

CHARACTER CREATION WALK THROUGH

Mark is creating a new character for **Bill's** first Novus game. **Mark** has done the right thing and acquired the Novus Deluxe version. However, he's only had time to take a brief glance at character creation and has perused the skills and talents. Since he hasn't read the entire book he will be depending on **Bill** to guide him through the process.

Mark: I'm ready to go, how do we proceed.

Bill: Easy enough, page 7 of the Novus rule book starts off with a summary of the steps to create a character. The rest of the chapter goes into detail about each step. So let's start off with a character concept. Now your concept should define your motivations, background, race and class and if developed enough might suggest talents and skills that you could start with.

Mark: Ok, I've thought a bit about my character. Since we're starting a new game I figured I'd do what I always do when we try new rules; make an archetypal strong and tough fighter.

Bill: Sure, sounds good. We're going to set the game in a pseudo-medieval world, a fairly generic setting, since our focus is getting a feel for the game.

Mark: That works great. I had time to quickly write down a character concept. In brief, my fighter will be a tough guy, hardened by a rough upbringing and bad luck, but very positive in light of all that he's been through. I'd also like him to have some skill as an armor smith. I think he'll have been displaced from farming life and ended up as a vagabond in a town, so an urban lower class background would be appropriate. After some tough times his fortune turned and he learned to be a man at arms. Now he's Fighter seeking adventure. I'll name him Markas and he'll be a human.

Bill: Nicely done. It will be easy to reflect your concepts in Novus. Let's start filling out your character sheet. We're going to use the character sheet kindly provided by the guys at Firehawk games. Oh, by the way, that's a really original character name.

Mark: Yeah, if I recall correctly your last NPC was named Murphy, so let's move on. I've written those details down.

Bill: Selecting your race is the next step. You'll find the details on the Human race on page 9. Note down your movement rate which is 10' per action point.

Base Racial Max. Hit Points	_____
Max. Hit Points (Racial Max. + Str + Con)	0
Starting Hit Points (20 + Str + Con + _____)	20
Spell Points (Base ____ + Spellcasting Ranks)	0
Fate Points	_____
Movement Rate	10' per AP

Bill: Now you get a special racial ability called Adaptability which allows you to increase some of your starting stats. Do you know which ones you'd like to increase now or do you want to wait until we've generated your stats?

Mark: Well, I know two things right now - that I am human and a Fighter. I looked ahead to page 13, at the Fighter description, and I see that Prime Stats for the Fighter are Strength and Constitution. Why are Prime Stats relevant?

Bill: The prime requisites are a good indicator of which stats should have high values. These stats are the ones most frequently used for checks related to your class abilities.

Mark: So I'll just spread the points between Strength and Constitution. Since a stat can't be raised by more than 2 points, I'll just place 2 points in Strength and 2 points in Constitution. I'll make a note of this increase in the race column of the stats section on the character sheet.

STATS	Raw + Race + Misc = Value	Bonus	Save Modifier
Charisma (Chr)	_____ + _____ + _____ = 0	-4	+5 + _____ = 1
Constitution (Con)	_____ + +2 + _____ = 2	-3	+5 + _____ = 2
Dexterity (Dex)	_____ + _____ + _____ = 0	-4	+5 + _____ = 1
Intelligence (Int)	_____ + _____ + _____ = 0	-4	+5 + _____ = 1
Speed (Spd)	_____ + _____ + _____ = 0	-4	+5 + _____ = 1
Strength (Str)	_____ + +2 + _____ = 2	-4	+5 + _____ = 1
Willpower (Will)	_____ + _____ + _____ = 0	-4	+5 + _____ = 1
Wisdom (Wis)	_____ + _____ + _____ = 0	-4	+5 + _____ = 1

Bill: Your second racial ability is called Skill Flexibility. This allows you to select 3 skills to be Favored Skills. Which ones do you want to select?

Mark: Well honestly, I'm not sure. Do I have to select these now? I'm looking at the Fighter class and I see a bunch of Favored Skills listed. Do I get all of those?

Bill: Yes you do.

Mark: Can I defer choosing the Favored Skills until I write down the Favored Skills granted to me by the Fighter class?

