

FANTASY EXPRESS CHARACTER GENERATION EXAMPLE



FIREHAWK GAMES

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Warning

This Character Generation Example was created using version 0.27 of the *Fantasy Express Open Beta* rules.

There is a slight chance that a future update to the rules may change some of the details of what is included in there. Regardless, minor detail changes do not invalidate the overall processes and steps that used to create characters, as those remain the same.

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CHARACTER GENERATION EXAMPLE



INTRODUCTION

In this example, we will be working through the process of creating a character, and taking you through this step by step, while following the Character Creation Checklist on page 11 of *Fantasy Express*. As we go through this, we will also go over my own thought processes and discuss the decisions that we make as well.

One thing that many people think is that they must follow the steps in the specific order given. This is not true. The steps are listed in the order that they are because that is how they sections of the book are laid out, not because of any specific requirement that they be followed in that order.

Personally, I tend to jump back and forth from section to section as I make my characters, but for our example here, we will attempt to keep that to a minimum.

As we go through this process, we will also provide screenshots from the character sheet as we fill it in. Then at the end of this PDF, we will include the completed character using the *Pregenerated Character* format used in the Quickstart Modules.

In fact, we will do this twice. Once for a character who does not cast spells, and once for one who does cast spells. This way you can then see and contrast the differences.

It is also expected that you have a copy of *Fantasy Express* so that you can look at the full entries of everything that we discuss here.

STEP 1: CHARACTER CONCEPTS

As always, our first step in creating a character will be to decide what type of character we are creating.

Since we am planning on creating both a spellcaster and a non-caster, I decide to take a little inspiration from some literature that I enjoyed in my younger days, and make them twin brothers. One will be an arms user and the other a spell user. This will be about as far as I am planning on taking the homage of these literary characters.

Since we do not have any Asgerdi among the pregenerated characters in the Quickstart Modules, both of the characters we make in this PDF will be Asgerdi. In our setting of Anwyn, the Asgerdi are known as the Risi. One will be a *Trooper/Rogue* and the other will be a full *Cleric of Belnos (Envoy)*.

Note: *If you get those modules after this PDF has been released, the Pregens in the modules will have these characters, as I am planning on adding them.*

Since we already know what Race we want for the characters, we are going to take some of the other steps slightly out of order. And in some of the steps, we may postpone different aspects of them until later, so that we am essentially grouping things together to avoid a lot of flipping back and forth in the rules as we create the characters.

We will start off with Ghyrn, the *Trooper/Rogue* character, and then do Gylor, the *Cleric* afterwards.

STEPS 2 & 3: STATS & RACE

Since we already know that Ghyrn is going to be an Asgerdi Trooper/Rogue, we will first put his Racial Stat information into the character sheet before we do his stats. We fill in his Racial Stat Modifiers, as well as all the other stat information on the character sheet.

Since we know the character will be a Trooper/Rogue, we know that Dex will be important to him, as that is what is used to figure his Defensive Modifier (DM). So, we want to place the best stat there, since he gets a racial penalty to his Dex.

We are going to go with the Point Buy method of Stat Generation. This gives us 14 points to spread across his stats, with no stat receiving more than a +4. Since he get bonuses in both Brawn and Stamina, we only put a 1 in each of those, and then a 4 in Dex since he gets a minus there, and we split the remaining 8 points between the other 4 stats equally.

Stats	TOTAL	=	BASE	+	RACE	+	SPECIAL
Brawn (Br)	4	=	1	+	3	+	
Dexterity (Dx)	3	=	4	+	-1	+	
Stamina (St)	3	=	1	+	2	+	
Wits (Ws)	2	=	2	+	0	+	
Insight (In)	2	=	2	+	0	+	
Charisma (Ch)	2	=	2	+	0	+	
Resolve (Re)	2	=	2	+	0	+	

We then total his stats for now as well. This gives us a good starting point for the character.

STEP 4: CULTURE

Next up is to determine the Culture for the character. Looking back at our Racial Description, we see that the most common Cultures for our Asgerdi are High Ranges, Hillock, or Rural.

This makes a lot of sense since the Asgerdi come from Nythm, which is a long, hilly valley in the Tir Caledi region of Anwyn.

Nythm only has two large towns, or possibly small cities. Na-Rukag and Mirrhyc, located at either end of Nythm.

We are going to say that the character is from a smaller village in the hills to the northeast of Na-Rukag, close to the edge of the mountains.

For the character, this means that *High Ranges* will work for his Culture, and that is what I select.

This means that my next step is to write in the skills the character receives from his Culture and how many ranks he get in each of those skills.

We also rolled 1d10 and got a 8, so our character gets 8 bronze pieces added in the Treasure section of the character sheet.

Skills	Ranks	Culture	Vocation	Stat	Special	Item	Total
Armor	DPs per Lvl					Unspent DPs	
Armor		1					
Combat	DPs per Lvl					Unspent DPs	
Blades		1					
Brawl		1					
Polearms		1					
Ranged		1					
Adventuring	DPs per Lvl					Unspent DPs	
Athletics		1					
Hunting		2					
Nature		2					
Wandering		1					
Roguary	DPs per Lvl					Unspent DPs	
Perception		1					
Stealth		1					
Knowledge	DPs per Lvl					Unspent DPs	
Crafts (Herding)		2					
Cultures		1					
Healing		1					
Lore		2					
Body	DPs per Lvl					Unspent DPs	
Body		1					

STEP 5: VOCATION

Our next step is to choose his two Vocational Kits. For this character, we have already decided that he will be a Trooper/Rogue.

Before we list the Development Points and skill ranks gained by his first Vocational Kit, we list the Standard Equipment in the Equipment section of the character sheets. We also roll a 10 on a 1d10, so we add that 10 to the base of 5 bronze pieces and the 8 gained from his Culture, giving him a total of 23 bp.

So, we record his Vocational Kits in the Vocational Kits section under the stats, and then add the appropriate ranks to the skill section. First we will do the Trooper.

VOCATIONAL KIT: TROOPER

As you can see, we added the Development Points at the top of each section and then listed the skill ranks for each skill gained in the Vocational Kit. These are added to the left side of the pipe divider in the Vocation column.

