

Crimson Empire - Character Creation

This section covers the main phases of the Character Creation process for the Crimson Empire FRPG. It provides you with all the information required to create a character however more complete information can be found in the main Expanded Character Creation section (page 64).

Summary:

1. Roll your characteristics (throw 10 times 2d8 + 1d4 and note the results) or use the Characteristic Points Allocation Rule.
2. Choose your Race and apply the Race Characteristic Modifiers.
3. Choose your Class/Subclass and allocate Background Points (BP) to select your sub-class. Make a note of your starting Points of Renown (PR) at this phase (rules relating to these points will be developed in Chapter 8).
4. Establish your Appearance (Height, Weight, Age etc) and Unique Physical Attributes.
5. Calculate and distribute your Energy Points (EP's).
6. Calculate your Magic Points (MP's) and Sanity Points (SP's).
7. Calculate your Aptitudes and use BP's to modify them (for rolled and points-based characters) as per the following formula: Base + Race + Childhood + Class/Subclass + BP
8. Choose your line of conduct and your character traits (check thoroughly that there are no incompatibilities between the class, the race and the character alignment). You should also choose your Cult/Order here.
9. Determine the character possessions: starting money and any possible inheritance (Optional rule).
10. Equip your character with weapons, armour and equipment (note the Armour %, its absorption dice and modify).
11. Calculate Parry/Dodge accordingly taking into consideration the armour worn and a potential shield (see Chapter 3).

12. Prepare your personal history (the MT must give his or her permission for this).
13. Determine whether the character possesses elemental powers or special faculties (Optional Rules).
14. Choose a name for your character.

1. Roll your characteristics or use the Characteristic Points Rule (see below)

There are ten characteristics - Intelligence, Essence, Charisma, Beauty, Reflexes, Endurance, Mental Resistance, Strength, Agility and Perception. These should be self-explanatory however a description of each is presented in this Rulebook.

To determine your initial characteristics (base characteristics):

Either: roll 2D8 + 1D4 (a range between 3 and 20) ten times to give you ten numbers that can be assigned to the characteristics as you wish. If you wish you may re-roll up to two characteristics, however you must then use the second result even if it is lower.

Or use the table below to purchase scores:

60 Characteristic Points (CP) available to allocate (not to be confused with the 45 or 55 (BP) mentioned above which cannot be used here):

Characteristic Point Cost System:

Background Points (BP):

Each player has a Background Point (BP) total of 45 (if rolling the character) or 55 (if generating the character through the points based system) to spend as they see fit. These points will have different values or currency depending on the attributes being considered. Each time one sees a (BP) next to an attribute, there will be a related cost for it. Please make a note of the different areas you will need to budget for.

BP are to be used in the following areas:

1. Choice of Class-Subclass: all Characters.
2. Sanity Points (SP): Points Based Characters only.
3. Aptitudes: Primary (P), Secondary (S): all Characters; Childhood Aptitudes (Adolescence: Points Based Characters only) and Ambidexterity: Points Based Characters only.

2. Choose your Race

Choose a Race from the list presented from Page 74 onwards. Each Race has a modifier that is applied to certain characteristics as detailed below. Once you have modified your characteristics you can calculate the Adjustment for each characteristic by taking 10 from the final figure (yes you can have a negative adjustment).

NOBLE ELVES:

Strength +1, Perception +2

WAVELVES:

Agility +1, Beauty +1, Endurance -1, Perception +3

DERGS:

Agility +1, Essence +1, Perception +2, Strength -1

ULDANIANS:

Agility +2, Charisma -1, Endurance +1

MANDORIANS:

Essence +1, Intelligence +1, Reflexes +1, Strength -1

DWARVES:

Agility -1, Endurance +2, Perception +1, Strength +1

CONDORIANS:

Charisma +1, Essence -1, Strength +2,

Each of these Races is detailed in Section 2.2 of this Rulebook.

3. Choose your Class and allocate (BP) to select your subclass: make a note of your starting Points of Renown (PR) at this phase.

Darkun (BP) Subclasses:

Adept 5 (BP); Darkun 20 (BP)-3 PR & Darkun Champion 40 (BP)-10 PR

Other Darkun Sub-classes are detailed in the Darkun Supplement, including a host of new factions, weapons and spells.