Bill: Sure, you also get some skill ranks for your background, so waiting to choose your favored skills granted by the Adaptability special ability sounds reasonable. That's all the relevant game mechanics associated with the Human race, so let's discuss your background. I see you started out on a farm but spent a lot of time in a town.

Mark: Right, but the time on the farm was short lived; I'd say most of his formative years were spent as a vagabond in town, so I suggest an Urban, Lower Class background. This reflects those years where petty crime and thievery was part of his life, a necessity to survive.

Bill: Fair enough, now you gain ranks in the skills listed under the Urban, Lower Class background which can be found on page 12.

Mark: Where do I write them down?

Bill: If you look at the Skills section of the character sheet you will see several columns. The BG column is where you write down the number of skill ranks granted to you by your chosen background. The Ranks column will be for the number of skill ranks you purchase using character points or that are

granted to you by your chosen class. The stat column will be for your stat bonus. And the spec columns are for any additional bonuses. Finally, next to each skill is an associated stat, please write down the associated stat if it is not already there – you'll find that in the skill summary table on page 21 or under the skill's description starting on page 22.

Mark: Thanks, I've got them written down. Since I got Combat Skills (3) as one of the skills for the Background, I've decided to put all 3 points into the specific skill of Clubs. It's in keeping with his background since he used a hammer as a blacksmith. It looks like I must choose whether Trickery will be based on Dex or Cha – a onetime choice. I'll wait to make this choice until I've generated my stats.

SKILLS	(Stat)	BG	+ Ranks	+ Stat	+ Spec.	+ Spec.	= Total
<input type="checkbox"/> Acrobatics	(Spd)		+	-4	+	+	= -4
<input type="checkbox"/> Athletics	(Con)	2	+	-3	+	+	= -1
<input type="checkbox"/> Combat (Clubs)	(Str)	3	+	+	+	+	= 3
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> Crafting	()		+	+	+	+	= 0
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> First Aid	(Wis)		+	-4	+	+	= -4
<input type="checkbox"/> Gimmickry	(Dex)	2	+	-4	+	+	= -2
<input type="checkbox"/> Influence	(Chr)	2	+	-4	+	+	= -2
<input type="checkbox"/> Lore (Local Region)	(Int)	2	+	-4	+	+	= -2
<input type="checkbox"/> ()	(Int)		+	-4	+	+	= -4
<input type="checkbox"/> ()	(Int)		+	-4	+	+	= -4
<input type="checkbox"/> Magecraft (Base)	()		+	+	+	+	= 0
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> Navigation	(Int)		+	-4	+	+	= -4
<input type="checkbox"/> Perception	(Wis)	2	+	-4	+	+	= -2
<input type="checkbox"/> Perf. Arts	(Chr)		+	-4	+	+	= -4
<input type="checkbox"/> ()	(Chr)		+	-4	+	+	= -4
<input type="checkbox"/> Riding	(Dex)		+	-4	+	+	= -4
<input type="checkbox"/> Spellcast	()		+	+	+	+	= 0
<input type="checkbox"/> ()	()		+	+	+	+	= 0
<input type="checkbox"/> Stealth	(Spd)	2	+	-4	+	+	= -2
<input type="checkbox"/> Streetwise	(Wis)	3	+	-4	+	+	= -1
<input type="checkbox"/> Survival	(Wis)		+	-4	+	+	= -4
<input type="checkbox"/> Tracking	(Wis)		+	-4	+	+	= -4
<input type="checkbox"/> Trickery	()	2	+	+	+	+	= 2

Bill: Great, now we've gotten your Race and Background selection out of the way, let's move on to your class. You've chosen the Fighter class, so take a look at the write up on page 13. You'll see a list of Favored Skills. On your character sheet in the skills section please check off the box marked favored skill for the ones listed in the Favored Skills section of the class description. For the Combat Skills, you need to think about what specific skills you will choose. Now is also the time to choose the favored skills that were granted to you by your Race.

Mark: ok, I've done that. I had 3 Favored Skills from my race and 2 from my class that I could freely choose. I allocated those along with what was explicitly listed for my class. I also chose specific combat skills. I decided to choose Axes & Hammers and the thrown version. I also chose Two Weapon Combo as I could see him fighting with a hammer or axe and a smaller weapon. To match his background in blacksmithing I chose Crafting (Weapon Smith).

