Arcane: 1d6	Stealth: 2d6
<u>Magic</u> : 2	Proficiency: 2d6	<u>Faith</u> : 0	Proficiency: 0d6

The third level of specificity are particular uses for the subskills. Some abilities and attributes specify that they modify a particular use for a subskill, rather than the subskill itself. If this is the case then the use will be in parentheses following the subskill. For an example, armors slow the wearer so they specify a loss to agility (speed). A list of each subskill's uses are in the subskill's description.

Leveling Stats

Whenever a character gains a level their stats get a boost. Add the character's base to the contents of the parentheses next to it. This is the number of skill points that can be spent on the associated subskills between quests. Upgrading a subskill costs a number of points equal to the number of d6s that they already have in that skill (one point if they don't have any previous skill). A skill may be upgraded once each level. Upon level five and every five levels afterward the character may upgrade a base skill by one (up to the maximum of nine).

When a skill is upgraded it improves by a pip, which is the addition of one to the skill. Once three pips are accumulated, they are exchanged for an extra dice. For an example, 2d6 would upgrade to 2d6+1, then 2d6+2, and finally 3d6. If they hypothetical character from earlier was to gain a level, a possible way that it could upgrade would be:

<u>Combat</u> : 3	<u>Strength</u> : 2 (1)	<u>Knowledge</u> : 3 (2)	<u>Observations</u> : 2
Melee: 2d6+1	Tolerance: 1d6	Willpower: 1d6+1	Search: 0d6+1
Missile Weapons:	Physique: 1d6	Social: 1d6	Hearing: 0d6+1
Brawling: 1d6+1	Agility: 0d6+1	Arcane: 1d6	Stealth: 2d6
<u>Magic</u> : 2	Proficiency: 2d6+1	<u>Faith</u> : 0	Proficiency: 0d6

Disciplines

Characters have disciplines which modify and enhance their skills. The ability to get most of them are granted by low order classes, but some are available to any character (these are listed in the disciplines section). Getting a discipline requires four things: that the character has the required low order class (if needed), meets the minimum skill in whatever it's associated with, is able to spend the experience cost (see unspent experience above), and meets any requirements set by the discipline (usually having other disciplines). For an example, take the following fictitious discipline:

Weapon Juggling	Associated skill: Agility	Minimum skill: 3d6	Base: 15
Requires: Weapon Proficiency x 2			
The character can juggle a number of weapons equal to the number of times that they've taken this discipline plus one.			
This may be taken up to three times.			

Lets say that this was listed in the disciplines section so anyone can get it regardless of their class. To get this discipline a character would require the following:

1. They have at least 3d6 in their agility subskill.
2. They have already gotten the Weapon Proficiency discipline twice.
3. They have fifteen unspent experience that they can spend.

All disciplines state the number of times that they can be taken, either by listing all of its effects or explicitly stating it.

Commonly Used Stats

This section is for the player's use and doesn't have any effect on the character. Listed are some commonly used stats. Especially at high levels there are a multitude of things that modify them such as the character's disciplines, artifacts, classes, etc. Thus, it can be helpful to list all the modifiers here to make tallying them faster.

Items

This is where you place any items or equipment the character has. Note where it's being carried in the "Place Held" column. All items have a weight associated with them which is used to take bulkiness into account in combat, when running, dodging, etc (see the Items section for more information).