

NAME: 			
PRIMARY STATS Charisma (Chr) _____ = _____ + _____ Constitution (Con) _____ = _____ + _____ Dexterity (Dex) _____ = _____ + _____ Intelligence (Int) _____ = _____ + _____ Resolve (Res) _____ = _____ + _____ Speed (Spd) _____ = _____ + _____ 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)	
DEFENSIVE STATS <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 5px; text-align: center; width: 40px;">DT</div> <div style="border: 1px solid black; padding: 5px; text-align: center; width: 40px;">AR</div> </div>		RACE <div style="border: 1px solid black; height: 30px; margin: 5px;"></div> CULTURE <div style="border: 1px solid black; height: 30px; margin: 5px;"></div> TRAINING PATH <div style="border: 1px solid black; height: 30px; margin: 5px;"></div> BASE MOVE <div style="border: 1px solid black; height: 30px; margin: 5px;"></div> FATE POINTS <div style="border: 1px solid black; height: 30px; margin: 5px;"></div> LIFT WEIGHT (MIGHT x 50)	
SKILLS Ranks _____		DAMAGE TRACKING VITALITY (Base _____ + Stamina _____ + Spec _____) <div style="display: flex; justify-content: space-between; font-size: small;"> Heals after _____ Heals rest _____ TOTAL _____ </div> MINOR (-1 per Wnd, Stamina _____, min 1) (heals 1 per day of rest) MAJOR (-2 per Wnd, Con _____, min 1) (heals 1 per week of rest) DIRE (-3 per Wnd, 1/2 Con _____, -1, min 1) (heals 1 per 2 weeks of rest)	
COMBAT SKILLS <input type="checkbox"/> Archery (_____) _____ <input type="checkbox"/> Blades (_____) _____ <input type="checkbox"/> Bludgeoning (_____) _____ <input type="checkbox"/> Martial Arts (_____) _____ <input type="checkbox"/> Thrown (_____) _____ <input type="checkbox"/> Two-Handed (_____) _____		SECONDARY DAMAGE CRTs: I (_____) / II (_____) / III (_____) / IV (_____) / V (_____) / VI (_____) STG>SHK>DZ - HEALS 1 PER ROUND <div style="display: flex; justify-content: space-around; font-size: small;"> STAGGERED SHAKEN DAZZLED </div>	
MAGICAL SKILLS <input type="checkbox"/> Casting (_____) _____ <input type="checkbox"/> Casting (_____) _____ <input type="checkbox"/> Magecraft (_____) _____ <input type="checkbox"/> Magelore (_____) _____ <input type="checkbox"/> Targeting (_____) _____		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: _____	
GENERAL SKILLS <input type="checkbox"/> Acrobatics (_____) _____ <input type="checkbox"/> Athletics (_____) _____ <input type="checkbox"/> Crafts (_____) _____ <input type="checkbox"/> Gimmickry (_____) _____ <input type="checkbox"/> Healing (_____) _____ <input type="checkbox"/> Influence (_____) _____ <input type="checkbox"/> Lore (_____) _____ <input type="checkbox"/> Perception (_____) _____ <input type="checkbox"/> Perform (_____) _____		LANGUAGES S W S W <div style="display: flex; justify-content: space-between; height: 40px;"></div>	
OUTDOOR SKILLS <input type="checkbox"/> Foraging (_____) _____ <input type="checkbox"/> Riding (_____) _____ <input type="checkbox"/> Survival (_____) _____ <input type="checkbox"/> Tracking (_____) _____		Other Notes: <div style="border: 1px solid black; height: 100px; margin-top: 5px;"></div>	
SUBTERFUGE SKILLS <input type="checkbox"/> Stealth (_____) _____ <input type="checkbox"/> Streetwise (_____) _____ <input type="checkbox"/> Thievery (_____) _____ <input type="checkbox"/> Trickery (_____) _____		CP TOTAL XP TOTAL <div style="display: flex; justify-content: space-around; font-size: 24px; font-weight: bold; margin-top: 5px;"> 15 </div>	
SKILL COSTS (ranks 1-10/11-20/21+) Favored: 1/5/8 Standard: 3/9/11		TREASURE Platinum Pieces: _____ Gold Pieces: _____ Silver Pieces: _____ Bronze Pieces: _____ Copper Pieces: _____ Gems/Jewelry: _____ Other Treasure: _____	
NOTES & EQUIPMENT			

TALENTS

My first step is to record on my character sheet all of information about being a Dwelf.

