

5) SELECT BACKGROUND OPTIONS

Now, I get to go select that Background Option that I got from choosing to be a Dwarf. I have 3 basic choices here since I only get 1 Background Option normally.

- I can choose a single Background Option that does not have an asterisk (*) beside it.
- I can choose a single Background Option with an asterisk (*) and choose a Disadvantage to go with it.
- I can do either of the above, and then choose another Disadvantage to select a second Background Option. If I do

Since I want my character to be a Monk, I like the idea of not getting hit. So, for my Background Option, I choose Instinctive Defense, which will give me a +4 to DT and to rolls versus Surprise. Now since this Background Option has an asterisk, I have to choose a Disadvantage as well. I choose Passive, which means I get a -3 to all attack rolls until I get worked up. Getting worked up requires making a Will Save each round until I pass one when in Combat.

I record this information on my Character Sheet.

NAME: <input type="text"/>			
PRIMARY STATS TOTAL = BASE + RACIAL		SECONDARY STATS	
Charisma (Chr) _____ = _____ + -1	Aura = _____ (Chr + Wis)	RACE Dwarf	
Constitution (Con) _____ = _____ + 1	Initiative = _____ (Spd + Wis)	CULTURE Arboreal	
Dexterity (Dex) _____ = _____ + 1	Insight = _____ (Int + Wis)	TRAINING PATH	
Intelligence (Int) _____ = _____ + _____	Might = _____ (Str + Res)	BASE MOVE 10'	
Resolve (Res) _____ = _____ + 1	Reflexes = _____ (Dex + Spd)	FATE POINTS	
Speed (Spd) _____ = _____ + 1	Stamina = _____ (Con + Res)	LIFT WEIGHT (MIGHT X 50)	
Strength (Str) _____ = _____ + _____	Will = _____ (Res + Int)	DAMAGE TRACKING	
Wisdom (Wis) _____ = _____ + _____		VITALITY (Base: 19 ; Stamina _____ + Spec. _____) Heals after _____ (1 hrs rest) = TOTAL _____	
DEFENSIVE STATS		MINOR (-1 per Whd; Stamina _____; min 1) (heals 1 per day of rest)	
Type of Armor DT AR Pen Imp		MAJOR (-2 per Whd; Con _____; min 1) (heals 1 per week of rest)	
Base (10 + Reflexes) _____		DIRE (-3 per Whd; 1/2 Con _____ -1; min 1) (heals 1 per 2 weeks of rest)	
Armor _____		SECONDARY DAMAGE	
Helm _____ / _____		CrTs: I (____)/II (____)/III (____)	
Bracers _____ / _____		IV (____)/V (____)/VI (____)	
Greaves _____ / _____		STG>SHK>DZ - HEALS 1 PER ROUND	
Shield _____		STAGGERED SHAKEN DAZED	
NPB (+1 per _____ ranks best Melee)		BLEEDING PENALTIES	
SKILLS Ranks		Height: _____ Hair: _____	
COMBAT SKILLS		Weight: _____ Age: _____	
<input type="checkbox"/> Archery (____)	Misc _____	Eye Color _____ Sex: _____	
<input type="checkbox"/> Blades (____)	Misc _____	Other Notes: _____	
<input type="checkbox"/> Bludgeoning (____)	Total _____	_____	
<input type="checkbox"/> Martial Arts (____)	LANGUAGES S W S W	_____	
<input type="checkbox"/> Thrown (____)	_____	_____	
<input type="checkbox"/> Two-Handed (____)	_____	_____	
MAGICAL SKILLS		WEAPONS	
<input type="checkbox"/> Casting (____)	Weapon: _____ Init: _____	RANGE MODS	
<input type="checkbox"/> Casting (____)	Atk Bns _____ BD: _____ SD: _____ RI: _____	PB: +4	
<input type="checkbox"/> Magecraft	Notes: _____	Short: +2	
<input type="checkbox"/> Magelore (____)	Weapon: _____ Init: _____	Med: +0	
<input type="checkbox"/> Targeting (____)	Atk Bns _____ BD: _____ SD: _____ RI: _____	Long: -4	
GENERAL SKILLS		Max: -10	
<input checked="" type="checkbox"/> Acrobatics 2	Weapon: _____ Init: _____	CP TOTAL 14	
<input checked="" type="checkbox"/> Athletics 1	Atk Bns _____ BD: _____ SD: _____ RI: _____	XP TOTAL 51	
<input checked="" type="checkbox"/> Crafts (<i>Scrimshaw</i>) 2	Notes: _____	TREASURE	
<input type="checkbox"/> Gimickry	Weapon: _____ Init: _____	Platinum Pieces: _____	
<input checked="" type="checkbox"/> Healing 1	Atk Bns _____ BD: _____ SD: _____ RI: _____	Gold Pieces: _____	
<input type="checkbox"/> Influence (____)	Notes: _____	Silver Pieces: _____	
<input type="checkbox"/> Lore (____)	Weapon: _____ Init: _____	Bronze Pieces: _____	
<input checked="" type="checkbox"/> Perception 1	Atk Bns _____ BD: _____ SD: _____ RI: _____	Copper Pieces: _____	
<input type="checkbox"/> Perform (____)	Notes: _____	Gems/Jewelry: _____	
OUTDOOR SKILLS		Other Treasure: _____	
<input checked="" type="checkbox"/> Foraging (____) 2	Weapon: _____ Init: _____	_____	
<input type="checkbox"/> Riding (____)	Atk Bns _____ BD: _____ SD: _____ RI: _____	_____	
<input checked="" type="checkbox"/> Survival (____) 2	Notes: _____	_____	
<input checked="" type="checkbox"/> Tracking 2	NOTES & EQUIPMENT	_____	
SUBTERFUGE SKILLS		_____	
<input checked="" type="checkbox"/> Stealth 2	<i>Encumbrance: 15+(2xStr)lbs</i>	_____	
<input type="checkbox"/> Streetwise	<i>+2 DT & Stealth</i>	_____	
<input type="checkbox"/> Thievery	<i>-1 DR on all, but Chains Plus atkts</i>	_____	
<input type="checkbox"/> Trickery	<i>Darkvision (20')</i>	_____	
<input checked="" type="checkbox"/> Craft (Scribe) 1	<i>Gnomish Magic</i>	_____	
<input checked="" type="checkbox"/> Craft (Herbcraft) 2	<i>(2 Cantrips, Will to cast)</i>	_____	
	<i>Skill Focus (+1 Climbing)</i>	_____	
	<i>Instinctive Defense (+4 DT)</i>	_____	
	<i>(+4 vs Surprise)</i>	_____	
	<i>Passive (-3 AB; req. Will Save)</i>	_____	
SKILL COSTS (ranks 1-10/11-20/21+)		_____	
Favored: 1/5/8		_____	
Standard: 3/9/11		_____	