Bill: Your selections look good. Now let's look at the other special abilities for the class. You get the Armor, Medium and Combat Training II special abilities. So make adjustments to your character sheet to reflect the bonuses associated with Combat Training II; first you get 10 additional hit points, so add those to your starting hit points.

Base Racial Max. Hit Points	_____
Max. Hit Points (Racial Max. + Str + Con)	4
Starting Hit Points (20 + Str + Con + 10)	34
Spell Points (Base _____ + Spellcasting Ranks)	0
Fate Points	_____
Movement Rate	10' per AP

Bill: You also get a +2 bonus to Defense (DEF).

Type of Armor	DEF	AR	Pen.	Imp
Base (15 + Speed Bonus)	11			
Armor				
Helm		/		
Bracers		/		
Greaves		/		
Shield				
Special				
Misc. Combat Training II	+2			
Misc				
Total	13	0	0	0

Bill: Finally you get a +2 to all your favored combat skills.

Mark: ok, where do I put the +2 bonus to favored skills?

Bill: Put it in the special column for the favored combat skills.

Mark: ok done.

SKILLS	(Stat)	BG	+ Ranks	+ Stat	+ Spec.	+ Spec.	= Total
<input type="checkbox"/> Acrobatics	(Spd)			-4			-4
<input checked="" type="checkbox"/> Athletics	(Con)	2		-3			-1
<input checked="" type="checkbox"/> Combat (Clubs)	(Str)	3			+2		5
<input checked="" type="checkbox"/> (Axes & Hammer)	(Str)				+2		2
<input checked="" type="checkbox"/> (Thrown Axes & Hammer)	(Dex)				+2		2
<input checked="" type="checkbox"/> (Two Weapon Combo)	(Dex)				+2		2
<input type="checkbox"/> ()	()						0
<input checked="" type="checkbox"/> Crafting (Weapon Smith)	(Dex)						0
<input type="checkbox"/> ()	()						0
<input type="checkbox"/> ()	()						0
<input checked="" type="checkbox"/> First Aid	(Wis)			-4			-4
<input type="checkbox"/> Gimmickry	(Dex)	2		-4			-2
<input checked="" type="checkbox"/> Influence	(Chr)	2		-4			-2
<input type="checkbox"/> Lore (Local Region)	(Int)	2		-4			-2
<input type="checkbox"/> ()	(Int)			-4			-4
<input type="checkbox"/> ()	(Int)			-4			-4
<input type="checkbox"/> Magecraft (Base)	()						0
<input type="checkbox"/> ()	()						0
<input type="checkbox"/> ()	()						0
<input type="checkbox"/> Navigation	(Int)			-4			-4
<input checked="" type="checkbox"/> Perception	(Wis)	2		-4			-2
<input type="checkbox"/> Perf. Arts ()	(Chr)			-4			-4
<input type="checkbox"/> ()	(Chr)			-4			-4
<input checked="" type="checkbox"/> Riding	(Dex)			-4			-4
<input type="checkbox"/> Spellcast. ()	()						0
<input type="checkbox"/> ()	()						0
<input checked="" type="checkbox"/> Stealth	(Spd)	2		-4			-2
<input checked="" type="checkbox"/> Streetwise	(Wis)	3		-4			-1
<input checked="" type="checkbox"/> Survival	(Wis)			-4			-4
<input type="checkbox"/> Tracking	(Wis)			-4			-4
<input type="checkbox"/> Trickery	()	2					2

Bill: Since we know your race, class and background, fill out those portions of the character sheet also. You begin with 100 experience points.

Mark: ok, done. Now what?

LEVEL	EXPERIENCE POINTS
1	100
CHARACTER CLASS	Fighter
RACE	BACKGROUND
Human	Urban, Lower Class

Bill: Now we determine your Stats. Everything you need to know about stats is defined starting on page 16. To expedite matters we are going to use Method 3: Stat Array to determine your starting stats. So you can take the pregenerated Raw Stats and place them in whatever stat you wish.

Mark: Any advice on distributing the stats?