- I record “Dwelf” in the box for Race
- I record the Dwelf’s racial stat modifiers in the Racial column of Primary Stats
- I add 1 to my starting CP, giving me 16 total, and put 29 in the XP Total box
- I record my racial attributes. Putting a 19 next Base for Vitality, and 10’ in the Base Move box
- I record my other racial attributes in the Notes & Equipment Box at the bottom of the Character Sheet. For this, I combine the “-1 DR on all attacks” and the Striker ability so that it reads “-1 on all, but Chains Plus atkts”

I decide that I want the Gnomish Magic trait, so this will cost me 2 Character Points. So, I subtract 2 points from the 16 I have, and add 2 points to the XP total, bringing it up to 31.

I also get 1 Background Option, which I will choose later, when I get to that step. Also, I will decide which 2 Cantrips when I do my Finishing Touches.


[illegible]

4) SELECT CULTURE

Since I know that Dwarves mainly come from one of two regions in the setting of Anwyn, either Duin Weald (the Dark Woods) which are near Utara, the settings quasi-oriental kingdom, or Canga Vyr (the Wraithwood) over by the Orc Nation of Xondaz. Both of them are large, dark and dangerous forests, so I think that the Arboreal culture will most likely be the best one for my character.

As we can see, this gives me a skill ranks in a number of skill, all of which will be Favored for me. The skill "Crafts" has a "(3) 5" after it. This means I get 5 ranks, but that I have to split it across 3 different Crafting skills.

I also get a Skill Focus in Climbing. Climbing is one of the functions of either the Acrobatics or Athletics skill, depending on the method of climbing used. The Skill Focus gives me a +1 for any climbing attempts, regardless of the skill involved. And finally, I get 20 XP to add to my character sheet.

NAME: <input type="text"/>			
PRIMARY STATS <small>TOTAL = BASE + RACIAL</small> Charisma (Chr) ____ = ____ + -7 Constitution (Con) ____ = ____ + 7 Dexterity (Dex) ____ = ____ + 7 Intelligence (Int) ____ = ____ + ____ Resolve (Res) ____ = ____ + 7 Speed (Spd) ____ = ____ + 7 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)	
DEFENSIVE STATS <div> <div>DT</div> <div>AR</div> </div>		RACE <div>Dwarf</div> CULTURE <div>Arboreal</div> TRAINING PATH <div></div> BASE MOVE <div>10'</div> FATE POINTS <div></div> LIFT WEIGHT <div>(MIGHT X 50)</div>	
SKILLS <small>Ranks</small> COMBAT SKILLS <input type="checkbox"/> Archery (____) <input type="checkbox"/> Blades (____) <input type="checkbox"/> Bludgeoning (____) <input type="checkbox"/> Martial Arts (____) <input type="checkbox"/> Thrown (____) <input type="checkbox"/> Two-Handed (____) MAGICAL SKILLS <input type="checkbox"/> Casting (____) <input type="checkbox"/> Casting (____) <input type="checkbox"/> Magecraft <input type="checkbox"/> Magelore (____) <input type="checkbox"/> Targeting (____) GENERAL SKILLS <input checked="" type="checkbox"/> Acrobatics 2 <input checked="" type="checkbox"/> Athletics 1 <input checked="" type="checkbox"/> Crafts (<i>Scrimshaw</i>) 2 <input type="checkbox"/> Gimmickry <input checked="" type="checkbox"/> Healing 1 <input type="checkbox"/> Influence (____) <input type="checkbox"/> Lore (____) <input checked="" type="checkbox"/> Perception 1 <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 2 <input type="checkbox"/> Streetwise <input type="checkbox"/> Thievery <input type="checkbox"/> Trickery <input checked="" type="checkbox"/> Craft (Scribe) 1 <input checked="" type="checkbox"/> Craft (Herbcraft) 2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 		DAMAGE TRACKING VITALITY (Base 19 , Stamina ____ + Spec. ____) <div> <div>Heals after</div> <div>Heals</div> <div>TOTAL</div> </div> MINOR (-1 per Wnd; Stamina ____; min. 1) <div>Heals 1 per day of rest</div> MAJOR (-2 per Wnd; Con ____; min. 1) <div>Heals 1 per week of rest</div> DIRE (-3 per Wnd; 1/2 Con ____; -1; min. 1) <div>Heals 1 per 2 weeks of rest</div> SECONDARY DAMAGE CrTs: I (____)/II (____)/III (____) IV (____)/V (____)/VI (____) STG>SHK>DZ - HEALS 1 PER ROUND <div> <div>STAGGERED</div> <div>SHAKEN</div> <div>DAZED</div> </div> <div> <div>BLEEDING</div> <div>PENALTIES</div> </div>	
LANGUAGES <small>S W S W</small> <div> <div></div> <div></div> <div></div> <div></div> </div>		Height: ____ Hair: ____ Weight: ____ Age: ____ Eye Color: ____ Sex: ____ Other Notes:	
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: ____		RANGE MODS PB: +4 Short: +2 Med: +0 Long: -4 Max: -10 CP TOTAL <div>14</div> XP TOTAL <div>51</div>	
NOTES & EQUIPMENT Encumbrance: 15+(2x5tr)lbs +2 DT & Stealth -1 DR on all, but Chains Plus atks Darkvision (20') Gnomish Magic (2 Cantrips, Will to cast) Skill Focus (+1 Climbing)		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			