6) SELECT TRAINING PATH

As mentioned, my character will be a Monk, so my next steps will be to record all of the information for the Monk's Training Path (TP) onto my character sheet.

- Skills – There is a big list of skills in which I get ranks. Many of these are already Favored skills, and those that are not, will be marked as Favored as well. Remember, a Favored skill costs less to get ranks for when it gets to be time to spend my Character Points.
- Combat Moves. As a Monk, I get 3 points worth of Combat Moves, 2 in the Kuo Sho style, and 1 in the Xingyi style. Combat Styles require having an appropriate Lore skill, which my TP gives me as Favored.
- Monks also have some magical ability. They learn Monk spells using the best costs, they can learn Universal spells using the second best cost. They also get +2 to Aura roll for the purpose of Sensing Magic. This also automatically gives them the Special Skill, Sense Magic.

- They get some more points added to Vitality.
- They get a Weapon focus for the Martial Arts skill known as Wushu.
- He also has Weapons Training I. This means that he gets a +1 for every 5 ranks in his best melee skill that is used for both his DT, and for using weapons in combat skills in which he no skill ranks at all.
- And finally, we add 35 XP to our XP Total.

Now, it is time to record all of this information on the character sheet.

NAME: <input type="text"/>						
PRIMARY STATS TOTAL = BASE + RACIAL Charisma (Chr) _____ = _____ + -1 Constitution (Con) _____ = _____ + 1 Dexterity (Dex) _____ = _____ + 1 Intelligence (Int) _____ = _____ + _____ Resolve (Res) _____ = _____ + 1 Speed (Spd) _____ = _____ + 1 Strength (Str) _____ = _____ + _____ Wisdom (Wis) _____ = _____ + _____		SECONDARY STATS Aura = _____ (Chr + Wis) Initiative = _____ (Spd + Wis) Insight = _____ (Int + Wis) Might = _____ (Str + Res) Reflexes = _____ (Dex + Spd) Stamina = _____ (Con + Res) Will = _____ (Res + Int)		RACE Dwelf CULTURE Arboreal TRAINING PATH Monk BASE MOVE 10' FATE POINTS <input type="text"/> LIFT WEIGHT (MIGHT x 50)	DAMAGE TRACKING VITALITY (Base 19 + Stamina _____ + Spec. 6) <small>(Heals after 4 hrs rest)</small> TOTAL _____ MINOR (-1 per Wnd; Stamina _____; min. 1) <small>(heals 1 per day of rest)</small> MAJOR (-2 per Wnd; Con _____; min. 1) <small>(heals 1 per week of rest)</small> DIRE (-3 per Wnd; 1/2 Con _____; -1; min. 1) <small>(heals 1 per 2 weeks of rest)</small> SECONDARY DAMAGE CRTs: I (____) / II (____) / III (____) IV (____) / V (____) / VI (____) STG>SHK>DZ - HEALS 1 PER ROUND <input type="checkbox"/> STAGGERED <input type="checkbox"/> SHAKEN <input type="checkbox"/> DAZED <input type="checkbox"/> BLEEDING <input type="checkbox"/> PENALTIES	
DEFENSIVE STATS <input type="text"/> DT <input type="text"/> AR SKILLS Ranks COMBAT SKILLS <input type="checkbox"/> Archery (____) <input type="checkbox"/> Blades (____) <input type="checkbox"/> Bludgeoning (____) <input checked="" type="checkbox"/> Martial Arts (<i>Wushu</i>) 2 <input checked="" type="checkbox"/> Thrown (<i>Blades</i>) 1 <input type="checkbox"/> Two-Handed (____) MAGICAL SKILLS <input checked="" type="checkbox"/> Casting (<i>Monk Spells</i>) 2 <input type="checkbox"/> Casting (____) <input