Bill: The prime requisites are a good indicator of which stats should have high values. These stats are the ones most frequently used for checks related to your class abilities. You should also check your combat skills and see what stats are used and place high stats into those that you really wish to excel at; in time your skill rank will outpace your stat bonus, but to start with a decent stat bonus will help.

Mark: ok, I've placed my best stats in Strength, Constitution and Dexterity.

STATS	Raw	+	Race	+	Misc	=	Value	Bonus
Charisma (Chr)	11	+		+		=	11	0
Constitution (Con)	15	+	+2	+		=	17	2
Dexterity (Dex)	16	+		+		=	16	2
Intelligence (Int)	10	+		+		=	10	0
Speed (Spd)	14	+		+		=	14	1
Strength (Str)	17	+	+2	+		=	19	3
Willpower (Will)	14	+		+		=	14	1
Wisdom (Wis)	12	+		+		=	12	0

Bill: Now go back to your skill section and put in your stat bonus for any skills not automatically calculated. If you need to verify the stat bonus for your stats there is a table on page 17. Also since you deferred selecting whether Trickery would be based on Dex or Cha, you should make that choice now.

Mark: All right, I've decided to have trickery based off my Dex stat and filled in the stat bonuses for anything not automatically calculated in the stat column.

SKILLS	(Stat)	BG	+	Ranks	+	Stat	+	Spec.	+	Spec.	=	Total
<input type="checkbox"/> Acrobatics	(Spd)		+		+	1	+		+		=	1
<input checked="" type="checkbox"/> Athletics	(Con)	2	+		+	2	+		+		=	4
<input checked="" type="checkbox"/> Combat (Clubs)	(Str)	3	+		+	3	+	+2	+		=	8
<input checked="" type="checkbox"/> (Axe & Hammer)	(Str)		+		+	3	+	+2	+		=	5
<input checked="" type="checkbox"/> (Thrown Axes & Hammer)	(Dex)		+		+	2	+	+2	+		=	4
<input checked="" type="checkbox"/> (Two Weapon Combo)	(Dex)		+		+	2	+	+2	+		=	4
<input checked="" type="checkbox"/> Crafting (Weapon Smith)	(Dex)		+		+	2	+		+		=	2
<input type="checkbox"/> ()	()		+		+		+		+		=	0
<input type="checkbox"/> ()	()		+		+		+		+		=	0
<input checked="" type="checkbox"/> First Aid	(Wis)		+		+	0	+		+		=	0
<input type="checkbox"/> Gimmickry	(Dex)	2	+		+	2	+		+		=	4
<input checked="" type="checkbox"/> Influence	(Chr)	2	+		+	0	+		+		=	2
<input type="checkbox"/> Lore (Local Region)	(Int)	2	+		+	0	+		+		=	2
<input type="checkbox"/> ()	(Int)		+		+	0	+		+		=	0
<input type="checkbox"/> ()	(Int)		+		+	0	+		+		=	0
<input type="checkbox"/> Magecraft (Base)	()		+		+		+		+		=	0
<input type="checkbox"/> ()	()		+		+		+		+		=	0
<input type="checkbox"/> ()	()		+		+		+		+		=	0
<input type="checkbox"/> Navigation	(Int)		+		+	0	+		+		=	0
<input checked="" type="checkbox"/> Perception	(Wis)	2	+		+	0	+		+		=	2
<input type="checkbox"/> Perf. Arts ()	(Chr)		+		+	0	+		+		=	0
<input type="checkbox"/> ()	(Chr)		+		+	0	+		+		=	0
<input checked="" type="checkbox"/> Riding	(Dex)		+		+	2	+		+		=	2
<input type="checkbox"/> Spellcast. ()	()		+		+		+		+		=	0
<input type="checkbox"/> ()	()		+		+		+		+		=	0
<input checked="" type="checkbox"/> Stealth	(Spd)	2	+		+	1	+		+		=	3
<input checked="" type="checkbox"/> Streetwise	(Wis)	3	+		+	0	+		+		=	3
<input checked="" type="checkbox"/> Survival	(Wis)		+		+	0	+		+		=	0
<input type="checkbox"/> Tracking	(Wis)		+		+	0	+		+		=	0
<input type="checkbox"/> Trickery	(Dex)	2	+		+	2	+		+		=	4

Bill: Awesome, now we're going to fill in some secondary stats. Some of these will change depending on what you do in the next step, but at least we'll have a starting point. Your Defense stat will have to wait until the next step since part of the calculation depends on knowing your best combat skill, and in the next step you get to spend points to increase skills, so that will likely change. So we'll hold off on calculating defense for now.