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)	
Constitution (Con)	___ = ___ + 1	Initiative = ___ (Spd + Wis)	
Dexterity (Dex)	___ = ___ + 1	Insight = ___ (Int + Wis)	
Intelligence (Int)	___ = ___ + ___	Might = ___ (Str + Res)	
Resolve (Res)	___ = ___ + 1	Reflexes = ___ (Dex + Spd)	
Speed (Spd)	___ = ___ + 1	Stamina = ___ (Con + Res)	
Strength (Str)	___ = ___ + ___	Will = ___ (Res + Int)	
Wisdom (Wis)	___ = ___ + ___		
DEFENSIVE STATS		RACE	
Type of Armor DT AR Pen Imp		Dwarf	
Base (10 + Reflexes) ___		CULTURE	
Armor ___		Arboreal	
Helm ___		TRAINING PATH	
Bracers ___			
Greaves ___		BASE MOVE	
Shield ___		10'	
NPB (+1 per ___ ranks best Melee) ___		FATE POINTS	
Misc ___			
Misc ___		LIFT WEIGHT	
Total ___		(MIGHT x 50)	
LANGUAGES S W S W		DAMAGE TRACKING	
		VITALITY (Base 19 ; Stamina ___ + Spec ___)	
		MINOR (-1 per Whd; Stamina ___; min 1)	
		MAJOR (-2 per Whd; Con ___; min 1)	
		DIRE (-3 per Whd; 1/2 Con ___; -1; min 1)	
		SECONDARY DAMAGE	
		CrTs: I (___)/II (___)/III (___)	
		IV (___)/V (___)/VI (___)	
		STG>SHK>DZ - HEALS 1 PER ROUND	
		STAGGERED SHAKEN DAZED	
		BLEEDING PENALTIES	
SKILLS Ranks		Height: ___ Hair: ___	
COMBAT SKILLS		Weight: ___ Age: ___	
<input type="checkbox"/> Archery (___)		Eye Color ___ Sex: ___	
<input type="checkbox"/> Blades (___)		Other Notes: ___	
<input type="checkbox"/> Bludgeoning (___)			
<input type="checkbox"/> Martial Arts (___)			
<input type="checkbox"/> Thrown (___)			
<input type="checkbox"/> Two-Handed (___)			
MAGICAL SKILLS			
<input type="checkbox"/> Casting (___)			
<input type="checkbox"/> Casting (___)			
<input type="checkbox"/> Magecraft			
<input type="checkbox"/> Magelore (___)			
<input type="checkbox"/> Targeting (___)			
GENERAL SKILLS		WEAPONS	
<input checked="" type="checkbox"/> Acrobatics 2		Weapon: ___ Init: ___	
<input checked="" type="checkbox"/> Athletics 1		Attk Bns: ___ BD: ___ SD: ___ RI: ___	
<input checked="" type="checkbox"/> Crafts (Scrimshaw) 2		Notes: ___	
<input type="checkbox"/> Gimickry		Weapon: ___ Init: ___	
<input checked="" type="checkbox"/> Healing 1		Attk Bns: ___ BD: ___ SD: ___ RI: ___	
<input type="checkbox"/> Influence (___)		Notes: ___	
<input type="checkbox"/> Lore (___)		Weapon: ___ Init: ___	
<input checked="" type="checkbox"/> Perception 1		Attk Bns: ___ BD: ___ SD: ___ RI: ___	
<input type="checkbox"/> Perform (___)		Notes: ___	
OUTDOOR SKILLS		Weapon: ___ Init: ___	
<input checked="" type="checkbox"/> Foraging (___) 2		Attk Bns: ___ BD: ___ SD: ___ RI: ___	
<input type="checkbox"/> Riding (___)		Notes: ___	
<input checked="" type="checkbox"/> Survival (___) 2		Weapon: ___ Init: ___	
<input checked="" type="checkbox"/> Tracking 2		Attk Bns: ___ BD: ___ SD: ___ RI: ___	
SUBTERFUGE SKILLS		Notes: ___	
<input checked="" type="checkbox"/> Stealth 2		NOTES & EQUIPMENT	
<input type="checkbox"/> Streetwise		Encumbrance: 15+(2x5tr)lbs	
<input type="checkbox"/> Thievery		+2 DT & Stealth	
<input type="checkbox"/> Trickery		-1 DR on all, but Chains Plus attk	
<input checked="" type="checkbox"/> Craft (Scribe) 1		Darkvision (20')	
<input checked="" type="checkbox"/> Craft (Herbcraft) 2		Gnomish Magic	
		(2 Cantrips, Will to cast)	
		Skill Focus (+1 Climbing)	
		Instinctive Defense (+4 DT)	
		(+4 vs Surprise)	
		Passive (-3 AB; req. Will Save)	
SKILL COSTS (ranks 1-10/11-20/21+)			
Favored: 1/5/8			
Standard: 3/9/11			
		TREASURE	
		Platinum Pieces: ___	
		Gold Pieces: ___	
		Silver Pieces: ___	
		Bronze Pieces: ___	
		Copper Pieces: ___	
		Gems/Jewelry: ___	
		Other Treasure: ___	

