

# Character Creation

## Primary Characteristics

**Size** measures the mass and volume of the creature.

**Strength** measures the amount of musculature the creature has.

**Constitution** measures the health and physical resistiveness of the creature.

**Dexterity** measures the coordination and speed of the creature.

**Appearance** measures the attractiveness of the creature to another of its species.

**Intelligence** measures the capacity for abstract thinking and memory of the creature.

**Wisdom** measures the decision-making and philosophical understanding of the creature.

**Power** measures the mental energy of the creature.

**Charisma** measures the leadership capability of the creature.

To determine each of the above primary characteristics, the player rolls the appropriate number of dice for each characteristic. The appropriate number of dice is determined from the table that matches the character's race. The number of dice indicated in the table is increased by one when the dice are rolled.

Then the player chooses which dice to apply to the characteristic, choosing the number of dice indicated in the table. For example, if a characteristic uses 6d6 the player would roll 7d6 and then choose 6 of the dice to determine the characteristic score. If a characteristic uses 4d6 + 6 the player would roll 5d6, choose 4 of the rolled dice and then add 6 to the total.

<u>Human</u> Characteristics	<u>Dice</u>	<u>Average</u>
<b>Size</b>	4d6 + 10	24
<b>Strength</b>	6d6	21
<b>Constitution</b>	5d6	18
<b>Dexterity</b>	6d6	21
<b>Appearance</b>	4d6 + 6	20
<b>Intelligence</b>	4d6 + 6	20
<b>Wisdom</b>	4d6	14
<b>Power</b>	3d6 + 6	17
<b>Charisma</b>	5d6	18

## Secondary Characteristics

**Total Hit Points** measures the amount of damage a creature can sustain before death. They are derived from the formula: **(Size + Constitution) / 2**.

**Hit Points Per Location** measures the amount of damage each hit location can sustain before non-functionality. They are derived from the formulae in the table:

<u>Location Type</u>	<u>Hit Points Per Location</u>
Light	<b>Total Hit Points / 4</b>
Medium	<b>Total Hit Points / 3</b>
Heavy	<b>Total Hit Points * 4 / 10</b>

**Size Strike Rank** measures the delay in performing an action caused by the **Size** of a creature. It is determined from the following table:

<u>Size</u>	<u>Size Strike Rank</u>
0 – 9	4
10 – 19	3
20 – 29	2
30 – 39	1
40+	0

**Dexterity Strike Rank** measures the delay in performing an action caused by the **Dexterity** of a creature. It is determined from the following table:

<u>Dexterity</u>	<u>Dexterity Strike Rank</u>
0 – 9	5
10 – 19	4
20 – 29	3
30 – 39	2
40+	1

**Strike Rank** measures the total delay in performing an action caused by both **Size** and **Dexterity** of a creature. It is derived from the formula: **Size Strike Rank + Dexterity Strike Rank**.

**Damage Bonus** is the amount of damage that is caused just from the mass and **Strength** of the creature. It is determined from the following table:

<u>Strength + Size</u>	<u>Damage Bonus</u>
0 – 19	-2d6
20 – 29	-1d6
30 – 39	-1d3

40 – 50	none
51 – 60	+1d3
61 – 70	+1d6
71 – 90	+2d6
91 – 110	+3d6
<i>each additional 20</i>	<i>+1d6 additional</i>

**Species** indicates the species of the creature and is determined at character creation by the player and the game master.

**Gender** indicates the gender of the creature and is determined at character creation by the player and the game master.

**Handedness** indicates the creature's primary hand. It is determined by rolling 1d4 and 1d12 and comparing the results of the dice rolls on the following table:

<u>Result</u>	<u>Handedness</u>
1d4 > 1d12	Left
1d4 < 1d12	Right
1d4 = 1d12	Ambidextrous

**Mana** measures the amount of mental energy that can be physically manifested. This characteristic is used to fuel invocations of runes. It is derived from the formula: **Power**.

**Aptitude** measures the capacity for learning. This characteristic is used to store runes in the mind. It is derived from the formula: **Intelligence**.