You do get 3 fate points to start off, so please note that down.

To determine your starting and maximum hit points see page 18. We've already added in your bonus for Combat Training II and the character sheet has automatically calculated your starting HP but we need to put in the value for your Racial Max Base, which according to page 18 for Humans is 80. So that value plus your con and str stat is the maximum hit points you can ever attain.

We've already noted down your movement rate earlier.

You get no spell points, unless you're thinking of choosing either Major or Minor Adept as a talent. Are you?

Mark: No spell casting for this guy!

Bill: ok, so we'll leave that blank or fill in zero there.

Base Racial Max. Hit Points	80
Max. Hit Points (Racial Max. + Str + Con)	116
Starting Hit Points (20 + Str + Con + 10)	66
Spell Points (Base ___ + Spellcasting Ranks)	0
Fate Points	3
Movement Rate	10' per AP

Now you start with one language that you can speak and write and one other that you can speak. Based on our game, you'll start off speaking and reading common. What's your other choice for a spoken language?

Mark: Hmm, I'll just pick Dwarvish. Let's say he's picked up Dwarvish to speak with Dwarves about Weapon Smithing.

LANGUAGES	S	W
Common	✓	✓
Dwarvish	✓	

Bill: That's acceptable. So note everything down in the relevant sections and we can move on.

Mark: Done

Bill: Now you get to develop your character by spending Character Points (CPs) to purchase Skills, Talents and Combat Moves. You could also learn spells if you were a caster class or decided to purchase the relevant talents and skills, but since you stated that is not your intention then Spells are out of scope for you. You have 30 Cps to spend.

The cost for skills depends on the current skill rank and whether it is favored or not, there is a table of skill costs on page 20 to help you determine the cost per skill rank.

Talents are a flat cost, and there is a table on page

18 that lists the cost. It's important to keep in mind that some talents can only be purchased at character creation time. When you gain additional levels you get more Cps to spend on skills, talents and spells, but not all talents can be bought after character creation. The Talents table on page 26 has a column titled Trainable, if there is a Y in the column then you can learn the talent at later levels, if it is N then the talent can only be acquired during character creation (at first level).

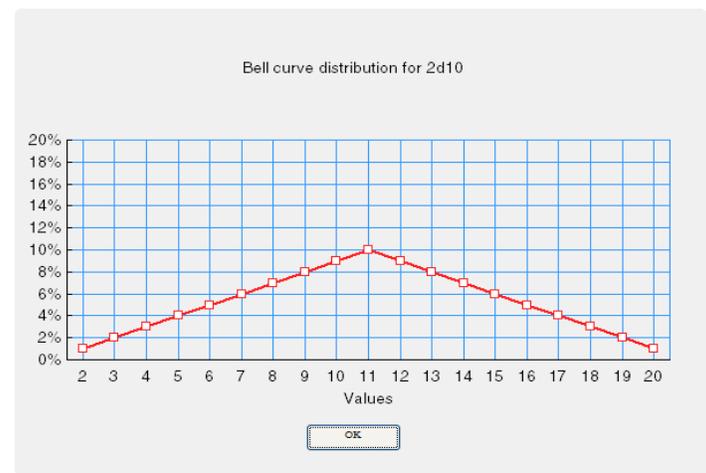
Mark: Whew, that's a lot of choice and decisions to make. Do you have any advice on what to focus on?

Bill: Well, stick to your core character concept. You're a fighter so make sure you are competent at a few weapons skills and maybe a combat style. Since you have combat training II you can also purchase 1 combat move for every rank in a given Combat Skill, so you could acquire a few of those. Be careful, those character points go fast! Additionally, pick the talents that are not trainable at later levels now, but don't go crazy as they are relatively expensive.

Mark: What about skill ranks, how many ranks should I start with?

Bill: Well, simply the more ranks you have the easier it will be to succeed at tasks. Remember on page 5 is the summary of the resolution system used in Novus.