Skills	Ranks	Culture	Vocation	Stat	Special	Item	Total
Armor	DPs per Lvl	1	1			Unspent DPs	
Armor		1					
Combat	DPs per Lvl	3	2			Unspent DPs	
Blades		1					
Brawl		1					
Polearms		1	2				
Ranged		1					
Blunt			2				
Adventuring	DPs per Lvl	3	2			Unspent DPs	
Athletics		1	1				
Hunting		2					
Nature		2	1				
Wandering		1	1				
Cooking			1				
Ride			1				
Roguary	DPs per Lvl	1	3			Unspent DPs	
Perception		1	1				
Stealth		1					
Acrobatics			1				
Deceive							
Gimmickry							
Knowledge	DPs per Lvl	1	1			Unspent DPs	
Crafts (Herding)		2					
Cultures		1	1				
Healing		1	1				
Lore		2	1				
Appraisal							
Body	DPs per Lvl	1	1			Unspent DPs	
Body		1	1				

Next up, we have to choose a Special Skill. For this character, we are going to choose *Weapon Focus* for the Quarterstaff.

And we get to choose 2 items from the Starting Equipment section of the Vocational Kit description. We are going to choose a Padded Gambeson and 1 Polearm of choice, in this case the Quarterstaff, obviously, since we have *Weapon Focus* for it.

Next up, we record our second Vocational Kit.

VOCATIONAL KIT: ROGUE

As you can see, I have added the Development Points to the top of each section and added the skill ranks to right of the pipe divider in the Vocation column.

Skills	Ranks	Culture	Vocation	Stat	Special	Item	Total
Armor	DPs per Lvl	1	1			Unspent DPs	
Armor		1					
Combat	DPs per Lvl	3	2			Unspent DPs	
Blades		1					
Brawl		1	1				
Polearms		1	2				
Ranged		1					
Blunt			2				
Adventuring	DPs per Lvl	3	2			Unspent DPs	
Athletics		1	1				
Hunting		2					
Nature		2	1				
Wandering		1	1				
Cooking			1				
Ride			1				
Roguary	DPs per Lvl	1	3			Unspent DPs	
Perception		1	1				
Stealth		1					
Acrobatics			1				
Deceive							
Gimmickry							
Knowledge	DPs per Lvl	1	1			Unspent DPs	
Crafts (Herding)		2					
Cultures		1	1				
Healing		1	1				
Lore		2	1				
Appraisal							
Body	DPs per Lvl	1	1			Unspent DPs	
Body		1	1				

For our Special Skill, we choose *Alertness*, which grants him a +2 on Perception rolls when making an Assessment roll during Combat. This also makes Perception rolls while sleeping a Standard roll rather than a *Hard* roll it is for most people.

For equipment, we choose a Long Bow, which comes with a quiver of 12 arrows, and Padded Armor Pants to go along with his Padded Gambeson. We record all of this on the character sheet as well.

Item & Description	Location
Standard Pack (50' Superior Roe, 1 canvas sack, 2 weeks iron rations,	backpack
1 small steel mirror, 1 waterskin of water, 1 flask of oil, 1 small lantern,	backpack
1 set of Flint & Steel, 1 bedroll)	backpack
At Belt Items (equipment belt, 2 belt pouches, dagger & scabbard)	worn/belt
Clothing (2 sets, 1 cloak, 1 set soft leather boots)	worn/backpack
Padded Gambeson (Mv Pen: -2, AR: B5/S2/P2/E2, Cold(2), Flammable)	worn
Quarterstaff (12b, Martial, Swift)	carried
Long Bow (12p, Rng: 115, Load(1), quiver with 12 arrows)	carried/belt
Padded Pants (Mv Pen: -2, AR: B2/S1/P1/E1, Cold(1), Flammable)	worn

The next item in the **Choose Vocation** step is for us to spend the character's Development Points on skills. We won't be doing the totals at this time, just purchasing skill ranks. We will do the totals in the **Finishing Touches** step.

When spending his Development Points, we get 1 skill rank for each point put into the skill, since none of the skills has 10 or more ranks. Additionally, since we are building a first level character, we are allowed to purchase no more than 2 ranks, not counting Cultural or Vocational ranks, in any skill.

Since we are purchasing ranks, we are also going to check to see what stat is used for each skill and will add the stat values to the stat column as well.

PURCHASED RANKS

Skills	Ranks	Culture	Vocation	Stat	Special	Item	Total
Armor	DPs per Lvl		1 1		Unspent DPs		
Armor	2	1		4			
Combat	DPs per Lvl		3 2		Unspent DPs		
Blades		1		4			
Brawl	1	1	1	4			
Polearms	1	1	2 1	4			
Ranged	1	1		3			
Blunt	2		2	4			

Adventuring	DPs per Lvl		3 2		Unspent DPs		
Athletics	1	1	1 1	4			
Hunting	1	2	1	2			
Nature	1	2	1 1	2			
Wandering	1	1	1 1	2			
Cooking	1		1	2			
Ride			1 1	3			

Roguary	DPs per Lvl		1 3		Unspent DPs		
Perception	1	1	1 1	2			
Stealth	1	1	1	3			
Acrobatics	1		1 1	3			
Deceive			1	2			
Gimmickry	1		1	2			

Knowledge	DPs per Lvl		1 1		Unspent DPs		
Crafts (Herding)		2		2			
Cultures	1	1	1 1	2			
Healing		1	1	2			
Lore		2	1	2			
Appraisal	1		1	2			

Body	DPs per Lvl		1 1		Unspent DPs		
Body	2	1	1 1	3			

STEP 6: BACKGROUNDS

For our next step, we need to spend the character's Background Points, to thus give the character more flavor.

We have 3 Background Points to spend, and we have to now look through our list of possible *Gifts* and decide which fit the character's concept.

First up, we want to make sure the character is not as hindered when using his off-hand, so we spend 1 Background Point on **Ambidexterity**, which reduces the off-hand penalty from -4 to -2.

Since the two brothers are twins, we are also going to give them both, the 1 point Gift, **Unbreakable Bond**. This means that the character gets a +2 to any rolls intended to *Help* his brother. And he will also know when his brother is in danger, regardless of distance or if he can see him or not.

For his final Background Point, we are going to spend it on **Unorthodox Education**. This gives him a +2 bonus to any one skill that does not receive any Vocational ranks. We will apply this bonus to the *Blunt* skill.

Background/Abilities:
Long Reach (Longest weapons have Reach; weapons treated one step bigger); Imposing (+2 to intimidation; -2 to Stealth);
Ambidexterity (1 BP - Off-hand penalty reduced from -4 to -2);
Unbreakable Bond (+2 to Help bonded character, always know if they are in danger)
Unorthodox Education (+2 bonus to 1 skill that has no Vocational Ranks: Blunt)

STEP 7: WEALTH & EQUIPMENT

As determined in earlier Steps, Culture & Vocations, Ghyrn has a total of 23 bronze pieces and a bunch of starting equipment gained from his Vocations.

Now, we decide if we want to spend that money and what we want to spend it on. The character decides that he wants to get both a Baton (3 bp) and a Hatchet (1 sp) as the Hatchet can also be thrown. He also also purchases a Leather Skullcap (24 cp) to protect his head.