Druid (BP) Subclasses

Alchemist 20 (BP)-3 PR; Druid 10 (BP)-1 PR; Druid-Priest 10 (BP)-1 PR; Herborist 20 (BP)-3 PR & Ritual Master 40 (BP)-10 PR

Knight (BP) Subclasses:

Imperial Knight 30 (BP)-10 PR; Karnarcos Knight 30 (BP)-10 PR; Page 5 (BP); Roaming Knight 30 (BP)-10 PR; Shield-Bearer 15 (BP)-3 PR & Squire 10 (BP)-1 PR

Mage/Sorcerer (BP) Subclasses:

Elementalist 40 (BP)-10 PR; Enchanter 20 (BP)-3 PR; Necromage 40 (BP)-3 PR & Sorcerer/Mage 20 (BP)-3 PR

Thief/Assassin (BP) Subclasses:

Thief 15 (BP)-3 PR; Assassin 30 (BP)-10 PR; Thug 5 (BP); Conman 15 (BP)-2 PR; Black Marketeer 30 (BP)-10 PR; Poacher 5 (BP); Bandit 10 (BP)-1 PR & Pirate 10 (BP)-1 PR

Tracker/Ranger (BP) Subclasses:

Hunter 10 (BP)-1 PR; Rogue 10 (BP)-1 PR; Saboteur 30 (BP)-10 PR; Scout 20 (BP)-3 PR; Sniper 30 (BP)-10 PR; Spy 30 (BP)-10 PR; Steward 15 (BP)-3 PR; Tracker 20 (BP)-3 PR & Warden 5 (BP)

Warrior (BP) Subclasses

Adventurer 20 (BP)-3 PR; Archer 10 (BP)-1 PR; Barbarian 10 (BP)-1 PR; Body Guard 15 (BP)-2 PR; Cavalryman 25 (BP)-3 PR; Guard 10 (BP)-1 PR; Mercenary 15 (BP)-2 PR; Militia 5 (BP); Raider 10 (BP)-1 PR; Ruffian 5 (BP); Skirmisher 10 (BP)-1 PR; Soldier 15 (BP)-2 PR; Swashbuckler 20 (BP)-3 PR & Temple Blade 30 (BP)-10 PR.

Warrior Priest (BP) Subclasses:

Adept 5 (BP); Healer 20 (BP)-3 PR; Preacher 20 (BP)-3 PR; Spiritual Slayer 40 (BP)-12 PR; Templedot 30 (BP)-10 PR & Warrior-Priest 20 (BP)-3 PR

Each Class/Subclass is detailed in this Rulebook (Expanded Background Section).

4. Establish your Appearance including Unique Physical Attributes

Your height is determined by rolling a D100 followed by a D10 and consulting the relevant chart for your race (Page 93) or by referring to the averages under the Race descriptions and choosing it (MT).

To calculate your weight, refer to the ranges provided for each Race or use the following random based approach: start with your height in cm, subtract 100 and add the average (rounded down) of your Strength and Endurance to get your weight in kg. Dergs, Elves, Mandorians should subtract 20kg. In addition females of any race subtract 20kg from their final weight. This result can then be multiplied by 2.2 to obtain weight in lbs (see Expanded Character Background for more information on this).

Unique Physical Attributes comprise the following for example:

Tattoos

Scars

Original hairstyles and hair colour

Body-Piercing

Physical deformity

To calculate your starting age use the following formula:

Condorians: $16 + 1D4$ years

Mandorians, Uldanians: $18 + 1D6$ years

Valley & Wood Elves: $40 + 1D10$ years

Dergs: $40 + 1D10$ years

Noble Elves: $30 + 1D10$ years

Dwarves: $50 + 1D20$ years

5. Calculate your Energy Points (EP)

You have a total number of Energy Points which are split between each body location (Head, Torso, Left Arm, Right Arm, Left Leg, Right Leg). The easiest way to split your EPs is to divide your total EP's by 7, assigning a seventh to each location except the torso which should have two sevenths of your total EPs. Due to rounding you may have to juggle numbers slightly but the following rules of thumb apply:

- The torso should have the most EPs
- The head should have the least EPs
- Both legs should have the same number of EPs
- Both arms should have the same number of EPs
- Legs should not have less EPs than arms

The total starting EP for each race is given below and you add your Endurance Adjustment to this number.

