

Creating a Character

The first step in creating a character is to get your inspiration. The rules herein should offer several options to allow you to mold and build your character into the archetype that you envision, as the vision is the most important thing.

Perhaps you're inspired by a fictional character, or a miniature you saw, or perhaps a persona of your own design. Doesn't matter where it comes from, as long as it is a character that you think you'll have fun playing.

At first it may seem daunting to see just how many rules and figures and categories there are in a character sheet, but don't fear; it will all come to you soon enough with experience. The provided walkthrough will also help.

Let's look at Alex, who is creating their very first character, and is anxious to get started on adventure. Alex sits down with this book, a character sheet (or any piece of paper large enough), pencil, and dice. So many different characters flash through Alex's mind: an elven warrior with dashing good looks and a penchant for good food and wine? A human wizard as if Santa Claus had a sudden fascination with casting fireballs?

After giving it some thought, Alex always had an admiration and fascination with the sailors of Carthage. Alex's maternal side has been Tunisian for as long as anyone could remember, so Alex likes to believe they have ties to the Carthaginian Empire, and felt creating a sailor warrior as a character would be extremely fun to play.

That's the hardest part of creating a character; the rest is simple bookkeeping, and Alex dived right in. Alex named their character "Faridah" and moved on to generating their ability scores.

Generating Ability Scores

There are four methods to generate your character's ability scores: point buy, array, 3d6 twelve times, or 4d6 drop the lowest six times.

Point Buy

Start with a pool of 27 available points in which you can spend towards ability scores, and start each ability score with a base value of 8. For each point

you raise an ability score by, deduct an appropriate number of points in accordance with the below table. No ability score can be raised above 15 in this method.

Ability Score	Point cost
9-13	1 point for each point raised
14-15	2 points for each point 14 or higher

For example, raising an ability from 8 to 13 would cost 5 total points from your available pool, and raising an ability from 8 to 15 would cost 9 total points from your available pool.

Standard Array

Rather than do the math of a point buy system, or if you're in a hurry, you can use the standard array method. These are predetermined values that you may assign in any order you choose to your ability scores. These values are: 15, 14, 13, 12, 10, 8.

3d6 Twelve Times

The oldest and original method is to roll 3d6. Originally you would roll 3d6 and tally the result for each ability score in order of how the ability scores are presented. Feel free to use this method if you want a true old school method, but this is by far the most challenging. It also might not be the most fun, as since you don't choose which ability is assigned each score, you may end up with your warrior with a low strength and higher intelligence. Not unplayable by any means, and in fact may be fun, but generally most players might not prefer this.

Instead, with this method roll 3d6 and tally the results, doing this twelve times for a total of twelve scores. Then assign the best six scores in any order you choose.

4d6 Drop Lowest

Possibly the most common method of ability score generation, you would roll 4d6, drop the lowest value, and tally the remaining three. You would repeat for a total of six scores. Then assign them in any order you choose.



While tempting to risk it, Alex decides to go with the standard array method. They assign the values as follows:

Strength: 15
 Intelligence: 12
 Wisdom: 10
 Dexterity: 14
 Constitution: 13
 Charisma: 8

These values align with their vision of Faridah being strong, agile, yet not very charismatic being a foul mouthed sailor.

Ancestry

Next you must choose your ancestry. Core ancestries included in this book are human, elf, dwarf, halfling, and gnome. Each of these will be described in the *Ancestry* section of the book.

After looking at the various ancestries, Alex decides to go with a human, and notes down the abilities and features that the human ancestry grants, and selects the coastal and nomadic heritages. They choose a +1 bonus to constitution, and note the traits from those heritages.

Class

You must also choose your class at this point. Several options are presented, which are described in further detail under the *Class* section.

Going along with the warrior theme for Faridah, Alex chooses fighter as their class. They note all the features of the class, including starting HP and money, as well as noting Saving Throws and the bonus to attack rolls. Alex also chooses to increase Faridah's strength score by 1.

OPTIONAL CLASS RULE: Each class will have a hit die type in which you determine your hit points. For example, a 1st level fighter would roll 1d10 and assign the result as their starting hit points (adjusting for any constitution modifiers as applicable). As an optional rule, you may forgo this for first level only, instead starting at maximum hit points for that class type. In this case, you would start with the full 10 hit points at first level, and then roll for hit points at every level thereafter.

Equipment

Once starting money is determined, go to the *Equipment* section and choose the appropriate gear that you want for your character. Keep in mind which items your character can use, based on class.

Keeping true to their theme, Alex decides to arm Faridah with lighter more mobile armor (studded leather), a shield, a cutlass, light crossbow, dagger, and adventuring gear. Alex notes their character sheet with final values for quick and easy reference.

You're all ready go to! Explore dungeons, meet interesting and outlandish monsters, then defeat them and take their stuff!



NAME: Faridah




CLASS: Fighter ANCESTRY: Human

LEVEL: 1 ALIGNMENT: Neutral

HERITAGE: coastal, nomadic

MOVEMENT: 35 EXPERIENCE POINTS: 0



CHARACTER ABILITIES

hold breath twice as long
+5 navigation checks

STR 16 TH: +2
DMG: +2
CC: 200

INT 12 L: 2
MSPL: 7
MSL: 5

WIS 10 ST ADJ: 0
SF: 75%
PER: 0

DEX 15 INIT ADJ: +1
AGILE ADJ: +1

CON 14 HP ADJ: +1
SS: 97%
RS: 94%

CHA 8 MAX HP: 3
MORALE ADJ: 1

ATTACK TYPE: cutlass
To HIT: +3 DMG: 1d8+3 RNG: 5ft

ATTACK TYPE: light crossbow
To HIT: +2 DMG: 1d8+2 RNG: 100ft

ATTACK TYPE: _____
To HIT: _____ DMG: _____ RNG: _____

ATTACK TYPE: _____
To HIT: _____ DMG: _____ RNG: _____

ARMOR CLASS

74




HP MAX 77

CURRENT HP 77


SAVING THROWS

- 16 REFLEX
- 13 POISON/VENOM/DISEASE
- 15 CREATURE ABILITY
- 17 MAGIC ITEM/SPELL




EQUIPMENT

- studded leather armor
- shield
- hooded cloak
- 50ft rope
- tinder box



- 2 medical kits
- 7 days rations
- backpack
- 2 waterskins
- 2 flasks/oil
- whetstone
- 6 torches



13 GP

5 SP

CP

EP

PP