checked="" type="checkbox"/> Magecraft 1 <input checked="" type="checkbox"/> Magelore (<i>Herbals</i>) 1 <input type="checkbox"/> Targeting (____) GENERAL SKILLS <input checked="" type="checkbox"/> Acrobatics 3 <input checked="" type="checkbox"/> Athletics 2 <input checked="" type="checkbox"/> Crafts (<i>Scrimshaw</i>) 2 <input type="checkbox"/> Gimmickry <input checked="" type="checkbox"/> Healing 2 <input checked="" type="checkbox"/> Influence (<i>Trading</i>) 1 <input checked="" type="checkbox"/> Lore (<i>Kuo Sho</i>) 2 <input checked="" type="checkbox"/> Perception 2 <input type="checkbox"/> Perform (____) OUTDOOR SKILLS <input checked="" type="checkbox"/> Foraging (____) 2 <input type="checkbox"/> Riding (____) <input checked="" type="checkbox"/> Survival (____) 2 <input checked="" type="checkbox"/> Tracking 2 SUBTERFUGE SKILLS <input checked="" type="checkbox"/> Stealth 3 <input type="checkbox"/> Streetwise <input type="checkbox"/> Thievery <input checked="" type="checkbox"/> Trickery 1 <input checked="" type="checkbox"/> Craft (<i>Scribe</i>) 1 <input checked="" type="checkbox"/> Craft (<i>Herbcraft</i>) 2 <input checked="" type="checkbox"/> Lore (<i>Xingyi</i>) 2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Type of Armor DT AR Pen Imp Base (10 + Reflexes) _____ Armor _____ Helm _____ / _____ Bracers _____ / _____ Greaves _____ / _____ Shield _____ NPB (+1 per 5 ranks best Melee) Misc _____ Misc _____ Total _____ LANGUAGES S W S W _____ _____ _____ WEAPONS Weapon: _____ Init: _____ Atk Bns: _____ BD: _____ SD: _____ RI: _____ Notes: _____ Weapon: _____ Init: _____ Atk Bns: _____ BD: _____ SD: _____ RI: _____ Notes: _____ Weapon: _____ Init: _____ Atk Bns: _____ BD: _____ SD: _____ RI: _____ Notes: _____ Weapon: _____ Init: _____ Atk Bns: _____ BD: _____ SD: _____ RI: _____ Notes: _____ NOTES & EQUIPMENT <i>Encumbrance: 15+(2x5Str)lbs</i> <i>+2 DT & Stealth</i> <i>-1 DR on all, but Chains Plus atkts</i> <i>Darkvision (20')</i> <i>Gnomish Magic</i> <i>(2 Cantrips, Will to cast)</i> <i>Skill Focus (+1 Climbing)</i> <i>Instinctive Defense (+4 DT)</i> <i>(+4 vs Surprise)</i> <i>Passive (-3 AB; req. Will Save)</i> <i>Monk Spells (learn w/ Mj costs)</i> <i>Universal Spells (Mn costs)</i>		RANGE MODS PB: +4 Short: +2 Med: +0 Long: -4 Max: -10 CP TOTAL 14 XP TOTAL 86 TREASURE Platinum Pieces: _____ Gold Pieces: _____ Silver Pieces: _____ Bronze Pieces: _____ Copper Pieces: _____ Gems/Jewelry: _____ Other Treasure: _____		
SKILL COSTS (ranks 1-10/11-20/21+) Favored: 1/5/8 Standard: 3/9/11						

7) DETERMINE STATS

Now it is time to determine our Stats for our character. We have 3 different method of Stat Generation to choose from: Random, Stat Array, and Point Buy. I am going to go with Point Buy.

This gives me 20 points to spread out among the 8 Stats. Once I have done that, I will then total up my Primary Stats and use them to Determine my Secondary Stats.

And I record all this on my character sheet.

8) DEVELOP YOUR CHARACTER

This is most likely going to be the hardest and longest step of character creation. I only have 14 Character Points to spend, and as I spend them I subtract them from my CP Total and add them to my XP Total. However, the sheer number of choices can sometimes be daunting..