This leaves us with 7 bronze pieces and 6 copper pieces, and his final equipment list is as follows:

EQUIPMENT	
Item & Description	Location
Standard Pack (50' Superior Roe, 1 canvas sack, 2 weeks iron rations,	backpack
1 small steel mirror, 1 waterskin of water, 1 flask of oil, 1 small lantern,	backpack
1 set of Flint & Steel, 1 bedroll)	backpack
At Belt Items (equipment belt, 2 belt pouches, dagger & scabbard)	worn/belt
Clothing (2 sets, 1 cloak, 1 set soft leather boots)	worn/backpack
Padded Gambeson (Mv Pen: -2, AR: B5/S2/P2/E2, Cold (2), Flammable)	worn
Quarterstaff (12b, Martial, Swift)	carried
Long Bow (12p, Rng: 115, Load (1), quiver with 12 arrows)	carried/belt
Padded Pants (Mv Pen: -2, AR: B2/S1/P1/E1, Cold (1), Flammable)	worn
Baton (7b, Agile, Backstab, Swift)	belt
Hatchet (5b/7s, Rng: 15, Agile, Swift)	belt
Leather Skullcap (B1/S1/P1/E0)	worn

STEP 8: FINISHING TOUCHES

Now that we have completed all of the previous touches, it is time to finish things up.

Base Move: The character has a base of 20' per round. Being an Asgerdi gives him a +5 to this and we add his Dexterity stat as well. This gives him a total Base Move of 28 feet per round.

Hit Points: To figure his starting Hit Points, we take his *Body* skill total (8) and multiply it by his *Hits Multiplier* (2), which gives a total of 16. We add this to his *Base Hits* of 25, and that gives a *Total Hit Points* of 41 Hit Points. Ghyrn's *Racial Max Hits* of 175 is added to double his *Stamina* (3), to give him a personal *Max Hit Points* of 181.

Saving Throws: There are 3 different types of Saving Throws. The total bonus for them is equal to 7 + *Racial Bonus* + *Level* + *Stat*. As you can see in the image below, that gives Ghyrn some decent Saves to start with.

Total Hit Points: <input type="text" value="41"/> <small>Hit</small>	<input type="text" value="41"/> <small>Max</small>
Total Mana Points: <input type="text" value="0"/> <small>Hit</small>	<input type="text" value="0"/> <small>Max</small>
Hits Multiplier (Hits x): <input type="text" value="2"/>	Racial Max Hits: <input type="text" value="175"/>
Hit Points $41 = (8 \times 2) + 25$	
Max Hits $181 = \text{Racial Max} + 2 \times \text{Stamina}$	
Mana Points $0 = (0 \times 2) + 0 + 0$	
SAVING THROWS	
Toughness: $15 = 7 + 4 + 1 + 3 + \text{Special}$	
Reflexes: $11 = 7 + 0 + 1 + 3 + \text{Special}$	
Will: $10 = 7 + 0 + 1 + 2 + \text{Special}$	

Passions: Next up, we want to fill in his Passions, if we have not yet done so yet. These are basically just a couple of small sentences that describe his *Motivation*, general *Nature*, and his basic *Allegiances*. These sentences work towards giving a general idea on how the character will react in different situations. They are not a hard and fast ruling on his actions, just his basic inclinations.

Drive Points: Every character starts with 2 Drive points, you will want to mark these off as well.

Motivation: Ghyrn's primary goal is to protect and aid his twin brother
Nature: Ghyrn is protective of others, always willing to lend a hand.
Allegiances: Utterly loyal to Gylor, then to his other friends.
DRIVE POINTS: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Description: We will now fill in his Height, Weight, and other elements of his description.

Height: <input type="text" value="7' 3"/>	Hair: <input type="text" value="Blonde"/>
Weight: <input type="text" value="415 lbs"/>	Age: <input type="text" value="30"/>
Eye Color: <input type="text" value="Blue"/>	Sex: <input type="text" value="Male"/>

Defensive Information: This is where we figure the character's Defensive Modifier (DM) and his Armor Ratings.

DM: <input type="text" value="3"/>	Armor Ratings: Blunt: <input type="text" value="8"/> Slash: <input type="text" value="4"/> Pierce: <input type="text" value="4"/> Elem: <input type="text" value="4"/> SLs: <input type="text" value="0"/>										
ARMOR & DEFENSE	Per Pen	Mv Pen	AB Pen	Def Mod	Armor Ratings						
Base DM (Dex: <input type="text" value="3"/> + Df Mod: <input type="text" value="3"/>)					B	S	P	E	SL		
Armor <small>Padded Gambeson</small>		-2			5	2	2	2	2	0	
Helm <small>Leather Skullcap</small>					1	1	1	1	1	0	
Bracers											
Greaves <small>Padded Pants</small>		-2			2	1	1	1	1	0	
Shield											
Misc											
Misc											
Totals		-4		3	8	4	4	4	4	0	

Skill Bonuses: Next, we tally up all of his skill bonuses. If you are using the 3 page character sheet, this is also when you fill out the *Attack Information* section, which is important if you have *Weapon Focus* for a weapon. Since the Armor skill bonus is greater than the total *Move Penalty*, we do not apply it to any skills. I also had to add *Intimidation* since I forgot that I received a Racial bonus for it, and that bonus and his Stat cancels out the -4 an unknown skill gets.

Skills	Ranks	Culture	Vocation	Stat	Special	Item	Total
Armor	DPs per Lvl			1	1	Unspent DPs	
Armor	2	1				4	7
Combat	DPs per Lvl			3	2	Unspent DPs	
Blades		1				4	5
Brawl	1	1		1		4	7
Polearms	1	1	2	1		4	9
Ranged	1	1				3	5
Blunt	2		2			4	10
Intimidation						2	-4

Adventuring	Ranks	Culture	Vocation	Stat	Special	Item	Total
Adventuring	DPs per Lvl			3	2	Unspent DPs	
Athletics	1	1	1	1		4	8
Hunting	1	2		1		2	6
Nature	1	2	1	1		2	7
Wandering	1	1	1	1		2	6
Cooking	1		1			2	4
Ride	1		1	1		3	6

Roguary	Ranks	Culture	Vocation	Stat	Special	Item	Total
Roguary	DPs per Lvl			1	3	Unspent DPs	
Perception	1	1	1	1		2	6
Stealth	1	1		1		3	-2
Acrobatics	1		1	1		3	6
Deceive				1		2	3
Gimmickry	1			1		2	4

Knowledge	Ranks	Culture	Vocation	Stat	Special	Item	Total
Knowledge	DPs per Lvl			1	1	Unspent DPs	
Crafts	1	2				2	5
Cultures		1	1	1		2	5
Healing		1	1			2	4
Lore		2	1			2	5

Body	Ranks	Culture	Vocation	Stat	Special	Item	Total
Body	DPs per Lvl			1	1	Unspent DPs	
Body	2	1	1	1		3	8

Languages: While the Asgerid get 3 ranks in Spoken and Written Varni, their native language, they also get 3 ranks in Spoken Æglits. They also get 4 ranks to place how they want. We decide to place 2 in Spoken Gaelsh and 2 in Spoken Zabon.