Dergs: 22

Mandorian: 27

Valley & Wood Elves: 27

Noble Elves: 29

Dwarves: 33

Uldanians: 34

Condorians: 36

6. Calculate your Magic Points (MP) and Sanity Points (SP)

All Darkun classes start with 4MPs plus their Essence Adjustment, Warrior Priests and Druids start with 6MPs plus their Essence Adjustment, Mages and Sorcerers start with 8MPs plus their Essence Adjustment & All other classes start with 0MPs.

To calculate your base Sanity Points throw 1D100 and add twice your Mental Resistance score or 1 (BP) per 20 SP+ twice Mental Resistance score.

7. Calculate your Aptitudes (Base + Race + Childhood + Class/ Subclass + BP)

You have a base rating in every aptitude, which is then potentially modified by your race, class and other factors. The quickest way to work out all your aptitudes is to calculate the base ratings for every aptitude then apply racial modifiers for each one, followed by class modifiers and finally apply any other factors. Each of these aptitudes is described in this Rulebook.

(BP) Primary (P) Aptitudes purchased at 2 (BP) per 1% or Secondary (S) Aptitudes purchased at 1 (BP) per 1%.

Note the Bonus to Redistribute or BP cannot be applied any to Primary Martial Aptitudes and no more than 15% can be added to any single aptitude.

The base rating for every aptitude is as follows (where a Characteristic is referred to, the Adjustment is added except for Holding One's Breath which uses the full Characteristic):

Animal-Based Aptitudes:

5% + Agility + Intelligence

Primary

Animal Training P

Equestrian Skills P

Secondary

Driving (Equestrian) S +5%

Falconry S

Veterinary Skills S

Art: 5% + Agility

Primary

Art Culture P + Int

Secondary

Body Art S

Dancing S

Literature S + Int

Music S + Int

Painting S

Sculpture S

Art of War: 5% + Intelligence

Primary

Diplomacy P + Cha

Leadership P + Cha

Secondary

Architecture	S
Military Engineering	S
Phalanx Art	S + Cha
Strategy	S + Cha
War Chants	S

Cooking	S
Crafts	S
Jewellery	S
Mechanics	S
Pottery	S
Stone-Craft	S
Tanner Skills	S

Athletics: 5% + Agility

Primary

Climbing	P + 5%
Holding Ones	
Breath	P (End x 10 sec)
Jumping	P + 10%
Running	P + 10%
Swimming	P + 5%

Secondary

Acrobatics	S
Throwing	S + 10%

Crafts: 5% + Agility + Intelligence

Primary

Building/Fixing	P
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Secondary

Armourer	S
Blacksmith	S
Boat Building	S
Brewer Skills	S
Carpentry	S

Healing: 5% + Agility + Intelligence

Primary

First Aid	P
Healing	P

Secondary

Hypnosis	S + Cha
Surgery	S

Knowledge: 5% + Intelligence

Primary

Evaluation	P
History	P + 5%
Imperial Lore	P
Karnarcos Lore	P

Secondary

Astronomy	S
Cartography	S + 5%
Darkun Lore	S
Geology	S

Heraldry	S
Legends	S
Mathematics	S
Occult Arts	S
Philosophy	S
Physics	S

Linguistics: 5% + Intelligence

Primary

Memorisation	P	+ 25%
Reading	P	
Teaching	P+Cha	

Secondary

Calligraphy	S+Agility
Cryptography	S
Sign Language	S
Speed Reading	S

Magic & Cults: 5% + Intelligence

Primary

Cult Rituals	P+Cha
Meditation	P+Men Res

Secondary

Catalepsy	S+End
Mastering of Dreams	S+Men Res
Pagan Rites	S
Palaeography	S
Theology	S

Martial Skills

Primary

Ambidexterity	P	See related rule below**
Assassination	P	5% + Agil
Disarm	P	15% + Agil
Hand 2Hand Combat	P	40% + Agil
Mastered Weapon(s)	P	See related rule below*

Parry/Dodge	P	50% + Agil
Stun Techniques	P	20% + Agil

Secondary

Blind Fighting	S	15% + Perc
Blood Lust	S	5% + End
Lightening Draw	S	15% + Agil

Nature: 5% + Intelligence

Primary

Alchemy	P	
Botany	P	
Knowledge of Nature	P	+ 5%
Meteorology	P	
Survival	P	+ 5% + Agil
Tracking	P	+ 10%
Traps	P	+Agility