Don't forget, I have 2 Cantrips to choose and 3 points worth of things to purchase for my Combat Styles. And I also have the ability to purchase spells.

NAME: <input type="text"/>			
PRIMARY STATS TOTAL = BASE + RACIAL Charisma (Chr) <u>7</u> = <u>2</u> + <u>-1</u> Constitution (Con) <u>3</u> = <u>2</u> + <u>1</u> Dexterity (Dex) <u>4</u> = <u>3</u> + <u>1</u> Intelligence (Int) <u>2</u> = <u>2</u> + <u>0</u> Resolve (Res) <u>4</u> = <u>3</u> + <u>1</u> Speed (Spd) <u>4</u> = <u>3</u> + <u>1</u> Strength (Str) <u>3</u> = <u>3</u> + <u>0</u> Wisdom (Wis) <u>2</u> = <u>2</u> + <u>0</u>		SECONDARY STATS Aura = <u>3</u> (Chr + Wis) Initiative = <u>6</u> (Spd + Wis) Insight = <u>4</u> (Int + Wis) Might = <u>7</u> (Str + Res) Reflexes = <u>8</u> (Dex + Spd) Stamina = <u>7</u> (Con + Res) Will = <u>6</u> (Res + Int)	
DEFENSIVE STATS DT <input type="text"/> AR <input type="text"/>		RACE Dwelf CULTURE Arboreal TRAINING PATH Monk BASE MOVE 10'	
SKILLS Ranks COMBAT SKILLS <input type="checkbox"/> Archery () <input type="checkbox"/> Blades () <input type="checkbox"/> Bludgeoning () <input checked="" type="checkbox"/> Martial Arts (<i>Wushu</i>) <u>2</u> <input checked="" type="checkbox"/> Thrown (<i>Blades</i>) <u>1</u> <input type="checkbox"/> Two-Handed () MAGICAL SKILLS <input checked="" type="checkbox"/> Casting (<i>Monk Spells</i>) <u>2</u> <input type="checkbox"/> Casting () <input checked="" type="checkbox"/> Magecraft <u>1</u> <input checked="" type="checkbox"/> Magelore (<i>Herbals</i>) <u>1</u> <input type="checkbox"/> Targeting () GENERAL SKILLS <input checked="" type="checkbox"/> Acrobatics <u>3</u> <input checked="" type="checkbox"/> Athletics <u>2</u> <input checked="" type="checkbox"/> Crafts (<i>Scrimshaw</i>) <u>2</u> <input type="checkbox"/> Gimmickry <input checked="" type="checkbox"/> Healing <u>2</u> <input checked="" type="checkbox"/> Influence (<i>Trading</i>) <u>1</u> <input checked="" type="checkbox"/> Lore (<i>Kuo Sho</i>) <u>2</u> <input checked="" type="checkbox"/> Perception <u>2</u> <input type="checkbox"/> Perform () OUTDOOR SKILLS <input checked="" type="checkbox"/> Foraging () <u>2</u> <input type="checkbox"/> Riding () <input checked="" type="checkbox"/> Survival () <u>2</u> <input checked="" type="checkbox"/> Tracking <u>2</u> SUBTERFUGE SKILLS <input checked="" type="checkbox"/> Stealth <u>3</u> <input type="checkbox"/> Streetwise <input type="checkbox"/> Thievery <input checked="" type="checkbox"/> Trickery <u>1</u> <input checked="" type="checkbox"/> Craft (<i>Scribe</i>) <u>1</u> <input checked="" type="checkbox"/> Craft (<i>Herbcraft</i>) <u>2</u> <input checked="" type="checkbox"/> Lore (<i>Xingyi</i>) <u>2</u>		DAMAGE TRACKING VITALITY (Base <u>19</u> , Stamina <u> </u> , +Spec. <u>6</u>) (heals after <u>4</u> hrs rest) TOTAL <u> </u> MINOR (-1 per Wnd; Stamina <u> </u> ; min 1) (heals 1 per day of rest) MAJOR (-2 per Wnd; Con <u> </u> ; min 1) (heals 1 per week of rest) DIRE (-3 per Wnd; 1/2 Con <u> </u> ; -1; min 1) (heals 1 per 2 weeks of rest)	
WEAPONS Weapon: <u> </u> Init: <u> </u> Atk Bns: <u> </u> BD: <u> </u> SD: <u> </u> RI: <u> </u> Notes: <u> </u> Weapon: <u> </u> Init: <u> </u> Atk Bns: <u> </u> BD: <u> </u> SD: <u> </u> RI: <u> </u> Notes: <u> </u> Weapon: <u> </u> Init: <u> </u> Atk Bns: <u> </u> BD: <u> </u> SD: <u> </u> RI: <u> </u> Notes: <u> </u> Weapon: <u> </u> Init: <u> </u> Atk Bns: <u> </u> BD: <u> </u> SD: <u> </u> RI: <u> </u> Notes: <u> </u>		FATE POINTS <input type="text"/> LIFT WEIGHT (MIGHT X 50) Height: <u> </u> Hair: <u> </u> Weight: <u> </u> Age: <u> </u> Eye Color <u> </u> Sex: <u> </u> Other Notes: <u> </u> CP TOTAL <u>14</u> XP TOTAL <u>86</u>	
NOTES & EQUIPMENT Encumbrance: 15+(2x5Str)lbs +2 DT & Stealth -1 DR on all, but Chains Plus atkts Darkvision (20') Gnomish Magic (2 Cantrips, Will to cast) Skill Focus (+1 Climbing) Instinctive Defense (+4 DT) (+4 vs Surprise) Passive (-3 AB; req: Will Save) Monk Spells (learn w/ Mj costs) Universal Spells (Mn costs)		TREASURE Platinum Pieces: <u> </u> Gold Pieces: <u> </u> Silver Pieces: <u> </u> Bronze Pieces: <u> </u> Copper Pieces: <u> </u> Gems/Jewelry: <u> </u> Other Treasure: <u> </u>	
SKILL COSTS (ranks 1-10/11-20/21+) Favored: 1/5/8 Standard: 3/9/11		SECONDARY DAMAGE CRTs: I ()/II ()/III () IV ()/V ()/VI () STG>SHK>DZ - HEALS 1 PER ROUND STAGGERED SHAKEN DAZED BLEEDING PENALTIES	