Experience: Since characters require 10 *Experience Points (XP)* to be first level, we give the character 10 XP.

We then make one last check and fill in any missing bits and he are ready to go.

STEP 1: CHARACTER CONCEPTS

As discussed earlier, our first character's twin brother will be a *Cleric of Belnos*. This means that we will be making the character an Envoy/Envoy for his Vocations. And since we just completed his twin, we know that he will be an Asgerdi from a High Ranges culture.

Knowing all this gives us a bit of a leg up in creating this character, but there will be other things we have to deal with later on as well.

For the most part, I will streamline this as much as I can, so that I can fill in the extra bits later on.

STEPS 2 & 3: STATS & RACE

Since we already know that Gylor is going to be an Asgerdi T'Envoy/ Envoy (a *Cleric of Belnos*), we will first put his Racial Stat information into the character sheet before we do his stats. We start by filling in his Racial Stat Modifiers, as well as all the other stat and racial information on the character sheet.

Since we know that Gylor will be a Priest of Belnos (Envoy/Envoy), we know that his Insight stat will be important. So, we start by giving him 4 points in Insight. We then give zero in Brawn, and 3 in Dexterity, so that we have at least 2 points in it once we total things up. We then give 1 point to Stamina so that the total matches his Brawn, and 2 points each to the remaining two stats

We then total his stats for now as well. This gives us a good starting point for the character.

Stats	TOTAL	=	BASE	+	RACE	+	SPECIAL
Brawn (Br)	3	=	0	+	3	+	
Dexterity (Dx)	2	=	3	+	-1	+	
Stamina (St)	3	=	1	+	2	+	
Wits (Ws)	2	=	2	+	0	+	
Insight (In)	4	=	4	+	0	+	
Charisma (Ch)	2	=	2	+	0	+	
Resolve (Re)	2	=	2	+	0	+	

STEPS 4 & 5: CULTURE & VOCATIONS

Next up, since we already know what his Culture will be and that both of his Vocational Kits will be the same one, we will go ahead and fill in all the ranks for them all at once, as well as add the stats to the Stat column.

This time, we also remembered to put the character's modifiers for *Intimidation* and *Stealth*, from his Racial Ability of *Imposing*, on the character sheet right away. This gives us the following:

Skills	Ranks	Culture	Vocation	Stat	Special	Item	Total
Armor	DPs per Lvl		0	0	Unspent DPs		
Armor		1			3		
Combat	DPs per Lvl		1	1	Unspent DPs		
Intimidation					2	2	
Blades		1			3		
Brawl		1	1	1	3		
Polearms		1			3		
Ranged		1			2		

Adventuring	Ranks	Culture	Vocation	Stat	Special	Item	Total
Adventuring	DPs per Lvl		1	1	Unspent DPs		
Athletics		1			3		
Hunting		2			2		
Nature		2			4		
Wandering		1			4		
Ride			1	1	2		

Roguary	Ranks	Culture	Vocation	Stat	Special	Item	Total
Roguary	DPs per Lvl		1	1	Unspent DPs		
Stealth		1			2	-2	
Perception		1	1	1	4		

Knowledge	Ranks	Culture	Vocation	Stat	Special	Item	Total
Knowledge	DPs per Lvl		2	2	Unspent DPs		
Crafts (Woodcarving)		2			4		
Cultures		1	1	1	2		
Healing		1	1	1	4		
Lore		2	1	1	2		
Arcana			2	2	4		
Influence			2	2	2		

Body	Ranks	Culture	Vocation	Stat	Special	Item	Total
Body	DPs per Lvl		1	1	Unspent DPs		
Body		1			3		
Mana	DPs per Lvl		1	1	Unspent DPs		
Mana					4		

Spellcraft	Ranks	Culture	Vocation	Stat	Special	Item	Total
Spellcraft	DPs per Lvl		3	3	Unspent DPs		
Armor of Faith			1	1	4		
Divine Light			1	1	4		
Faith Healing			1		4		
Holy Blast			1	1	4		
Holy Detections				1	4		
Holy Symbol			1	1	4		

As you can see here, Spells are treated as skills as well. Each instance of the Envoy Vocational Kit gives the character one rank in each of 5 Spells of the player's choice. Since Gylor is also a spell user, he also knows a number of Cantrips as well, so we will need to select them as well. As per the guidelines found in *Fantasy Express*, p. 141, Gylor will know 10 Cantrips. They will be listed with the character at the end of this document.

Now before we move to purchasing skill ranks, we want to first select Gylor's *Special Skills* and then our equipment from the choices available.

For the Special Skills, we select *Arcane Scholar* and *Piety*. Arcane Scholar gives him a +1 bonus to all known spells, and 1 extra point of Mana per level. Piety gives him the ability to make a *Perception* roll to notice phenomena (beings, spells, etc.) related to other planes.

As for starting equipment, Gylor chooses Spellbook, Padded Armor, a Parrying Dagger and a Baton.

For starting money, Gylor gets 5+ 1d10 bp from his Vocations, and another 1d10 bp from his Culutre. We roll a 10 on 1 die and an 8 on the other. This gives us 23 bp in total.

PURCHASED RANKS

We are actually going to postpone this step until we have purchased Backgrounds because there are a number of Backgrounds that can affect the total bonuses for spells.

STEP 6: BACKGROUNDS

For our next step, we need to spend the character's Background Points, to thus give the character more flavor.

We have 3 Background Points to spend, and we have to now look through our list of possible backgrounds and decide which fit the character's concept.

Looking through the *Gifts*, I find two that really fit the concept that we have for this character very well, but to get them both, we would need to also take 3 points of *Drawbacks* as well.

So, we choose the following Drawbacks which cost -1 Background Point (BP) each, giving us a total of 6 BP to spend:

Blood Guilt (-1 BP): The character experiences severe guilt (-4 to all actions for 2d10 days) if he causes the death or injury of a member of any sentient race. This occurs starting right after whatever combat or situation that causes the character to hurt or kill another is ended.

Chivalrous (-1 BP): The character will always fight in a chivalrous manner, meaning that they will always give sentient foes the initiative on the first round of combat. They will never fight from horseback if their foe is on foot, and they will always allow a foe to pick up their weapon if they drop it. If asked for it, they will always grant quarter, accepting the surrender of the foe and always treating them honorably.