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) (heals after 4 hrs rest) TOTAL _____ MINOR (-1 per Whd; Stamina _____; min. 1) (heals 1 per day of rest) MAJOR (-2 per Whd; Con _____; min. 1) (heals 1 per week of rest) DIRE (-3 per Whd; 1/2 Con _____; -1; min. 1) (heals 1 per 2 weeks of rest)	
DEFENSIVE STATS DT <input type="text"/> AR <input type="text"/> SKILLS Ranks COMBAT SKILLS <input type="checkbox"/> Archery (_____) _____ <input type="checkbox"/> Blades (_____) _____ <input type="checkbox"/> Bludgeoning (_____) _____ <input checked="" type="checkbox"/> Martial Arts (Wushu) 2 <input checked="" type="checkbox"/> Thrown (Blades) 1 <input type="checkbox"/> Two-Handed (_____) _____ MAGICAL SKILLS <input checked="" type="checkbox"/> Casting (Monk Spells) 2 <input type="checkbox"/> Casting (_____) _____ <input checked="" type="checkbox"/> Magecraft 1 <input checked="" type="checkbox"/> Magelore (Herbals) 1 <input type="checkbox"/> Targeting (_____) _____ GENERAL SKILLS <input checked="" type="checkbox"/> Acrobatics 3 <input checked="" type="checkbox"/> Athletics 2 <input checked="" type="checkbox"/> Crafts (Scrimshaw) 2 <input type="checkbox"/> Gimickry _____ <input checked="" type="checkbox"/> Healing 2 <input checked="" type="checkbox"/> Influence (Trading) 1 <input checked="" type="checkbox"/> Lore (Kuo Sho) 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 (Scribe) 1 <input checked="" type="checkbox"/> Craft (Herbcraft) 2 <input checked="" type="checkbox"/> Lore (Xingyi) 2 SKILL COSTS (ranks 1-10/11-20/21+) Favored: 1/5/8 Standard: 3/9/11				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 RANGE MODS 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 Encumbrance: 15+(2x5Str)lbs +2 DT & Stealth -1 DR on all, but Chains Plus atkks 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)				HEIGHT _____ HAIR _____ WEIGHT _____ AGE _____ EYE COLOR _____ SEX _____ Other Notes: _____ _____ _____ _____ CP TOTAL 14 XP TOTAL 86 TREASURE Platinum Pieces: _____ Gold Pieces: _____ Silver Pieces: _____ Bronze Pieces: _____ Copper Pieces: _____ Gems/Jewelry: _____ Other Treasure: _____			