The first thing I want to do is to double check to see if there are any limitations on what I can spend my points on. I find the following:

- Skills – since I will have a total of 100 XP when I am done, I cannot have more than 5 ranks in any one skill. If my previous choices have given me more than 5 ranks, I cannot buy ranks in that skill until I have enough total CP and XP combined to do so. Luckily, I only have 3 ranks at most in any given skill.
- Spells – The number of spells that I am allowed to know is based on my ranks in Magecraft. Since I only have 1 rank; that means I can know up to 4 spells total. If I purchase more ranks in Magecraft, I will be able to learn more spells.
- Combat Moves – If purchased outside of a Combat Style, I am allowed 1 Combat Move (that has a non-zero cost) for every 3 ranks in my best melee skill.
- Combat Moves from a Combat Style – Combat Styles have both Combat Moves and Special Abilities. I am allowed to learn 1 Move or Ability for every 2 ranks that I have in the Combat Style.

So first up, I decide to choose what Cantrips my character knows. In looking them over, I decide that I want him to know the Cantrip, Clean as he likes to keep his things tidy, and I also choose Firejet as it is always handy to be able to start a camp fire

Now I have 2 points to use in the Style Kuo Sho and 1 point to use in Xingyi.

- For Xingyi, I learn the Teep (Push Kick)
- For Kuo Sho, I learn Weapon Kata (Chains Plus)

And now it is time for me to spend those 14 Character Points

- 3 ranks Lore: Kuo Sho (3 CP)
- 3 ranks Martial Arts (Wushu) (3 CP)
- 1 rank Magecraft (1 CP)
- Weapon Kata (Short Blades) – Kuo Shu Style (2 CP)
- 1 spell – Empty Fist (2 CP)
- 1 rank Perception (1 CP)
- 1 rank Lore: Xingyi (1 CP)
- 1 rank Craft: Herbcraft (1 CP)

That uses all 14 of my CP, which have then been moved to XP, giving me a grand total of 100 XP.