Terrible Fearlessness (-1 BP): When present with a situation involving melee combat, the character must make a Will Save Roll against his own level or rush heedless into the combat.

Now, for Gylor, what this means is that if confronted with a melee combat situation, Gylor must make a Will Save against his own level or he will rush heedless into combat. If he does make his Save, he will always fight in a chivalrous manner, as described above. And if any combat that Gylor is part of results in the death or injury of a sentient being, he suffers the results of the Blood Guilt.

Now, for his Gifts, we have two in mind, both are 3 point Gifts and are as follows:

Magical Affinity (3 BP): Gylor gains a+2 for casting and Arcana rolls related to one spell, and a +1 to casting all of his other spells. He also gains +1 Mana Point per level. However, this also comes with a rival who is looking to discredit Gylor or prove that their School of Magic is better than Divinism.

Religious Adept (3 BP): Gylor is a true Priest of Belnos, and he gains a +4 bonus to Influence and Deceive skill rolls used against other followers of Belnos. Those followers will help or assist you in times of need, providing protection and/or shelter. Gylor is also able to cast 1 spell, which does not require a Saving Roll, up to 5th Tier once per day with no casting roll required and no Mana cost. We determine that this will be the spell, *Armor of Faith*, cast at the 5th Tier. Other members of the church will automatically listen to your words, and/or obey your provisions if they are of lesser rank. However, you have earned the enmity of the Church of Arwn, and they will always work to thwart you in some manner. We are also required to write one of Gylor's Passions around his beliefs. Gylor also wears a pendant that is a *Holy Symbol* of his faith that he has made himself.

PURCHASED RANKS

Now that we have acquired the character's Background Gifts and Drawbacks, we can now spend his Development Points and get his skill bonus totals.

Skills	Ranks	Culture	Vocation	Stat	Special	Item	Total
Armor	DPs per Lvl	0	0				Unspent DPs
Armor		1		3			4
Combat	DPs per Lvl	1	1				Unspent DPs
Intimidation	-4			2	2		0
Blades		1		3			4
Brawl	2	1	1	3			8
Polearms		1		3			4
Ranged		1		2			3
Adventuring	DPs per Lvl	1	1				Unspent DPs
Athletics		1		3			4
Hunting		2		2			4
Nature	1	2		4			7
Wandering	1	1		4			6
Ride			1	1	2		4
Roguary	DPs per Lvl	1	1				Unspent DPs
Stealth	1	1		2	-2		2
Perception	1	1	1	1	4		8
Deceive	-4				0(4)		-4(0)
Knowledge	DPs per Lvl	2	2				Unspent DPs
Crafts (Woodcarving)	1	2		4			7
Cultures		1	1	1	2		5
Healing	1	1	1	1	4		8
Lore		2	1	1	2		6
Arcana	1		2	2	4		9
Influence	1		2	2	2	0(4)	7(11)
Body	DPs per Lvl	1	1				Unspent DPs
Body	2	1		3			6
Mana	DPs per Lvl	1	1				Unspent DPs
Mana	2			4			6

Spellcraft	DPs per Lvl			Unspent DPs				Total
	Ranks	Culture	Vocation	Stat	Special	Item		
Armor of Faith	1		1	4	1+1	1	10	
Divine Light	1		1	4	1+1	1	10	
Faith Healing	1		1	4	1+1	1	9	
Holy Blast	1		1	4	1+1	1	10	
Holy Detections	1		1	4	1+1	1	9	
Holy Symbol	1		1	4	1+2	1	11	

I wanted to take a moment to explain the bonuses for Spells, as the two separate Special bonuses, and the Item Bonus may seem confusing at first glance.

For the Special Bonuses, the first is from the Special Skill, *Arcane Scholar*, which gives +1 to all spells within the Divinism School. The second bonus comes from the Gift, *Magical Affinity*, which gives a +2 to one spell, and +1 to all others. We choose *Holy Symbol*.

As for the Item Bonus, the Gift, *Religious Adept*, says that the character has a Holy Symbol. We also presumed that Gylor would at least case the most basic version of the *Holy Symbol* spell upon his Holy Symbol, and one of the options for that most basic item is to have it give a +1 to spell casting.

Since Gylor is also using his Holy Symbol as a *Casting Focus*. This means it gives another +4 to his Casting Rolls (not added in), but only to offset any negative *Casting Modifiers*. More information on this can be found in *Fantasy Express*, p. 134.

STEP 7: WEALTH & EQUIPMENT

Now it is time for us to spend Gylor's money to purchase any equipment that he wants or needs. We decide to purchase Gylor an Arming Cap and a Target Shield.

This leaves Gylor with 10 bronze pieces and 9 copper pieces.

STEP 8: FINISHING TOUCHES

Now it is time to finish things up for Gylor, and flesh out anything that we are missing.

DEFENSE

We will start off by figuring Gylor's Defensive stats.

DM: 3	Armor Ratings: Blunt: <u>6</u> Slash: <u>3</u> Pierce: <u>3</u> Elem: <u>3</u> SLs: <u>0</u>								
ARMOR & DEFENSE	Per Pen	Mv Pen	AB Pen	Def Mod	Armor Ratings				
					B	S	P	E	SL
Base DM (Dex. <u>2</u> + Dx Mod <u> </u>)				2					
Armor <small>Padded Gambeson</small>		-2			5	2	2	2	0
Helm <small>Arming Cap</small>					1	1	1	1	0
Bracers									
Greaves									
Shield <small>Target</small>				+1					
Misc									
Misc									
Totals		-2		3	6	3	3	3	0

Everything is pretty straight forward. We do have a Move Penalty, but Gylor's Armor skill bonus is 4, which means that it negates that -2 from the armor.

HITS, MANA, & SAVES

We now move on to figuring Gylor's Hit Points, his Mana Points and the totals for his Saving Throws.

Total Hit Points: 37 37

Total Mana Points: 24 24

Hits Multiplier (Hits x): 2 **Racial Max Hits:** 175

Hit Points 37 = (6 x 2) + 25

Max Hits 181 = 175 + 2 x 6

Mana Points 24 = (6 x 2) + 10 + 2/M

SAVING THROWS

Toughness: 15 = 7 + 4 + 1 + 3 + Special

Reflexes: 10 = 7 + 0 + 1 + 2 + Special

Will: 10 = 7 + 0 + 1 + 2 + Special

Hit Points: We see from his Racial Description that Gylor has a Hits Multiplier of 2 and that he gets 25 Base Hits from his Race. So, we take his total skill bonus for Body (6), and multiply this by 2, and then add in his Base Hits. This gives us 37 Total Hit Points.