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 Charisma (Chr) <u>1</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 <div>DT <u> </u> AR <u> </u></div>		RACE <u>Dwelf</u> CULTURE <u>Arboreal</u> TRAINING PATH <u>Monk</u> BASE MOVE <u>10'</u> FATE POINTS <u> </u> LIFT WEIGHT (MIGHT X 50) <u> </u>	
SKILLS Ranks: <u> </u> COMBAT SKILLS <input type="checkbox"/> Archery <u> </u> <input type="checkbox"/> Blades <u> </u> <input type="checkbox"/> Bludgeoning <u> </u> <input checked="" type="checkbox"/> Martial Arts (<u>Wushu</u>) <u>2</u> <input checked="" type="checkbox"/> Thrown (<u>Blades</u>) <u>1</u> <input type="checkbox"/> Two-Handed <u> </u> MAGICAL SKILLS <input checked="" type="checkbox"/> Casting (<u>Monk Spells</u>) <u>2</u> <input type="checkbox"/> Casting <u> </u> <input checked="" type="checkbox"/> Magecraft <u>1</u> <input checked="" type="checkbox"/> Magelore (<u>Herbals</u>) <u>1</u> <input type="checkbox"/> Targeting <u> </u> GENERAL SKILLS <input checked="" type="checkbox"/> Acrobatics <u>3</u> <input checked="" type="checkbox"/> Athletics <u>2</u> <input checked="" type="checkbox"/> Crafts (<u>Scrimshaw</u>) <u>2</u> <input type="checkbox"/> Gimmickry <u> </u> <input checked="" type="checkbox"/> Healing <u>2</u> <input checked="" type="checkbox"/> Influence (<u>Trading</u>) <u>1</u> <input checked="" type="checkbox"/> Lore (<u>Kuo Sho</u>) <u>2</u> <input checked="" type="checkbox"/> Perception <u>2</u> <input type="checkbox"/> Perform <u> </u> OUTDOOR SKILLS <input checked="" type="checkbox"/> Foraging <u>2</u> <input type="checkbox"/> Riding <u> </u> <input type="checkbox"/> Survival <u> </u> <input checked="" type="checkbox"/> Tracking <u>2</u> SUBTERFUGE SKILLS <input checked="" type="checkbox"/> Stealth <u>3</u> <input type="checkbox"/> Streetwise <u> </u> <input type="checkbox"/> Thievery <u> </u> <input checked="" type="checkbox"/> Trickery <u>1</u> <input checked="" type="checkbox"/> Craft (Scribe) <u>1</u> <input checked="" type="checkbox"/> Craft (Herbcraft) <u>2</u> <input checked="" type="checkbox"/> Lore (Xingyi) <u>2</u>		DAMAGE TRACKING VITALITY (Base <u>19</u> , Stamina <u> </u> , +Spec. <u>6</u>) MINOR (-1 per Wnd; Stamina <u> </u> ; min. 1) MAJOR (-2 per Wnd; Con <u> </u> ; min. 1) DIRE (-3 per Wnd; 1/2 Con <u> </u> ; -1; min. 1) SECONDARY DAMAGE CrTs: I (<u> </u>)/II (<u> </u>)/III (<u> </u>) IV (<u> </u>)/V (<u> </u>)/VI (<u> </u>) 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	
LANGUAGES S W S W <u> </u> <u> </u> <u> </u> <u> </u>		Height: <u> </u> Hair: <u> </u> Weight: <u> </u> Age: <u> </u> Eye Color: <u> </u> Sex: <u> </u> Other Notes: <u> </u>	
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>		RANGE MODS PB: +4 Short: +2 Med: +0 Long: -4 Max: -10 CP TOTAL <u>14</u> XP TOTAL <u>86</u>	
NOTES & EQUIPMENT Encumbrance: 15+(2x5tr)lbs +2 DT & Stealth -1 DR on all, but Chains Plus atks 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			