Secondary

Camouflage	S	+ 5%
Geography	S	+ 5%

Hunting/Fishing S + 5% + Agil
 Navigation S + 5%
 Orientation S
 Swamp Movement S + Agility

Subterfuge P
 Torture P + 5%
 (Un)tying Knots P + 10%

Social Skills: 5% + Intelligence +
 Charisma

Secondary
 Contortionism S
 Lock-Picking S
 Prestidigitation S
 Spying S + 10%

Primary

Eloquence P
 Empathy P + Essence
 Persuasion P

T&E: Intelligence Based: 5% +
 Intelligence

Secondary

Acting S
 Begging S
 Commerce S
 Etiquette S
 Gambling S
 Mind Games S
 Politics S
 Seduction S + Beauty

Primary

Corruption P + Charisma
 Detection of Hidden
 Mechanisms P + 5%
 Hiding Object P + 15%
 Investigation P
 Searching Object P + 15%
 Street-Wisdom P

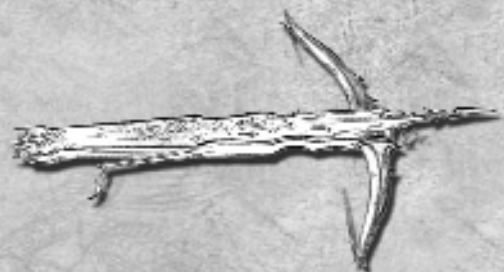
Theft & Espionage (T&E): Agility
 Based: 5% + Agility

Secondary

Deciphering S
 Falsification S
 Lip Reading S
 Poison Analysis S

Primary

Hiding Oneself P + 10%
 Pickpocket P
 Silent Movement P + 15%



Poison Creation S
 Ventriloquism S + Charisma

T&E: Charisma Based:

5% + Charisma

Secondary

Disguise S
 Intimidation S

T&E: Endurance Based: 10% +
 Endurance

Secondary

Resistance to Torture S

*Your base rating with Mastered Weapons is dependant on your class as follows:

Knight, Warrior, Tracker/Ranger, Thief/Assassin:

50% + Agility Adjustment

Druid, Warrior Priest, all Darkuns:

40% + Agility Adjustment

Mage/Sorcerer:

30% + Agility Adjustment

Also note that from this point forward all modifiers to Mastered Weapon apply to a specific weapon rather than all weapon types (e.g. Mastered Weapon (Broad Sword))

** Ambidexterity: It is possible for you to be naturally ambidextrous (which obviously affects your Ambidexterity aptitude). To find out whether you are right or left handed or ambidextrous roll 1D20 and 1D10. If these numbers are the same you are ambidextrous and your Ambidexterity aptitude is automatically 100% (35BP). If the D20 rolled higher you are right handed and if the D10 rolled higher you are left handed. If the two numbers are different but this difference is 10 or less your base aptitude for ambidexterity is as follows (BP can be used to purchase this):

1	Different: 50%	25 BP
2	Different: 45%	
3	Different: 40%	20 BP
4	Different: 35%	
5	Different: 30%	15 BP
6	Different: 25%	
7	Different: 20%	10 BP
8	Different: 15%	
9	Different: 10%	5 BP
10	Different: 5%	
11+	Different base ambidexterity counts.	

Racial adjustments to aptitudes are as follows:

Condorians

Animal-Based:

Animal Training +15%

Athletics Swimming +5%

Crafts:

Armourer +10%

Martial:

Blind Fighting +5%

Disarm +5%

Hand-2-H Combat +5%

Lightening Draw +5%

Mastered Weapon +5%

Theft & Esp:

(Un) tying knots +5%

Mandorians

Knowledge:

Astronomy +5%

Cartography +5%

Geology +5%

History +15%

Imperial Lore +5%

Karnarcos Lore +5%

Linguistics:

Memorisation +5%

Nature:

Alchemy +5%

Botany +5%

Geography +15%

Uldanians

Athletics:

Acrobatics +10%

Jumping +15%

Running +15%

Nature:

Swamp Movement +5%

Tracking +5%

Theft & Esp:

Hiding (object) +5%

Searching +5%

Spying +5%

Wood/Valley Elves

Animal-Based:

Animal Training +5%

Falconry +5%

Knowledge:

Cartography +5%

Martial:

Mastered Weapon (chosen Bow) +5%

Nature:

Geography +5%

Hunting & Fishing +15%

Tracking +5%

Theft & Esp:

Hiding (Oneself)	+10%
Silent Movement	+10%

Noble Elves**Animal-Based:**

Animal Training	+15%
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Art:

Art Culture	+10%
Music	+10%

Athletics:

Climbing	+10%
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Knowledge:

Evaluation	+5%
Heraldry	+5%
Imperial Lore	+10%

Crafts:

Blacksmithing	+5%
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Theft & Esp:

Silent Movement	+5%
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Northern Dwarves**Art of War:**

Architecture	+15%
Military Engineering	+5%

Athletics:

Climbing	+5%
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Crafts:

Armourer	+10%
Stone Craft	+15%

Knowledge:

Evaluation	+10%
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Martial:

Parry/Dodge	+5%
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Theft & Esp:

Hiding (Oneself)	+5%
Silent Movement	+5%

Darvanne Dwarves**Crafts:**

Armourer	+5%
Blacksmithing	+10%
Mechanics	+5%

Martial:

Blind Fighting	+10%
Parry/Dodge	+5%

Nature:

Camouflage	+5%
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Theft & Esp:

Hiding (Object)	+10%
Hiding (Oneself)	+10%
Silent Movement	+5%
Torture	+10%

Faldor**Animal-Based:**

Animal Training	+10%
Veterinary Skills	+5%

Magic & Cults:

Mastering of Dreams	+5%
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Martial:

Blind Fighting	+5%
Parry/Dodge	+10%

Theft & Esp:

Hiding (Object)	+10%
Hiding (Oneself)	+15%
Silent Movement	+15%
Spying	+5%

Nirkar

Healing:

Hypnosis	+5%
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Martial:

Blind Fighting	+5%
Parry/Dodge	+10%

Nature:

Orientation	+10%
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Theft & Esp:

Hiding (Object)	+10%
Hiding (Oneself)	+15%
Poison Creation	+5%
Silent Movement	+15%
Searching	+5%

Childhood Aptitudes:

Where your character grew up and what their parents taught them when they were young can also give them a bonus to certain aptitudes.

To determine where your character grew up roll 1D6 and consult the following table (or spend necessary BP):

1. Grew up on the coast: +25% to Swimming or Navigation 5 (BP)
2. Grew up on the plains: +30% to Equestrian Skills 8 (BP)
3. Grew up in the forest: +20% to Tracking 4 (BP)
4. Grew up in the mountains: +30% to Climbing 8 (BP)
5. Grew up as a nomad: +10% in Equestrian Skills or +10% in Driving (Equestrian) or +10% in Orientation: choose two 10 (BP)
6. Grew up in an urban environment: +10% in Commerce, +10% in Street Wisdom, +10% in Etiquette or +10% in Politics: choose two 15 (BP)

To determine what your character picked up from their parents or mentor roll 1D6 and consult the following table (only for random rolled characters, Points Based characters use BP to build this background):

1. +5% to Hand-to-Hand Combat
2. +5% to Mastered Weapon (need to specify the weapon)
3. +5% to Pick Pocket
4. +5% to Acrobatics
- 5-6. Orphaned - distribute 5% between any aptitude (including Martial ones)

Class adjustments to aptitudes are as follows:

Darkun/Adept-Base

Art:

Body Art +10%

Knowledge:

Darkun Lore +10%

Nature:

Alchemy +5%

Martial:

Assassination +10%

Hand-2-H Combat +10%

Parry/Dodge +5%

Theft & Esp:

Hiding Oneself +10%

Silent Movement +10%

Subclass Modifiers

Darkun

Martial:

Assassination +5%

Bonus-Redistribute +5%

Darkun Champion

Knowledge:

Darkun Lore +10%

Imperial Lore +15%

Druid-Base

Knowledge:

Astronomy +10%

Healing:

Healing +5%

Magic & Cults:

Meditation +10%

Occult Arts +5%

Nature:

Alchemy +15%

Botany +20%

Tracking +15%

Theft & Esp:

Hiding Oneself +10%

Subclass Modifiers

Alchemist

Knowledge:

Geology +10%

Physics +10%

Nature:

Alchemy +20%

Druid

Bonus to Redistribute (Nature) +10%

Druid-Priest

Theft & Esp:

Intimidation +5%

Torture +5%

Herborist

Knowledge:

Geology +10%

Nature:
 Botany +25%
 Geography +5%

Ritual-Master

Healing:
 Hypnosis +10%

Magic & Cults:
 Cult Rituals +10%
 Mastering of Dreams +10%
 Meditation +10%
 Pagan Rites +10%

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Animal-Based:
 Animal Training +5%
 Equestrian Skills +15%

Knowledge:
 Heraldry +5%

Squire

Animal-Based:
 Animal Training +5%
 Equestrian Skills +20%

Knowledge:
 Heraldry +5%

Martial:
 Mastered Weapon +5%

Shield-Bearer

Animal-Based:

Animal Training +5%
 Equestrian Skills +20%

Knowledge:

Heraldry +10%
 Imperial Lore +5%
 Karnarcos Lore +5%

Martial:

Mastered Weapon +5%

Knight

Animal-Based:

Animal Training +10%
 Equestrian Skills +35%

Art of War:

Leadership +5%
 Strategy +5%

Knowledge:

Heraldry +5%
 History/Geography +5%
 Legends +5%

Martial:

Mastered Weapon +5%
 Parry/Dodge +5%

Social Skills:

Persuasion +5%
 Bonus to Redistribute +5%

Mage/Sorcerer-Base

Healing:

Hypnosis +5%

Knowledge:

History/Geography +10%

Philosophy +5%

Linguistics:

Memorisation +10%

Reading +10%

Social Skills:

Empathy +15%

Theft & Esp:

Deciphering +5%

Bonus to Redistribute +5%

Subclass Modifiers

Elementalist

see Subclass Description

Enchanter

Social Skills:

Empathy +5%

Persuasion +5%

Theft & Esp:

Intimidation +5%

Necromage

see Subclass Description

Sorcerer

Bonus to Redistribute +5%

Thief/Assassin

Athletics:

Climbing +15%

Martial Skills:

Assassination +10%

Parry/Dodge +5%

Nature:

(Un) Setting Traps +5%

Social Skills:

Acting +5%

Theft & Esp:

Detection of Mech. +5%

Disguise +5%

Hiding Oneself +5%

Lock Picking +10%

Pick Pocket +15%

Silent Movement +10%

Street-Wisdom +5%

Subterfuge +5%

Subclass Modifiers

Thief:

Theft & Esp:

Lock-picking +5%

Pickpocket +5%

Assassin:

Martial:

Assassination +5%

Theft & Esp:

Subterfuge +5%

Thug:

Theft & Esp:

Intimidation +5%

Conman:

Social Skills:

Acting +5%

Commerce +5%

Eloquence +5%

Persuasion +5%

Black Marketeer:

Knowledge:

Mathematics +5%

Imperial Lore +5%

Karnarcos Lore +5%

Social Skills:

Persuasion +5%

Theft & Esp:

Falsification +10%

Poacher:

Nature:

Hunting/Fishing +5%

Bandit:

Martial:

Mastered Weapon +5%

Theft & Esp:

Intimidation +5%

Pirate:

Athletics:

Swimming +5%

Nature:

Navigation +5%

Theft & Esp:

Street Wisdom +5%

Tracker-Base

Animal-Based:

Animal Training +5%

Driving (Equestrian) +5%

Athletics:

Climbing +10%

Martial:

Parry/Dodge +5%

Nature:

Geography +5%

Hunting/Fishing +5%

Knowledge of Nature +10%

Orientation +5%

Survival +5%

Tracking +25%

Theft & Esp:

Detection of Mech. +5%

Hiding Oneself +10%

Silent Movement +15%

Subclass Modifiers

Hunter:

Nature:

Hunting/Fishing +5%

Traps +5%

Rogue:

Martial:

Hand-2-H Combat +5%

Nature:

Survival +5%

Saboteur:

Art of War:

Architecture +5%

Military Engineering +5%

Crafts:

Building/Fixing +5%

Knowledge:

Physics +5%

Scout:

Animal-Based:

Equestrian Skills +5%

Nature:

Tracking +5%

Orientation +5%

Theft & Esp:

Spying +5%

Sniper:

Martial:

Light Crossbow: +5%

Theft & Esp:

Spying +5%

Silent Movement +5%

Spy:

Theft & Esp:

Spying +10%

Subterfuge +5%

Investigation +5%

Steward:

Knowledge:

Legends +5%

Nature:

Knowledge of Nature +5%

Social Skills:

Politics +5%

Tracker:

Bonus for Redistribution (Nature) +10%

Warden:

No additional modifiers

Warrior-Base

Animal-Based:

Driving (Equestrian) +5%

Equestrian skills +10%

Athletics:

Throwing +10%

Crafts:

Armourer +10%

Martial:

Disarm +5%

Hand-2-H Combat +10%

Mastered Weapon +5%

Parry/Dodge +5%

Bonus to Redistribute +10%

Subclass Modifiers:**Adventurer:**

Bonus to Redistribute +5%

Archer:**Martial:**

Mastered Weapon (Short or Long bow) +5%

Barbarian:**Nature:**

Hunting/Fishing +5%

Body Guard:**Martial:**

Stun Techniques +5%

Lightening Draw +5%

Cavalryman:**Animal-Based:**

Equestrian Skills +20%

Guard:**Social Skills:**

Empathy +5%

Mercenary:**Social Skills**

Commerce +5%

Theft & Esp:

Intimidation +5%

Militia:

no modifiers

Raider:**Martial:**

Mastered Weapon

(Throwing weapon of choice) +5%

Ruffian:

no modifiers

Skirmisher:**Martial:**

Mastered Weapon

(Melee-weapon of choice) +5%

Soldier:**Knowledge:**

Heraldry +5%

Martial:

Mastered Weapon +5%

Swashbuckler:

Martial:

Mastered Weapon	+5%
Blind Fighting	+5%
Disarm	+5%

Temple Blade:

Knowledge:

Darkun Lore	+5%
Imperial Lore	+5%

Magic & Cults:

Cult Rituals	+10%
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Warrior Priest-Adept (Base)

Healing:

First Aid	+10%
Healing	+5%

Magic & Cults:

Cult Rituals	+5%
Occult Arts	+5%

Martial:

Hand-2-H Combat	+10%
Parry/Dodge	+5%

Nature:

Alchemy	+15%
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Social Skills:

Persuasion	+10%
Bonus-Redistribute	+20%

Subclass Modifiers

Healer:

Healing:

First Aid	+5%
Healing	+5%
Surgery	+5%

Preacher:

Art of War:

Leadership	+5%
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Magic & Cults:

Cult Rituals	+10%
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Spiritual Slayer:

Magic & Cults:

Cult Rituals	+10%
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Martial:

Assassination	+5%
Mastered Weapon (must be temple's weapon)	+5%

Templedot:

Knowledge:

Darkun Lore	+5%
Imperial Lore	+5%

Magic & Cults:

Cult Rituals	+5%
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Warrior-Priest:

Magic & Cults:

Cult Rituals	+5%
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Martial:

Mastered Weapon

(must be temple's weapon: see Chapter 5)
+5%

Note the Bonus to Redistribute or BP cannot be applied to any Primary Martial Aptitudes and no more than 15% can be added to any single aptitude.

8. Determine your Character's Psychological Traits, Alignment and Cult, Faction, Order etc.

Refer to Page 142

9. Determine your equipment

Depending on your class you will receive a certain amount of money that can be used to purchase your initial equipment from the items listed in this Rulebook. Your starting money is determined as follows:

Knight:	1D12 x 10 GC
Darkun:	1D4 x 10 GC
Druid:	1D6 x 10 GC
Warrior:	1D10 x 10 GC
Mage/Sorcerer:	1D4 x 10 GC
Ranger:	1D8 x 10 GC
Warrior Priest:	1D6 x 10 GC
Thief/Assassin:	1D8 x 10 GC

It is also possible you have an inheritance (Page 143), which can be determined by consulting the Expanded Character

Section further on in this Chapter (optional rule).

10. Equip your character with weapons, armour and equipment:

Note the Armour %, its absorption dice and modify detailed in Section 3.2.1.6.

11. Calculate Parry/Dodge accordingly taking into consideration the armour worn and a potential shield:

See Section 3.2.1.6.

12. Prepare your Personal History

The MT must give his or her permission to validate background stories. The additional pages of Expanded Background have been provided for this purpose.

13. Determine whether the character possesses elemental powers or special faculties (Optional Rules)

See Section 2.11 for more information on this.

14. Choose a name for your character