Max Hits: His Race gives him 175 Max Hits and to this we add double his Stamina (3), for a total of 175 + 6 = 181 Racial Max Hits.

Mana Points: In the image above, we see a Base of 10. This Base comes from Gylor's chosen Vocational Kits. Each Arcane Kit gives 5 Base Mana, so with 2 Vocational Kits, both being Envoy, we get 10 Base Mana. If his Race also gave Base Mana, that would be included as well. We then take his Mana skill total (6) and multiply that by 2. We also add in any special bonuses to his Mana. Gylor has the Special Skill, *Arcane Scholar*, which gives +1 Mana per level, and he also has the Gift, *Magical Affinity*, which also gives +1 Mana per level, so he gets a total of +2 Mana per level. We add this (2, since he is first level), to his base of 10 and double his Mana skill (12), for a total of 24 Mana per day starting out.

Saving Throws: As before, these are simply the Racial bonuses, plus the character's level, plus the relevant stat, all added to the base of 7. Gylor end up with a +15 for *Toughness Saving Rolls (TSR)*, and +10 for both *Reflexes Saving Rolls (RSR)* and *Will Saving Rolls (WSR)*.

HEIGHT & WEIGHT

Since Gylor and his brother, Ghyrn are twins, we will simply copy what we have for Ghyrn.

Height:	<u>7' 3"</u>	Hair:	<u>Blonde</u>
Weight:	<u>415 lbs</u>	Age:	<u>30</u>
Eye Color:	<u>Blue</u>	Sex:	<u>Male</u>

CANTRIPS

Since Gylor is a Cleric (a double *Envoy*), he gets some Cantrips of his choice. According to the guidelines in *Fantasy Express*, p. 141, we can see from the list that we get 5 Cantrips for each Arcane Vocational Kit (*Envoy* x 2) that we have. Since Asgerdi do not gain any ranks in spells from their race, we gain no Cantrips from that item, and we have not spent any Development Points on gaining more Cantrips.

This means that Gylor gets 10 Cantrips in total out of the list of 40, so our next step is to choose those. We choose the following:

- Clean
- Cool
- Dry
- Flavor
- Heat
- Ignite/Douse
- Refresh
- Sew
- Unravel
- Zap

We then record these on our character sheet as well.

PASSIONS

We have not filled these in yet, so now it is time for us to do so.

Motiviation: Being a devout worshipper of Belnos, I want to destroy evil anywhere it is found.

Nature: I protect those in need and help where I can.

Allegiances: My vows to Belnos are the most important thing to me. My brother is a close second, followed by friends and other family.

One last check, and we should be ready to go.

GHYRN

AGE: 30 **EYES:** Blue **HAIR:** Blonde **HEIGHT:** 7'3" **WEIGHT:** 415 lbs
KIN: Risi (Asgerdi) **SEX:** Male **SKIN:** Ruddy **DRESS:** earth tone clothing
DEMEANOR: Friendly **TRUE ATTITUDE:** Protective

LVL: 1 **VOCATION:** Trooper/Rogue **CULTURE:** High Ranges **XP:** 10

STATS: Br: 4 Dx: 3 St: 3 Ws: 2 In: 2 Ch: 2 Re: 2

TSR: 15 **RSR:** 11 **WSR:** 10 **Mana:** 0 **Drive:** 2 **Heroic Path:** 0 **Mv:** 28

HITS: 41 **DM:** 3 **AR:** B8/S4/P4/E4/SL0 **Sh:** none

ATTACKS: 10 Quarterstaff (14b); 10 Baton (8b); 10 Hatchet (6b/8s); 10 Dagger (7s/8p); 5 Thrown Hatchet (6b/8s; Rng:15) 5 Thrown Dagger (7s/8p; Rng: 10) 5 Long Bow (13p; Rng: 115)

COMBAT SKILLS (5 DP): Blades [1] 5; Blunt [4] 10; Brawl [3] 7; Polearms [5] 9; Ranged [2] 5; Intimidation [0] 0;

ADVENTURING SKILLS (5 DP): Athletics [4] 8; Cooking [2] 4; Hunting [4] 6; Nature [5] 7; Ride [3] 6; Wandering [4] 6;

ROGUERY SKILLS (4 DP): Acrobatics [3] 6; Deceive [1] 3; Gimmickry [2] 4; Perception [4] 6; Stealth [3] 4;

KNOWLEDGE SKILLS (2 DP): Appraisal [2] 4; Crafts (Woodcarving) [3] 5; Cultures [3] 5; Healing [2] 4;

SPELL LORES (0 DP): —

MISC. SKILLS: Armor (2 DP) [3] 7; Body (2 DP) [5] 8;

LANGUAGES (0 DP): Varni S3/W3; Æglits S3/W0; Gaelsh S2/W0; Zabon S2/W0;

SPECIAL SKILLS:

- **Alertness** (Gain +2 Perception for Assessment rolls, may make Perception rolls while asleep without normal -4 modifier)
- **Weapon Focus** (Quarterstaff, +1 to all uses & DR, multiple attacks if over 10 ranks)

SPECIAL ABILITIES:

- **Ambidexterity** (1 BP — Off-hand penalty reduced from -4 to -2)
- **Unbreakable Bond** (1 BP — Gain +2 to any rolls to Help twin brother. Will always know when he is in danger, regardless of distance)
- **Unorthodox Education** (1 BP — Gain a +2 bonus to one skill that receives no Vocational Ranks; Blunt is the chosen skill)
- **Imposing** (Kin: +2 bonus to Intimidation, -2 to Stealth)
- **Long Reach** (Kin: All weapons treated as one Size larger than normal, up to Longest;)
- **Sure Grip** (Kin: May use Hand and a Half weapons as 1-Handed weapons with no penalty)
- **Size** (Large: +5 Base Move (already added in); +1 Weapon Damage (already added in))

PASSIONS:

- **Motivation:** My primary goal is to protect and aid my twin brother, Gylor, in any way possible.
- **Nature:** I am protective of others, especially my brother, but I am also always willing to lend a hand to anybody in need.
- **Allegiances:** I am utterly loyal to my brother, Gylor, then to my other friends.

Ghyrn and his twin brother Gylor were born on a night where there was a comet shooting across the sky, a very rare occurrence in Anwyn. They grew up together in their small village to the northeast of Na-Rukag. During their early years, the twins were inseparable, and often got in trouble with their elders.

Ghyrn always knows when Gylor is in trouble, and feels that it is his responsibility to take care of him.

Ghyrn spent a few years working as a caravan guard while Gylor trained to become a priest. Once Gylor finished his studies, Ghyrn escorted his brother on a pilgrimage to the main temple of Belnor in Hyb Rasil.

