

Character Creation

We will create a new character named Tessa of Thermadore. She is a human who used to work as a hoodlum in the Vindstadt underworld. Take a look at her character sheet at the back of this manual.

Not all of the fields listed on the character sheet are required. We have used only some of the fields on the character sheet.

Primary Statistics

There are the nine fields on the top left which are the character's primary statistics. They are Bod which is body weight, Hth which is health and vitality, Wil which is will power, Agi which is agility and reflexes, Cft which is ability to do crafts, Chm which is charm, Prs which is persuasion and charisma, Int which is intelligence, and Pcp which is perception.

When a character is created, these numbers are found by rolling six sided dice. Bod is the sum of three dice. For all of the rest, roll four dice, but keep only the best three. That is, discard the lowest die, and sum up the remaining three.

This is how we arrived at these numbers for Tessa.

For Bod we rolled 3, 2, and 1 on three dice. This adds up 6.

For Hth we rolled 6, 5, 4, and 2. We drop the 2, leaving 6, 5, and 4. This adds up to 15.

For Wil we rolled 4, 3, 2, and 2. We drop one of the 2s, leaving 4, 3, and 2. This adds up to 9.

For Agi we rolled 6, 6, 2, and 1. We drop the 1, leaving 6, 6, and 2. This adds up to 14.

For Cft we rolled 4, 4, 4, and 3. We drop the 3, leaving 4, 4, and 4. This adds up to 12.

For Chm we roll 6, 5, 1, and 1. We drop one of the 1s, leaving 6, 5, and 1. This adds up to 12.

For Prs we roll 5, 5, 4, and 2. We drop the 2, leaving 5, 5, and 4. This adds up to 14.

For Int we roll 6, 3, 2, and 1. We drop the 1, leaving 6, 3, and 2. This adds up to 11.

For Pcp we roll 4, 4, 2, and 1. We drop the 1, leaving 4, 4, and 2. This adds up to 10.

Calculated Statistics

Below the primary statistics are the calculated statistics. These values are found by adding up appropriate primary statistics and dividing by three. We will use only four of these statistics. They are Str which is strength, Siz which is size or bulk, Com which is melee combat ability, and Mis which is accuracy when firing a missile weapon.

The formulas for these calculated statistics are found in the rule book. Siz is $(\text{Bod}+20)/3$, that is, take your Bod statistic, add 20, and divide the total by 3. Str is $(\text{Bod}+\text{Hth}+10)/3$. Com is $(\text{Bod}+\text{Hth}+\text{Agi})/3$. Mis is $(\text{Hth}+\text{Agi}+\text{Pcp})/3$.

Any fraction of $1/3$ is written as .3, and any fraction of $2/3$ is written as .7. These fractions are listed for reference only and can be ignored from this point forward. We will use only the whole number part of the statistic, for example, treat Tessa's Str of 10.3 as if it were just 10, and treat her Siz of 8.7 as if it were 8.

For Tessa, the values were calculated as follows. Siz is $(6+20)/3 = 10.3$. Str is $(6+15+10)/3 = 10.3$. Com is $(6+15+14) = 11.7$. Mis is $(15+14+10) = 13$.

Background Skills and Bonuses

The rule book contains a list of background professions from which to choose. A profession gives a character increases and bonuses in certain skills and abilities, which are listed in the rule book. The gamemaster can help you choose a background package for your character.

Tessa's background is as a hoodlum. The hoodlum package gives Tessa a bonus of +1 in her Com statistic. Notice on the character sheet that the line for Com includes this +1. This raises her Com from a base of 11 to a total of 12. The fraction of .7 is carried over.

The hoodlum package gives the character bonuses in six skills, as listed in the rule book. These are +3 dice in the skills of administration, bribery, con, and gambling, and -1 level in the skills of fast talk and intimidate. These bonuses are an additional number of dice rolled whenever the player has to make a skill roll to use that skill.

Skills

Look at the bottom center of the character sheet for Tessa. We have listed the six background bonus skills under the heading of "Skill". Under the heading of "Exp Dice," that is, experience dice, we have listed the skill bonuses from the background package.

The values in the "Base Stat" and "Level" columns are taken directly from the skills section

of the rule book. The game master can help you look up these values. For all six of Tessa's skills the "Level" is 2. This is the number of successes that a character needs in a skill roll. A low value is better than a high value.

The "Level" values for fast talk and intimidate are listed as 1/2 because the hoodlum background gives a level bonus of -1 to each of these two skills. This means that Tessa needs only 1 success for a skill roll on these skills, whereas a skill roll would normally require 2 successes. This will be explained in the skills section below.

"Base Stat" lists the primary statistic to which that particular skill relates. For example, the fast talk skill is based on the Prs statistic.