Since you roll 2D10, typically your rolls will cluster around 11.



The TN for average to moderately difficult tasks is typically 15 to 20, so you would want at least a +5 to +10 modifier to your roll. Remember you add your skill ranks + stat bonus and other modifiers for a

total skill bonus which is added to your roll.

The best advice when starting out is to be competent in a few skills and as you level you can develop other skills. Grab a scrap piece of paper to keep track of costs.

Mark: Well, give me a piece of paper, a pencil and a few minutes and I'll choose my skills, talents and combat moves.

Mark: You were right, those Cps really go fast. I've selected my talents and skills. I'll hold off on combat moves until later, I've focused on being competent in a few core areas. Here's my cost breakdown, and I've also updated my skills and added all my special abilities to the Notes area of the character sheet.

Ability Purchased	Cost	CPs
		30
Weapon Focus (Warhammer)	5	25
Agile Defense	5	20
Clubs 3 x 1	3	17
Axes & Hammers	3	14
Thrown Axes & Hammers	3	11
Two Weapon Combo	3	8
First Aid	2	6
Athletics	2	4
Survival	2	2
Crafting (Weapon Smith)	2	0

SKILLS		(Stat)	BG	+	Ranks	+	Stat	+	Spec.	+	Spec.	=	Total
<input type="checkbox"/>	Acrobatics	(Spd)					1						1
<input checked="" type="checkbox"/>	Athletics	(Con)	2		2		2						6
<input checked="" type="checkbox"/>	Combat (Clubs)	(Str)	3		3		3		+2				11
<input checked="" type="checkbox"/>	(Axes & Hammer)	(Str)			3		3		+2				8
<input checked="" type="checkbox"/>	(Thrown Axes & Hammer)	(Dex)			3		2		+2				7
<input checked="" type="checkbox"/>	(Two Weapon Combo)	(Dex)			3		2		+2				7
<input type="checkbox"/>	()	()											0
<input checked="" type="checkbox"/>	Crafting (Weapon Smith)	(Dex)			2		2						4
<input type="checkbox"/>	()	()											0
<input type="checkbox"/>	()	()											0
<input checked="" type="checkbox"/>	First Aid	(Wis)			2		0						2
<input type="checkbox"/>	Gimmickry	(Dex)	2				2						4
<input checked="" type="checkbox"/>	Influence	(Chr)	2				0						2
<input type="checkbox"/>	Lore (Local Region)	(Int)	2				0						2
<input type="checkbox"/>	()	(Int)					0						0
<input type="checkbox"/>	()	(Int)					0						0
<input type="checkbox"/>	Magecraft (Base)	()											0
<input type="checkbox"/>	()	()											0
<input type="checkbox"/>	()	()											0
<input type="checkbox"/>	Navigation	(Int)					0						0
<input checked="" type="checkbox"/>	Perception	(Wis)	2				0						2
<input type="checkbox"/>	Perf. Arts ()	(Chr)					0						0
<input type="checkbox"/>	()	(Chr)					0						0
<input checked="" type="checkbox"/>	Riding	(Dex)					2						2
<input type="checkbox"/>	Spellcast. ()	()											0
<input type="checkbox"/>	()	()											0
<input checked="" type="checkbox"/>	Stealth	(Spd)	2				1						3
<input checked="" type="checkbox"/>	Streetwise	(Wis)	3				0						3
<input checked="" type="checkbox"/>	Survival	(Wis)			2		0						2
<input type="checkbox"/>	Tracking	(Wis)					0						0
<input type="checkbox"/>	Trickery	(Dex)	2				2						4

NOTES (RACIAL ABILITIES, COMBAT MOVES, TALENTS, ETC.)

Adaptability	Weapon Focus (Warhammer)
Skill Flexibility	Agile Defense
	Armor, Medium
	Combat Training II

Bill: Great, the costs look good. We're almost done. Let's equip your character and then go back and figure out all the bonuses and stats that we need for play. Page 32 details what you start out with as a first level character. As a fighter you get 2 weapons, a normal shield, and reinforced leather torso armor, helm, bracers and greaves. You also receive the equipment listed as the standard pack, at belt items and clothing. For starting money you will receive the maximum of 20sp, my gift to you. Let's write in all the required values for armor and weapons, as that will be needed to tally some other values such as Defense.