Ghyrn took odd jobs around the city while his brother spent time in the temple. The jobs that Ghyrn took were not always the most reputable, but they kept him well fed.

Since then they have decided to go adventuring and have recently joined a group of adventurers who are working their way to Mirrhyc before they head to the Esker Highlands.

EQUIPMENT:

Tools of the Trade:

- Padded Gambeson (B5/S2/P2/E2; -2MvP; Cold(2), Flammable)
- Padded Pants (B2/S1/P1/E0; -2 MvP; Cold(1), Flammable)
- Leather Skullcap (B1/S1/P1/E0)
- Quarterstaff (12b; Martial, Swift)
- Baton (7b; Agile, Backstab, Swift)
- Hatchet (5b/7s; Rng: 15; Agile, Swift)
- Long Bow (12p; Load(1); Rng: 115)
- Quiver (12 arrows)
- Dagger (6s/7p; Rng:10; Agile, Backstab, Swift)

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 7 bronze pieces, 6 copper pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

GYLOR

AGE: 30 **EYES:** Blue **HAIR:** Blonde **HEIGHT:** 7'3" **WEIGHT:** 415 lbs
KIN: Risi (Asgerdi) **SEX:** Male **SKIN:** Ruddy **DRESS:** earth tone clothing **DEMEANOR:** Helpful **TRUE ATTITUDE:** Helpful

LVL: 1 **VOCATION:** Envoy/Envoy **CULTURE:** High Ranges **XP:** 10

STATS: Br: 3 Dx: 2 St: 3 Ws: 2 In: 4 Ch: 2 Re: 2
TSR: 15 **RSR:** 10 **WSR:** 10 **Mana:** 24 **Drive:** 2 **Heroic Path:** 0 **Mv:** 27

HITS: 37 **DM:** 3 **AR:** B6/S3/P3/E3/SLO **Sh:** Target

ATTACKS: 8 Parrying Dagger (7s/8p); 8 Baton (8b); 8 Dagger (7s/8p); 3 Thrown Dagger (8p; Rng: 10); 9 Holy Blast (10ee; 1 Mana; Rng: 50)

COMBAT SKILLS (2 DP): Blades [1] 4; Brawl [5] 8; Polearms [1] 4; Ranged [1] 3; Intimidation [0] 0;

ADVENTURING SKILLS (2 DP): Athletics [1] 4; Hunting [2] 4; Nature [3] 7; Ride [2] 4; Wandering [2] 6;

ROGUERY SKILLS (2 DP): Deceive [0] -4 (0); Perception [4] 8; Stealth [2] 2;

KNOWLEDGE SKILLS (4 DP): Arcana [5] 9; Crafts (Woodworking) [3] 7; Cultures [3] 5; Healing [4] 8; Influence [5] 7(11); Lore [4] 6;

SPELL LORES (6 DP): Armor of Faith [3] 10; Divine Light [3] 10; Faith Healing [2] 9; Holy Blast [3] 10; Holy Detections [2] 9; Holy Symbol [3] 11;

MISC. SKILLS: Armor (0 DP) [1] 4; Body (2 DP) [3] 6; Mana (2 DP) [2] 6;

LANGUAGES (0 DP): Varni S3/W3; Æglits S3/W0; Gaelsh S2/W0; Zabon S2/W0;

SPECIAL SKILLS:

- **Arcane Scholar** (Gain +1 Bonus to cast all Spells from the School of Magery, gain +1 Mana Point per level)
- **Piety** (May make at least a *Very Hard Perception* roll to notice phenomena related to other planes. Success Levels can be spent to gain more information about the source)

SPECIAL ABILITIES:

- **Magical Affinity** (3 BP — Gain +1 Mana per level, gain +2 to one spell, gain +1 to all other spells known)
- **Religious Adept** (3 BP — Gain +4 to Influence/Deceive others of same religion (in parenthesis), May cast *Armor of Faith* at 5th Tier with casting roll or Mana cost once per day)
- **Blood Guilt** (-1 BP — Causing death or injury to sentient being causes -4 to all actions for 2d10 days)
- **Chivalrous** (-1 BP — always gives sentient foes the init on first round (often using a *Full Parry* as well), will never fight from horseback if foe on foot, and always allow foe to pick up dropped weapon; if asked, will always grant quarter, accepting surrender & treating foes honorably)
- **Terrible Fearlessness** (-1 BP — Must make WSR against own level of rush heedless into combat)
- **Imposing** (Kin: +2 bonus to Intimidation, -2 to Stealth)
- **Long Reach** (Kin: All weapons treated as one Size larger than normal, up to Longest;)
- **Sure Grip** (Kin: May use Hand and a Half weapons as 1-Handed weapons with no penalty)
- **Size** (Large: +5 Base Move (already added in); +1 Weapon Damage (already added in))

PASSIONS:

- **Motivation:** Being a devout worshipper of Belnos, I want to destroy evil anywhere it is found.
- **Nature:** I protect those in need and help where I can.
- **Allegiances:** My vows to Belnos are the most important thing to me. My brother is a close second, followed by friends and other family.

Gylor and his twin brother Ghyrn were born on a night where there was a comet shooting across the sky, a very rare occurrence in Anwyn. They grew up together in their small village to the northeast of Na-Rukag. During their early years, the twins were inseparable, and often got in trouble with their elders.

Gylor spent a few years training to become a priest of Belnor while his brother worked various jobs. Upon completing his training, Gylor decided to make a pilgrimage to the main temple of Belnor in Hyb Rasil. Ghyrn decided to tag along and see the city as well.

While studying at the temple, Gylor uncovered a small group of Arwyn worshippers and destroyed them, with Ghyrn's help. Gylor then spent a few more months studying at the temple before one of the more experienced priests saw some omens that said Gylor needed to travel to the Esker Highlands.

Gylor collected his brother and the two have recently joined a group of adventurers who are working their way to Mirrhyc before they head to the Esker Highlands.

EQUIPMENT:

Tools of the Trade:

- Padded Gambeson (B5/S2/P2/E2; -2MvP; Cold(2), Flammable)
- Arming Cap (B1/S1/P1/E1)
- Spellbook
- Holy Symbol (+1 to casting rolls; wooden)
- Parrying Dagger (6s/7p; Agile, Backstab, Parry(3), Swift)
- Baton (7b; Agile, Backstab, Swift)
- Dagger (6s/7p; Rng:10; Agile, Backstab, Swift)
- Buckler (+1 DM)

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations

- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger/Scabbard

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 10 bronze pieces, 9 copper pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

GYLOR'S CANTRIPS

Clean — Caster is able to remove all dirt and grime from a single object, such as a cloak, robe, or even a pair of boots. It takes a full minute for this to be accomplished.