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.

NAME: <input type="text"/>		Novus	
PRIMARY STATS TOTAL = BASE + RACIAL Charisma (Chr) <u>1</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 <u>10</u> AR <u>10</u>		RACE <u>Dwarf</u> CULTURE <u>Arboreal</u> TRAINING PATH <u>Monk</u> BASE MOVE <u>10'</u> FATE POINTS <u>0</u> LIFT WEIGHT (MIGHT x 50) <u>350</u>	
SKILLS Ranks COMBAT SKILLS <input type="checkbox"/> Archery () <input type="checkbox"/> Blades () <input type="checkbox"/> Bludgeoning () <input checked="" type="checkbox"/> Martial Arts (<u>Wushu</u>) <u>5</u> <input checked="" type="checkbox"/> Thrown (<u>Blades</u>) <u>1</u> <input type="checkbox"/> Two-Handed () MAGICAL SKILLS <input checked="" type="checkbox"/> Casting (<u>Monk Spells</u>) <u>2</u> <input type="checkbox"/> Casting () <input type="checkbox"/> Magecraft <u>2</u> <input checked="" type="checkbox"/> Magelore (<u>Herbals</u>) <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 (<u>Scrimshaw</u>) <u>2</u> <input type="checkbox"/> Gimmickry <input checked="" type="checkbox"/> Healing <u>2</u> <input checked="" type="checkbox"/> Influence (<u>Trading</u>) <u>1</u> <input checked="" type="checkbox"/> Lore (<u>Kuo Sho</u>) <u>5</u> <input checked="" type="checkbox"/> Perception <u>3</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 (Scribe) <u>1</u> <input checked="" type="checkbox"/> Craft (Herbcraft) <u>3</u> <input checked="" type="checkbox"/> Lore (Xingyi) <u>3</u>		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 Encumbrance: 15+(2xStr)lbs +2 DT & Stealth -1 DR on all, but Chains Plus atks Darkvision (20') Gnomish Magic Cantrips (Clean, Firejet; 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)	
SKILL COSTS (ranks 1-10/11-20/21+) Favored: 1/5/8 Standard: 3/9/11		DAMAGE TRACKING VITALITY (Base <u>19</u> Stamina _____ + Spec <u>6</u>) MINOR (-1 per Wnd; Stamina _____; min 1) MAJOR (-2 per Wnd; Con _____; min 1) DIRE (-3 per Wnd; 1/2 Con _____; -1; min 1) SECONDARY DAMAGE CrTs: I ()/II ()/III () IV ()/V ()/VI () STG>SHK>DZ - HEALS 1 PER ROUND STAGGERED SHAKEN DAZED BLEEDING PENALTIES Height: _____ Hair: _____ Weight: _____ Age: _____ Eye Color: _____ Sex: _____ Other Notes: _____ CP TOTAL _____ XP TOTAL <u>100</u> TREASURE Platinum Pieces: _____ Gold Pieces: _____ Silver Pieces: _____ Bronze Pieces: _____ Copper Pieces: _____ Gems/Jewelry: _____ Other Treasure: _____	

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!