PRIMARY STATS		SECONDARY STATS		RACE	DAMAGE TRACKING	
TOTAL = BASE + RACIAL				Dwelf	VITALITY (Base: 19, Stamina: __, +Spec: 6)	
Charisma (Chr)	1 = 2 + -1	Aura	= 3 (Chr + Wis)	Arboreal	MINOR (-1 per Whd; Stamina: __; min. 1)	
Constitution (Con)	3 = 2 + 1	Initiative	= 6 (Spd + Wis)	Monk	MAJOR (-2 per Whd; Con: __; min. 1)	
Dexterity (Dex)	4 = 3 + 1	Insight	= 4 (Int + Wis)	10'	DIRE (-3 per Whd; 1/2 Con: __; -1; min. 1)	
Intelligence (Int)	2 = 2 + __	Might	= 7 (Str + Res)	FATE POINTS	SECONDARY DAMAGE	
Resolve (Res)	4 = 3 + 1	Reflexes	= 8 (Dex + Spd)	10'	CrTs: I ()/II ()/III ()	
Speed (Spd)	4 = 3 + 1	Stamina	= 7 (Con + Res)	LIFT WEIGHT	IV ()/V ()/VI ()	
Strength (Str)	3 = 3 + __	Will	= 6 (Res + Int)	(MIGHT x 50)	STAGGERED SHAKEN DAZED	
Wisdom (Wis)	2 = 2 + __				BLEEDING PENALTIES	
DEFENSIVE STATS		Type of Armor	DT	AR	Pen	Imp
DT AR		Base (10 + Reflexes)				
		Armor				
		Helm				
		Bracers				
		Greaves				
		Shield				
		NPB (+1 per 5 ranks best Melee)				
		Misc				
		Misc				
		Total				
SKILLS		LANGUAGES		WEAPONS		RANGE MODS
Ranks		S	W	S	W	
COMBAT SKILLS				Weapon: _____ Init: _____		PB: +4
<input type="checkbox"/> Archery ()				Atk Bns: _____ BD: _____ SD: _____ RI: _____		Short: +2
<input type="checkbox"/> Blades ()				Notes: _____		Med: +0
<input type="checkbox"/> Bludgeoning ()				Weapon: _____ Init: _____		Long: -4
<input checked="" type="checkbox"/> Martial Arts (<i>Wushu</i>)	5			Atk Bns: _____ BD: _____ SD: _____ RI: _____		Max: -10
<input checked="" type="checkbox"/> Thrown (<i>Blades</i>)	1			Notes: _____		
<input type="checkbox"/> Two-Handed ()				Weapon: _____ Init: _____		
MAGICAL SKILLS				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input checked="" type="checkbox"/> Casting (<i>Monk Spells</i>)	2			Notes: _____		
<input type="checkbox"/> Casting ()				Weapon: _____ Init: _____		
<input type="checkbox"/> Magecraft ()				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input checked="" type="checkbox"/> Magecraft (<i>Herbals</i>)	1			Notes: _____		
<input type="checkbox"/> Targeting ()				Weapon: _____ Init: _____		
GENERAL SKILLS				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input checked="" type="checkbox"/> Acrobatics ()	3			Notes: _____		
<input checked="" type="checkbox"/> Athletics ()	2			Weapon: _____ Init: _____		
<input checked="" type="checkbox"/> Crafts (<i>Scrimshaw</i>)	2			Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input type="checkbox"/> Gimmickry ()				Notes: _____		
<input checked="" type="checkbox"/> Healing ()	2			Weapon: _____ Init: _____		
<input checked="" type="checkbox"/> Influence (<i>Trading</i>)	1			Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input checked="" type="checkbox"/> Lore (<i>Kuo Sho</i>)	5			Notes: _____		
<input checked="" type="checkbox"/> Perception ()	3			Weapon: _____ Init: _____		
<input type="checkbox"/> Perform ()				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
OUTDOOR SKILLS				Notes: _____		
<input checked="" type="checkbox"/> Foraging ()	2			Weapon: _____ Init: _____		
<input type="checkbox"/> Riding ()				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input checked="" type="checkbox"/> Survival ()	2			Notes: _____		
<input checked="" type="checkbox"/> Tracking ()	2			Weapon: _____ Init: _____		
SUBTERFUGE SKILLS				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input checked="" type="checkbox"/> Stealth ()	3			Notes: _____		
<input type="checkbox"/> Streetwise ()				Weapon: _____ Init: _____		
<input type="checkbox"/> Thievery ()				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input checked="" type="checkbox"/> Trickery ()	1			Notes: _____		
<input checked="" type="checkbox"/> Craft (<i>Scribe</i>)	1			Weapon: _____ Init: _____		
<input checked="" type="checkbox"/> Craft (<i>Herbcraft</i>)	3			Atk Bns: _____ BD: _____ SD: _____ RI: _____		
<input checked="" type="checkbox"/> Lore (<i>Xingyi</i>)	3			Notes: _____		
SKILL COSTS (ranks 1-10/11-20/21+)				Notes: _____		
Favored:	1/5/8			Weapon: _____ Init: _____		
Standard:	3/9/11			Atk Bns: _____ BD: _____ SD: _____ RI: _____		
				Notes: _____		
				Weapon: _____ Init: _____		
				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
				Notes: _____		
				Weapon: _____ Init: _____		
				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
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				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
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				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
				Notes: _____		
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				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
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				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
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				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
				Notes: _____		
				Weapon: _____ Init: _____		
				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
				Notes: _____		
				Weapon: _____ Init: _____		
				Atk Bns: _____ BD: _____ SD: _____ RI: _____		
				Notes: _____		
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9) FINISHING TOUCHES

And now it is time to do the finishing touches, such as purchasing equipment and figuring things like your Defensive Threshold and Armor Rating, etc.

We will go over each accordingly.

EQUIPMENT

Since my character is a Monk, he starts with the following:

- 2 Weapons of choice, plus scabbards
- A Set of Bracers
- Spellbook and casting Foci (a crystal pendant)
- A Standard Pack
- Standard At Belt Items
- 2 outfits of clothing (one currently being worn)
- Starting Money (10+1d10 sp). I rolled an 8, so my Monk stats with 18 sp

I add this all to the character sheet, and then spend his starting money. With it, I purchase 4 weapons, the ones that he uses normally.

WEAPONS AND ARMOR

To figure his Defensive Threshold and Armor Rating, I need to tally the modifiers and such for his armor, his base DT, and his Non-Proficiency Bonus. For his Bracers, I also need to figure what his Impedance will be when it comes to spell casting.