Cool — This reduces the temperature of one object by 50 degrees over 1 minute. Cannot take object below freezing point of water.

Dry — This removes the surface dampness from a 5' radius area, or it can be used to completely remove all water from a single object, such as a cloak or other item of clothing. It takes a full minute for the effect of this cantrip to be accomplished.

Flavor — This is a trivial illusion that alters the flavor of a single dish to any flavor desired. This does not change the nutritional content nor make it edible. The more food within the dish the weaker the flavor and it cannot flavor anything if there is more than enough for a dozen people. The flavor lasts for an hour.

Heat — This increases the temperature of one object by 50 degrees over 1 minute. This cannot increase the temperature of the object by more than 50 degrees over its starting temperature.

Ignite/Douse — This allows the caster to ignite any one object within 10' that is designed for burning, such as a candle, torch, lantern, or even a pile of kindling that has been prepped for starting a fire. The target object must be dry, and this Cantrip cannot be used as any sort of attack. The reverse of this Cantrip allows the caster to put out any one flame of the sort that could be lit using this Cantrip.

Refresh — This allows a caster to restore something to freshness. It can undo, at most, about 1 week's worth of natural aging of an object. This can cause a wilted flower to come back to bloom; remove a spoiled taint from milk, and other things of that nature. Using this Cantrip will always cause the caster 1 Hit point of damage as it uses the caster's own life force to restore the item. It takes a full minute for the effect of this cantrip to be accomplished.

Sew — This Cantrip causes a seam or tear to be sewn up as if sewn by somebody who was very good at sewing. This cantrip can sew up to 5' of seams in cloth or up to 1' worth of seams in leather. The resulting seams will be neat and sturdy, but completely mundane in nature. The caster must have the material to be used in the sewing the material (i.e. thread, sinew, etc.), and it takes a full minute for the sewing to be completed.

Unravel - This Cantrip can be used to untie a knot in a rope, or to unravel threads in a seam, providing that the seam contains a loose or broken thread. It takes a full minute for the effects of this cantrip to be completed.

Zap — This Cantrip is used to exterminate pests, such as a mouse, or some bees, gnats or other bugs, within a 1 foot radius area. The area will stay clear of such mundane pests for up to an hour. Alternatively, the caster could use this cantrip to form a shield around himself, about 1 inch from his body that will repel all such pests for an hour.

GYLOR'S KNOWN SPELLS

ARMOR OF FAITH †

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: 1 round/rank

Caster clothes himself in an aura of his deity's power, granting him a +1 to his Defensive Modifier (DM) and a +1 to both his Attack Bonus (AB) and any damage dealt by his attacks.

Scaling Options

- +2 Tiers for each +1 increase (up to a maximum of +5 total)
- 4 CM for 1 minute/rank duration

ounce will deal 5 + 1d10 hits of Holy damage to the creature.

Scaling Options

- +1 Tier per extra ounce blessed

FAITH HEALING †

Tier: 1 **CM:** —

Range: Touch **Vs:** —

Duration: —

This allows the caster to heal two of the following:

- 1 Hit of Bleeding
- -2 from Pain or injury
- 1 hit per rank in this spell

Scaling Options

- +1 Tier for each +1 Bleeding stopped
- +1 Tier for each -2 modifier healed
- +1 Tier each +1 hit per rank healed

HOLY BLAST

Tier: 1 **CM:** —

Range: 50 **Vs:** DM

Duration: —

Caster channels the power of his deity, into a bolt of energy, dealing 10e Hits of damage.

Scaling Options

- +1 Tier for each +2 Hits of base damage
- +3 Tiers for double damage and double SL against foes from the Infernal Planes.
- 1 CM per +10' range
- 3 CM to do double damage against foes from the Infernal Planes.

GYLOR'S KNOWN SPELLS

DIVINE LIGHT †

Tier: 1 **CM:** —

Range: 50' **Vs:** —

Duration: 1 minute/rank

Caster creates a 10' radius globe of light. This spell may also be used to dispel a magical source of darkness.

- **Eternal Flame:** creates a 7' diameter globe of flame (20' radius of light). While held, it grants +1 to all Saves. Remains lit for as long as caster does not use hands (for combat, casting or other actions).
- **Guardian Flame:** When placed on end of a staff, will provide 20' radius that Infernal/Undead creatures of the caster's level or below cannot enter; this lasts as long as the caster concentrates (Half Action each round)
- **Temple Flame:** If placed within a temple brazier, it will burn forever without need for fuel, and all followers of the deity within 100' receive +2 on Saves; may only be extinguished by caster or his deity.

Scaling Options

- +1 Tier for 10 minutes/rank duration
- +2 Tiers for 1 hour/rank duration
- +3 Tiers for Eternal Flame
- +3 Tiers for Guardian Flame
- +4 Tiers for Temple Flame

HOLY DETECTIONS †

Tier: 2 **CM:** —

Range: Self **Vs:** —

Duration: —

Caster is able to detect the presence of Celestial beings (Good) or Infernal/Undead beings (Evil) within a 100' radius around him. This is chosen at the time of casting. This only gives direction and distance, not the nature of the beings.

- **Determine Nature:** Allows the caster to determine what the detected beings are as well.
- **Detect Lie:** This scaling option has a duration of 1 minute, and allows the caster to determine the truth of one statement made by another individual, so long as the caster understands their language. If the individual is committing a *lie of omission* the caster will be able to detect this on a straight 2d10 roll of 15 or higher.

Scaling Options

- +1 Tier to *Determine Nature*
- +2 Tiers to *Detect Lies*
- 2 CM for each additional +1 minute duration for *Detect Lies*

HOLY SYMBOL

Tier: 1 **CM:** —

Range: Touch **Vs:** —

Duration: Permanent

Caster is able to enchant a wooden or leather item that he has crafted himself, that is no larger than a quarterstaff.

When cast, this spell grants the item a +1 bonus to one of several options as follows:

- **Attack Bonus:** Grants a +1 to the caster's AB when using the item;
- **Casting Bonus:** The caster gains a +1 to casting spells;
- **Damage Bonus:** Grants a +1 to the damage dealt with the item;
- **Mana Battery:** The item adds 1 bonus Mana to any spell cast, as long as that spell requires 2 or more Mana to cast.

The item cannot have more than 5 bonuses added to it in total, no matter how they are spread across the options.

Should the item be destroyed, the caster will be at -4 for 1 week, then -3 for 1 week, then -2 for 1 week, and finally -1 for one week. The caster will not be able to create a new one until this negative modifier is completely gone.

Scaling Options

- +2 Tiers to add a second bonus
- +4 Tiers to add a third bonus
- +6 Tiers to add a fourth bonus
- +8 Tiers to add a fifth bonus