PRIMARY STATS			SECONDARY STATS				RACE	DAMAGE TRACKING		
Charisma (Chr)	TOTAL =	BASE + RACIAL	Aura =				Dwelf	VITALITY (Base <u>19</u> + Stamina <u>7</u> + Spec. <u>6</u>)		
Constitution (Con)	<u>3</u>	= <u>2</u> + <u>1</u>	Initiative =	<u>6</u>	(Spd + Wis)		CULTURE	<u>32</u> (heals after <u>4</u> hrs rest) = TOTAL		
Dexterity (Dex)	<u>4</u>	= <u>3</u> + <u>1</u>	Insight =	<u>4</u>	(Int + Wis)		Arboreal	MINOR (-1 per Wnd; Stamina <u>7</u> ; min. 1)		
Intelligence (Int)	<u>2</u>	= <u>2</u> +	Might =	<u>7</u>	(Str + Res)		TRAINING PATH	<u>7</u> (heals 1 per day of rest)		
Resolve (Res)	<u>4</u>	= <u>3</u> + <u>1</u>	Reflexes =	<u>8</u>	(Dex + Spd)		Monk	MAJOR (-2 per Wnd; Con <u>3</u> ; min. 1)		
Speed (Spd)	<u>4</u>	= <u>3</u> + <u>1</u>	Stamina =	<u>7</u>	(Con + Res)		BASE MOVE	<u>3</u> (heals 1 per week of rest)		
Strength (Str)	<u>3</u>	= <u>3</u> +	Will =	<u>6</u>	(Res + Int)		10'	DIRE (-3 per Wnd; 1/2 Con <u>2</u> -1; min. 1)		
Wisdom (Wis)	<u>2</u>	= <u>2</u> +					FATE POINTS	<u>2</u> (heals 1 per 2 weeks of rest)		
DEFENSIVE STATS			Type of Armor				SECONDARY DAMAGE			
23	1R		Base (10 + Reflexes)	<u>18</u>	DT	AR	Pen	Imp	CRTs: I (<u>26</u>)/II (<u>28</u>)/III (<u>31</u>)	
			Armor						IV (<u>35</u>)/V (<u>38</u>)/VI (<u>43</u>)	
			Helm		/				STG>SHK>Dz - HEALS 1 PER ROUND	
			Bracers	<u>Reinforced Leather</u>		<u>1</u> /		<u>1</u>	STAGGERED SHAKEN DAZED	
			Greaves			/			BLEEDING PENALTIES	
SKILLS			LANGUAGES				Height: <u>45" (3' 9")</u>		Hair: <u>Black</u>	
COMBAT SKILLS			S W S W				Weight: <u>70 lbs</u>		Age: <u>45</u>	
<input type="checkbox"/> Archery ()			<u>Common</u> <u>X</u> <u>X</u>				Eye Color <u>Amber</u>		Sex: <u>Male</u>	
<input type="checkbox"/> Blades ()			<u>Aeshiri</u> <u>X</u>				Other Notes: <u>Clean shaven, hair cropped close</u>			
<input type="checkbox"/> Bludgeoning ()							<u>Oriental Dragon tattoos on each forearm</u>			
<input checked="" type="checkbox"/> Martial Arts (<u>Wushu</u>) <u>5</u>										
<input checked="" type="checkbox"/> Thrown (<u>Blades</u>) <u>1</u>										
<input type="checkbox"/> Two-Handed ()										
MAGICAL SKILLS			WEAPONS				CP TOTAL		XP TOTAL	
<input type="checkbox"/> Casting (<u>Monk Spells</u>) <u>2</u>			Weapon: <u>Monkey Fist (Kata)</u> Init: <u>+2</u>							
<input type="checkbox"/> Casting ()			Attk Bns: <u>9</u> BD: <u>8</u> SD: <u>16 max RI</u>							
<input type="checkbox"/> Magecraft <u>2</u>			Notes: <u>Dmg = 2+2(kata)+3(Str)+1(Wp Foc)</u>							
<input checked="" type="checkbox"/> Magelore (<u>Herbals</u>) <u>1</u>			Weapon: <u>Nunchaku (kata: 1h)</u> Init: <u>+2</u>							