Mark: Ok, I'll write in the armor and weapons for now and write down all the equipment later.

Bill: Let's start with armor. Page 35 has a table entitled Armor and Shields.

First, you have to make a decision if you want the bonus to Defense for your talent Agile Defense. To gain the benefit of the bonus to Defense you have to comply with some restrictions on the type of armor worn. Any Torso Armor worn cannot be heavier than Soft Leather, so if you keep the starting gear, Reinforced Leather, this will disqualify you for the bonus. You can wear any type of bracer, so the starting gear is ok. For the helm, you are only allowed to wear a skullcap, but it can be of any type, so your starting gear is ok. Wearing greaves is not allowed to be worn if you want to get the bonus. So do you want forego the Agile Defense bonus or modify your starting gear to conform to the requirements? You can substitute gear for equal or lesser value if you wish.

Mark: I'll switch to Soft Leather for the torso armor, keep the Reinforced Leather bracers, and drop the greaves. I'll keep the reinforced leather helm; it's a skullcap.

Bill: Copy the values for DEF, AR, Pen and Imp., to the character sheet. Now we can calculate your Defense score. Defense is equal to a base of 15 + speed bonus + (1/5 of the rank of your best combat skill) + shield + other bonuses.

Your speed bonus is +1. Your shield gives you a +3. Your best combat skill is 6, so that contributes a +1. Additionally with combat training you get a +2.

So your total is 23. Write in all the bonuses on the character sheet.

Your armor is the sum of the AR rating for each piece of armor you are wearing. It is the first number listed before the slash in the armor table. The number after the slash is used for called shots.

Remember since you are trained in the armor you are wearing the armor penalty will only affect your skill rolls based on the Spd stat. There are 2 skills on the character sheet that use Speed as their stat (Acrobatics & Stealth), the penalty from Armor should be listed on the skill sheet for those skills to show that it is already figured in.

Mark: All right, I'm done with the armor and calculating the Defense and I've added the armor penalty to the skills section for Acrobatics and Stealth.

Type of Armor	DEF	AR	Pen.	Imp
Base (15 + Speed Bonus)	16			
Armor Soft Leather		4	0	1
Helm Skullcap - Reinforced Leather		1 / 1	0	1
Bracers Reinforced Leather		1 / 5	-1	1
Greaves		/		
Shield Normal	3			
Special Agile Defense	+1			
Misc. Combat Training II	+2			
Misc. Combat Skill	+1			
Total	23	6	-1	3

Bill: We'll fill in your weapon stats. Turn to page 38 where you will find the Weapons table. Your Attack Bonus (AB) is equal to the total skill bonus of the skill associated with the weapon. Now for Warhammer, it looks like you have Clubs and Axes & Hammers, both of which contain the Warhammer. We will use the Clubs weapon skill to determine his Attack Bonus and Damage Rating since that is the better of the two combat skills that contain the Warhammer.

Your total skill bonus is +11. You also have Weapon Focus (Warhammer) which gives you a +1 to AB, thus you have a total bonus of +12 for AB.

The Base Damage for the Warhammer is going to be the sum of its Damage Rating (8) and the stat bonus of the skill used when making an attack with it. Since Clubs is the skill you will be using when making melee attacks, and it uses the STR stat, the stat bonus that we add to the Damage Rating is +3. So, the Base Damage for the Warhammer when making melee attacks will be 11 (8+3).

The AB for the hand axe is +8 and the DR is 9 (6+3).

Since you have Thrown Axes & Hammer, I suggest adding entries in the weapons section for your warhammer and hand axe when thrown. The AB for the warhammer when thrown will be your Thrown Axes + Hammer total skill bonus which is 7 plus your +1 bonus for weapon focus (warhammer) for a total of +8. Your base damage is 8 + the stat bonus of the stat associated with the thrown axes and hammers skill which is Dex, giving you a 10 (8+2) damage rating.

The AB for the hand axe when thrown is 7 and the Base Damage is 8 (6+2).

Also note down the range increment for both weapons; for thrown weapons it is the strength stat value of the character in feet.

Mark: All right, all done. Hey, I get a dagger with my starting equipment, how do I calculate attack bonus and base damage for that, since I don't have any ranks in the associated skill?