For the weapons, since my Monk is using weapon katas, his attacks will be based on his Wushu skill and a number of other modifiers. The only modifier I do not include is the -3 on his attack bonuses until he gets worked up.

Damage for the weapons comes from multiple sources, his base Martial Arts Damage, plus the extra for the kata, plus stat, plus Weapon Focus, plus any adjustments for size. Since 2 of the melee weapons are Chains Plus, there is no size adjustment for them.

ENCUMBRANCE

With just a Standard Pack and his normal weapons, my Monk would only have an Encumbrance Modifier of -2. So, I write this on the character sheet as well. I put it in the area where I notes about appearance since My Equipment and Notes section is relatively full.

HEIGHT & WEIGHT

Next up, I determined height and weight for my character, and added them to the character sheet and I also filled in several other fields in that section of the character sheet. Hair color, eye color, age, and even added a bit about tattoos on his forearms. Tattoos of oriental dragons, even though they are not native to Anwyn. But since I determined that my character is from Duin Weald, which is next to Utara, an oriental culture, and the most likely place to have learned how to be a Monk, they would have seen them in their ancestral history before coming to Anwyn.

Then again, almost anything is possible in Anwyn, so one might appear at some point.

VITALITY & WOUNDS

Next up, I figured my character's hits, his Vitality and how many Wounds he could take. Recording them to the left of the boxes where I would mark where they take damage.

I then used the Critical Table from page 48 to determine his Critical Thresholds

STATING LANGUAGES

A character starts off knowing 2 languages. One of which he can read and write in, the other only speak. Since one of the racial names for Dwelfs is Aeshi, I called their language Aeshiri. I made this the language that he only speaks since he left home early and joined the monastery. His other language is, of course, Common and he can both speak and read it, as it was taught to him by the Monks who trained him.

TALLEY UP AND TALLEY HO!

Last thing to do is to give the character one last once over and then join the game!

NAME: **Ta'cyr**



PRIMARY STATS		SECONDARY STATS		RACE	DAMAGE TRACKING
TOTAL = BASE + RACIAL					
Charisma (Chr)	1 = 2 + -1	Aura	= 3 (Chr + Wis)	Dwelf	VITALITY (Base 19 +Stamina 7 +Spec. 6)
Constitution (Con)	3 = 2 + 1	Initiative	= 6 (Spd + Wis)	CULTURE	32 <small>HITS</small> (heals after 4 hrs rest) + <small>FAVOR</small> = TOTAL
Dexterity (Dex)	4 = 3 + 1	Insight	= 4 (Int + Wis)	Arboreal	MINOR (-1 per Wnd; Stamina 7 ; min. 1)
Intelligence (Int)	2 = 2 +	Might	= 7 (Str + Res)	TRAINING PATH	7 (heals 1 per day of rest)
Resolve (Res)	4 = 3 + 1	Reflexes	= 8 (Dex + Spd)	Monk	MAJOR (-2 per Wnd; Con 3 ; min. 1)
Speed (Spd)	4 = 3 + 1	Stamina	= 7 (Con + Res)	BASE MOVE	3 (heals 1 per week of rest)
Strength (Str)	3 = 3 +	Will	= 6 (Res + Int)	10'	DIRE (-3 per Wnd; 1/2 Con 2 -1; min. 1)
Wisdom (Wis)	2 = 2 +				2 (heals 1 per 2 weeks of rest)

DEFENSIVE STATS		Type of Armor	DT	AR	Pen	Imp
23	17	Base (10 + Reflexes)	18			
		Armor				
		Helm		/		
		Bracers Reinforced Leather		1/		1
		Greaves		/		
		Shield				
Ranks		NPB (+1 per 5 ranks best Melee)	1			
COMBAT SKILLS		Misc Instinctive Defense	4			
		Misc				
		Total	23	1		1

SKILLS		Ranks
COMBAT SKILLS		
<input type="checkbox"/>	Archery ()	
<input type="checkbox"/>	Blades ()	
<input type="checkbox"/>	Bludgeoning ()	
<input checked="" type="checkbox"/>	Martial Arts (Wushu)	5
<input checked="" type="checkbox"/>	Thrown (Blades)	1
<input type="checkbox"/>	Two-Handed ()	
MAGICAL SKILLS		
<input type="checkbox"/>	Casting (Monk Spells)	2
<input type="checkbox"/>	Casting ()	
<input type="checkbox"/>	Magecraft	
<input checked="" type="checkbox"/>	Magelore (Herbals)	1
<input type="checkbox"/>	Targeting ()	