<input type="checkbox"/> Targeting ()			Attk Bns: <u>9</u> BD: <u>9</u> SD: <u>18 max RI</u>							
GENERAL SKILLS			Notes: <u>Dmg = 2+3(kata)+3(Str)+1 Wp Foc</u>							
<input checked="" type="checkbox"/> Acrobatics <u>3</u>			Weapon: <u>Nunchaku (kata: 2h)</u> Init: <u>+2</u>							
<input checked="" type="checkbox"/> Athletics <u>2</u>			Attk Bns: <u>9</u> BD: <u>10</u> SD: <u>20 max RI</u>							
<input checked="" type="checkbox"/> Crafts (<u>Scrimshaw</u>) <u>2</u>			Notes: <u>Dmg = 2+4(kata)+3(Str)+1 Wp Foc</u>							
<input type="checkbox"/> Gimickry			Weapon: <u>Dagger (kata)</u> Init: <u>+2</u>							
<input checked="" type="checkbox"/> Healing <u>2</u>			Attk Bns: <u>9</u> BD: <u>6</u> SD: <u>12 max RI</u>							
<input checked="" type="checkbox"/> Influence (<u>Trading</u>) <u>1</u>			Notes: <u>Dmg = 2+1(kata)+3(Str)+1(Wp Foc)-1(Sz)</u>							
<input checked="" type="checkbox"/> Lore (<u>Kuo Sho</u>) <u>5</u>			Weapon: <u>Dagger (throw)</u> Init: <u>+4</u>							
<input checked="" type="checkbox"/> Perception <u>3</u>			Attk Bns: <u>5</u> BD: <u>4</u> SD: <u>8 max RI</u>							
<input type="checkbox"/> Perform ()			Notes: <u>Dmg = 2+3(Str)-1(Sz)</u>							
OUTDOOR SKILLS			NOTES & EQUIPMENT				TREASURE			
<input checked="" type="checkbox"/> Foraging () <u>2</u>			Encumbrance: <u>15+(2xStr)lbs</u>				Platinum Pieces:		Other Treasure:	
<input type="checkbox"/> Riding ()			<u>+2 DT & Stealth</u>				Gold Pieces:			
<input checked="" type="checkbox"/> Survival () <u>2</u>			<u>-1 DR on all, but Chains Plus attk</u>				Silver Pieces: <u>4</u>			
<input checked="" type="checkbox"/> Tracking <u>2</u>			<u>Darkvision (20')</u>				Bronze Pieces:			
SUBTERFUGE SKILLS			<u>Gnomish Magic</u>				Copper Pieces:			
<input checked="" type="checkbox"/> Stealth <u>3</u>			<u>Cantrips (Clean, Firejet; Will to cast)</u>				Gems/Jewelry:			
<input type="checkbox"/> Streetwise			<u>Skill Focus (+1 Climbing)</u>							
<input type="checkbox"/> Thievery			<u>Instinctive Defense (+4 DT)</u>							
<input checked="" type="checkbox"/> Trickery <u>1</u>			<u>(+4 vs Surprise)</u>							
<input checked="" type="checkbox"/> Craft (Scribe) <u>1</u>			<u>Passive (-3 AB; req: Will Save)</u>							
<input checked="" type="checkbox"/> Craft (Herbcraft) <u>3</u>			<u>Wushu Moves (Disarm, Kick, Legsweep,</u>							
<input checked="" type="checkbox"/> Lore (Xingyi) <u>3</u>			<u>Monk Spells (learn w/ Mj costs)</u>							
			<u>Universal Spells (Mn costs)</u>							
SKILL COSTS (ranks 1-10/11-20/21+)										
Favored: <u>1/5/8</u>										
Standard: <u>3/9/11</u>										

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