Bill: Having no ranks in the skill means you will only receive the stat bonus of the associated weapon skill. That's Dex, so your AB is +2 for the dagger. The base damage is 6 (4+2).

WEAPONS			
Weapon Name:	Warhammer		
+12	Attack Bonus		Range Increment
11	Base Damage	Notes:	Melee

Weapon Name:	Hand Axe		
+8	Attack Bonus		Range Increment
9	Base Damage	Notes:	Melee

Weapon Name:	Warhammer		
+8	Attack Bonus	1*	Range Increment
10	Base Damage	Notes:	Thrown

Weapon Name:	Hand Axe		
+7	Attack Bonus	1*	Range Increment
8	Base Damage	Notes:	Thrown

Weapon Name:	Dagger		
+2	Attack Bonus	1*	Range Increment
6	Base Damage	Notes:	No Skill Ranks

Bill: Well done, now just fill in the details such as equipment and encumbrance and character traits such as height and weight.

Mark: Help me out with encumbrance.

Mark's background story for Markas

Luck has not favored Markas. Growing up on his family farm was a tough life, but one filled with familiar and happy routine. Drought brought an end to those days far too soon. As the farm could no longer support the whole clan and as he was the second eldest son, he was packed off to the nearby town to try to find his way as best he could. Penniless and unable to find work, he resorted to petty theft to assuage his near starvation. He spent years begging, stealing and living in the streets until one day a stolen piece of bread and an uncaring merchant got him tossed in the local jail. He was sent to the labor camp, quarrying stone, to pay for his crime. Having nowhere to go and at least being fed (although meagerly) he stayed long after his term was served. He grew strong from the work.

The overseer took notice of this and sold him off to a traveling blacksmith who was looking for a strong hand. His new master was merciless and beat him severely for the least error. Yet, he persevered and learned all he could from the smith who knew his trade well, at least when not drunk. The smith's wife was kind but ill-treated, and having no children of her own treated Markas kindly when she could. One day, the smith was drunk and beat his wife so severely that Markas felt compelled to intervene. The smith's flew into a greater rage and took up his sword. Markas promptly brained him with his own hammer. He went to the aid of the smith's wife but it was too late, she was injured beyond help, but with her last words she told him where to find some coins she had hidden and with her blessing told him to go far away.

Before he could be free of the place, he was caught by guardsmen coming to the smith to have a horse shod. They saw him standing by the bodies of the smith and his wife and suspected him of murder. Although he fought, he was overcome by sheer numbers and brought to the keep. Quickly judged and condemned to death he was tossed in the dungeons. It was a time of war for the local lord and he had no time preside over any execution so Markas was spared for a time. While in the dungeon he overheard the news of war and took a gamble. He bribed the sergeant with the coins given to him by the smith's wife. The sergeant, a calculating but not dishonest man who knew the ill-tempered disposition of the smith, was half inclined to believe Markas free of guilt. He assigned Markus to a peasant levy conscripted to fight for the lord. So he would fight and if he lived then perhaps his service would provide some leniency.

It was off to war for Markas. The peasant levy was crushed by unexpected numbers. The opposing lord had hired humanoid mercenaries and they slaughtered the peasants. The lord's troops were also overwhelmed. Yet Markas lived. He fought

ferociously, hopelessly trying to aid his comrades. Perhaps Luck in that moment finally saw Markas and gave him a chance. The battle was lost and the lord was alone, trying to retreat with the last of his men fallen. Markas retrieving a fallen warhammer saved him, albeit awkwardly, by smashing a few orcs that were assaulting the lord, giving him enough time to remount his horse and flee with Markas. The humanoids were driven off by late arriving allies of the lord. Markas was rewarded for his valor by being given another hearing, wherein he told the tale of what truly happened to the smith; the lord having seen his bravery, believed his tale and freed him. He gave Markas a choice, to leave or stay on as a man at arms. Markas chose to stay and thus learned the way of arms.

In the ensuing years he has mastered his trade and long since left to find his own way in the world as an adventurer. Yet for all his hardship in life, he has remained a taciturn yet kind person, always remembering the small kindnesses done for him rather than dwelling on misfortunes.