LANGUAGES		S	W	S	W
Common		X	X		
Aeshiri		X			

GENERAL SKILLS		Ranks
<input checked="" type="checkbox"/>	Acrobatics	3
<input checked="" type="checkbox"/>	Athletics	2
<input checked="" type="checkbox"/>	Crafts (Scrimshaw)	2
<input type="checkbox"/>	Gimmickry	
<input checked="" type="checkbox"/>	Healing	2
<input checked="" type="checkbox"/>	Influence (Trading)	1
<input checked="" type="checkbox"/>	Lore (Kuo Sho)	5
<input checked="" type="checkbox"/>	Perception	3
<input type="checkbox"/>	Perform ()	

WEAPONS		Figured Using Wushu	Strike for melee
Weapon:	Monkey Fist (Kata)	Init:	+2
Attk Bns:	9	BD:	8
SD:	16	max RI:	
Notes:	Dmg = 2+2(kata)+3(Str)+1(Wp Foc)		
Weapon:	Nunchaku (kata: 1h)	Init:	+2
Attk Bns:	9	BD:	9
SD:	18	max RI:	
Notes:	Dmg = 2+3(kata)+3(Str)+1 Wp Foc		
Weapon:	Nunchaku (kata: 2h)	Init:	+2
Attk Bns:	9	BD:	10
SD:	20	max RI:	
Notes:	Dmg = 2+4(kata)+3(Str)+1 Wp Foc		
Weapon:	Dagger (kata)	Init:	+2
Attk Bns:		BD:	6
SD:	12	max RI:	
Notes:	Dmg = 2+1(kata)+3(Str)+1(Wp Foc)-1 (Sz)		
Weapon:	Dagger (thrown)	Init:	+4
Attk Bns:	5	BD:	4
SD:	8	max RI:	20
Notes:	Dmg = 2+3(Str)-1 (Sz)		

RANGE	MODS
PB: +4	
Short: +2	
Med: +0	
Long: -4	
Max: -10	

OUTDOOR SKILLS		Ranks
<input checked="" type="checkbox"/>	Foraging ()	2
<input type="checkbox"/>	Riding ()	
<input checked="" type="checkbox"/>	Survival ()	2
<input checked="" type="checkbox"/>	Tracking	2

NOTES & EQUIPMENT		
Encumbrance: 15+(2x5Str)lbs	Sense Magic (Aura roll; +2)	Standard Pack & contents
+2 DT & Stealth	Weap. Focus (Wushu; +1 BDmg)	Equipment Belt, 2 pouches, dagger
-1 DR on all, but Chains Plus attk	Weap. Training I (+1/5 rnk)	2 sets clothes, 1 cloak
Darkvision (20')	Combat Style - Moves/Abilities	1 pair soft leather boots
Gnomish Magic	Teep (Push Kick - Xingyi)	Monkey Fist, Nunchaku
Cantrips (Clean, Firejet; Will to cast)	Weapon Kata (Chains Plus)	2 Daggers
Skill Focus (+1 Climbing)	Weapon Kata (Short Blades)	
Instinctive Defense (+4 DT)	Monk Spells	
(+4 vs Surprise)	Empty Fist	
Passive (-3 AB; req. Will Save)	Wushu Moves (Disarm, Kick, Legsweep,	
Monk Spells (learn w/ Mj costs)	Qckfire Attk, Strike, Throw, Unarm Block)	
Universal Spells (Mn costs)		

SUBTERFUGE SKILLS		Ranks
<input checked="" type="checkbox"/>	Stealth	3
<input type="checkbox"/>	Streetwise	
<input type="checkbox"/>	Thievery	
<input checked="" type="checkbox"/>	Trickery	1
<input checked="" type="checkbox"/>	Craft (Scribe)	1
<input checked="" type="checkbox"/>	Craft (Herbcraft)	3
<input checked="" type="checkbox"/>	Lore (Xingyi)	3
<input type="checkbox"/>		

SKILL COSTS (ranks 1-10/11-20/21+)	
Favored:	1/5/8
Standard:	3/9/11

FATE POINTS	SECONDARY DAMAGE
3	CrTs: I (26)/II (28)/III (31)
LIFT WEIGHT	IV (35)/V (38)/VI (43)
(Mlt) 350	STG>SHK>DZ - HEALS 1 PER ROUND
	<input type="checkbox"/> STAGGERED <input type="checkbox"/> SHAKEN <input type="checkbox"/> DAZED
	<input type="checkbox"/> BLEEDING <input type="checkbox"/> PENALTIES

Height: 45" (3' 9")	Hair: Black
Weight: 70 lbs	Age: 45
Eye Color: Amber	Sex: Male
Other Notes: Clean shaven, hair cropped close	
Oriental Dragon tattoos on each forearm	
Encumbrance Mod: -2	

CPT TOTAL	XP TOTAL
	100

TREASURE	
Platinum Pieces:	
Gold Pieces:	
Silver Pieces:	4
Bronze Pieces:	
Copper Pieces:	
Gems/Jewelry:	
Other Treasure:	

Standard Pack = Backpack, 50' superior rope, 2 weeks iron rations, 1 small steel mirror, 1 full waterskin, 1 flask of oil, 1 small lantern, 1 flint/steel set, 1 bedroll