The secondary characteristics for Human characters with average primary characteristics are in the following table:

<u>Characteristic</u>	<u>Value</u>
<b>Total Hit Points</b>	21
Light Hit Points	5
Medium Hit Points	7
Heavy Hit Points	8
<b>Size Strike Rank</b>	2
<b>Dexterity Strike Rank</b>	3
<b>Strike Rank</b>	5
<b>Damage Bonus</b>	None
<b>Species</b>	Human
<b>Gender</b>	varies

<b>Handedness</b>	Right
<b>Mana</b>	17
<b>Aptitude</b>	20

### Tertiary Characteristics

Each of the tertiary characteristics is a bonus that applies to skills that fall into the category that the bonus affects. The method for determining the bonus is dependant on the category that the bonus affects, but each bonus uses formulae from the following table:

Major	each pt > 20, +1; each pt < 20, -1
Minor	each pt > 20 (up to 40), +1/2 (round up); each pt < 20, -1/2

<u>Characteristic</u>	<u>Formula</u>
Agility Bonus	Major( <b>Dexterity</b> ) + Minor( <b>Strength</b> ) - Major( <b>Size</b> )
Attack Bonus	Major( <b>Intelligence</b> ) + Major( <b>Dexterity</b> ) + Minor( <b>Strength</b> )
Communications Bonus	Major( <b>Intelligence</b> ) + Minor( <b>Power</b> ) + Minor( <b>Charisma</b> )
Knowledge Bonus	Major( <b>Intelligence</b> )
Magical Bonus	Major( <b>Intelligence</b> ) + Major( <b>Wisdom</b> ) + Minor( <b>Dexterity</b> )
Manipulation Bonus	Major( <b>Intelligence</b> ) + Major( <b>Dexterity</b> ) + Minor( <b>Strength</b> )
Parry Bonus	Major( <b>Dexterity</b> ) + Minor( <b>Strength</b> ) - Major( <b>Size</b> )
Perception Bonus	Major( <b>Intelligence</b> ) + Minor( <b>Power</b> ) + Minor( <b>Constitution</b> )
Stealth Bonus	Major( <b>Dexterity</b> ) - Major( <b>Size</b> ) - Minor( <b>Power</b> )

The tertiary characteristics for Human characters with average primary characteristics are in the following table:

<u>Characteristic</u>	<u>Value</u>
Agility Bonus	-2%
Attack Bonus	+2%
Communications Bonus	-3%
Knowledge Bonus	0%
Magical Bonus	-5%
Manipulation Bonus	+2%
Parry Bonus	-2%
Perception Bonus	-3%
Stealth Bonus	-1%

### Skills

Each skill falls into a category under one of the tertiary characteristics. The value for each skill is a percentage that is derived from the following formula: **Base Skill % + Tertiary Characteristic % + Skill Experience %**. The **Base Skill %** for Human characters is found in the following table. The **Skill Experience %** is the amount of experience the creature has with the skill in question.

For example, a typical Human creature would have a Jump skill determined as follows: The **Base Skill %** is 25%, and a typical **Agility Bonus** is -2%, and at the outset the **Jump Skill Experience %** is 0%. This would give a starting Human creature a Jump skill of 23%. As the creature gained **Jump Skill Experience**, the overall Jump skill would increase.

These are the skills with which Human creatures typically start. The game master can assign bonus skill percentage points in consultation with the player.

**Agility Skills**                      **Base Skill %**

Boat	5
Catch	15
Climb	40
Dance, Ballet	0
Dance, Exotic	0
Dance, Folk	5
Dance, Formal	0
Dodge	5
Jump	25
Mountaineer	0
Ride <i>species</i>	5
Swim	15
Throw	25
Tumble	0

**Communication Skills**      **Base Skill %**

Act	0
Bargain	0
Courtesan	0
Fast Talk	5
Orate	5
Peace Make	0
Sing	5
Song Write	0
Speak Own	30
Speak <i>Language</i>	0

**Knowledge Skills**      **Base Skill %**

Battle Sense	0
Craft <i>Substance</i>	10
Disguise	0
Evaluate	5
First Aid	0
Library Use	0
Lore, Animal	5
Lore, Human	5
Lore, Mineral	5
Lore, Plant	5
Lore, World	5
Lore, <i>Species</i>	0
Read <i>Language</i>	0
Teach	0
Treat Disease	0
Treat Poison	0

**Magical Skills**      **Base Skill %**

Abjuration	0
Alteration	0
Charm	0
Conjuration	0
Divination	0
Evocation	0
Necromantic	0

**Manipulation Skills**      **Base Skill %**

Conceal	5
Devise	5
Drive <i>Vehicle</i>	0
Sleight	5
Play <i>Instrument</i>	0

**Perception Skills**      **Base Skill %**

Listen	25
Scan	25
Search	25
Sense Power	0

Track 5

**Stealth Skills**                      **Base Skill %**

Hide 10

Sneak 10

Note that there are skills associated with invoking runes. These skills are a special category of skills that falls under the type of magical skills listed above. Each rune has a skill associated with invoking it. To determine the value for each skill at invoking runes, determine the skill of the category of magic and add to it the experience of invoking that rune.

For example, a creature knows the Heal rune and has 12% experience at invoking it. Since Heal is a Necromantic rune, the creature would add its Necromantic skill of 3% to make a total of 15% chance to invoke the Heal rune properly.