"Base Dice" is based on the "Base Stat" of each skill. The value is one half of the appropriate "Base Stat" in six sided dice. For example, the fast talk skill for Tessa has "Base Dice" of 7, since this is one half of her Int of 14. The administration skill has "Base Dice" of 5.5, since this is one half of her Int of 11. It is important to record any value of .5, since this will be rolled as a "half die."

"Total Dice" is the actual number of dice rolled for any skill roll using that particular skill. It is the sum of "Base Dice" and "Exp Dice" for that particular skill. For example, the "Total Dice" value for administration is $5.5+3=8.5$.

Equipment

Tessa has her equipment, which is listed on the top center of the character sheet. The gamemaster will help you purchase equipment to fill out this section.

Armor

In the center right of the character sheet there is a section for armor. Tessa wears chainmail armor. This armor gives her a protection bonus of 4. The protection bonus of any type of armor can be found in the rule book. The gamemaster can help you look up these values.

Missile Weapons

Beneath the armor section is a section for missile firing weapons. Tessa has a bow, which is listed here. "Wpn Str" represents the size or pull of the weapon. This is the same as the Str of the character, which for Tessa is 10. "Wpn Mod" is the damage bonus for the particular type of weapon. All bows have a "Wpn Mod" of 2. The damage bonus for any missile weapon can be found in the rule book. "Tot Dam" is the sum of "Wpn Str" and "Wpn Mod", which for Tessa is $10+2=12$. "Dice to Hit" is the actual number of six sided dice that will be rolled whenever Tessa fires her bow. The value is one half of the character's Mis statistic. Tessa has a Mis of 13. Her "Dice to Hit" is one half of 13, which is 6.5.

Melee Weapons

Below the missile weapon section is the melee weapon section. Tessa has a sword, which is listed here. “Char Com” is the Com statistic of the character, which for Tessa is 12. “Com Mod” is the combat bonus of the particular type of weapon. The “Com Mod” for any weapon can be found in the rule book. All swords have a “Com Mod” of 5. “Total Com” is the actual combat value that will be used in melee combat. It is the sum of “Char Com” and “Com Mod.” For Tessa this is $12+5=17$.

Saving Rolls

To make a saving roll, you will roll a bunch of dice, and count the number of 6s rolled. Each 6 counts as one success. The number of dice rolled will be one half of a particular primary statistic. The gamemaster will tell you the level of the saving roll, that is, how many successes you need to succeed with the saving roll.

For example, Tessa needs to make a level one saving roll on Agi in order to jump through a window to escape her pursuers. Tessa’s Agi is 14, so the player rolls 7 six sided dice. The roll is 6, 5, 5, 3, 3, 2, 1. The one 6 counts as one success, so the saving roll is successful. Tessa jumps through the window and escapes her pursuers.

As another example, Tessa needs to make a level one saving roll on Int. Tessa’s Int is 11, so the player rolls 5 1/2 six sided dice. First the player rolls 5 dice. The roll is 5, 3, 2, 1, 1. There are no 6s in this roll, so there are no successes so far. The player rolls one additional die for the 1/2 die. This roll is a 6, but since it is a 1/2 die, it only has a 50% chance of counting. The player states that odd is a success, and rolls the die one more time. The roll is odd, so the one success on the 1/2 die counts. Tessa succeeds with the save.

Skill Rolls

A skill roll is very similar to a saving roll. For a skill roll, you will roll a handful of dice, and count the number of 6s rolled. Each 6 counts as one success.

Take a look at the skills section on the character sheet. “Total Dice” is the number of six sided dice that you will roll. “Level” is the number of successes that you need to succeed with the skill roll.

For example, Tessa is attempting to bribe one of the city guard. For a bribery roll, the player rolls 10 six sided dice. The roll will be a success if the player rolls at least two 6s. The roll is 6, 6, 6, 3, 3, 2, 2, 2, 1, 1. Three 6s is more than the two 6s needed, so the roll is a success, and Tessa bribes the guard successfully.

As another example, Tessa is attempting to lie to another guard about what she has been up to. The player needs to make a fast talk roll. For Tessa, this is a roll of 7 six sided dice. Only one success is needed to succeed with the roll, since the “Level” for fast talk has been lowered from 2 to 1 because of Tessa’s background profession.

The rules contain a list of over a hundred skills. The skill sheet lists only those skills that have been increased above the default base. If you need to make a skill roll on a skill that is not listed on the character sheet, then the gamemaster will tell you which “Base Stat” to use, and how many successes you will need.

Melee Combat

Melee combat rolls are different than saving rolls and skill rolls. Instead of rolling a bunch of dice and counting the number of 6s, you will roll only two dice, and add up the values. To this you will add “Total Com” for the weapon used. When Tessa fights with her sword, her melee combat roll will be the sum of two dice plus 17.

For example, Tessa is fighting an orc. The player rolls two dice, getting 5 and 2, which adds up to $5+2=7$. Tessa’s combat roll is $7+17=24$.

When you roll a 6, then you get to roll an additional die and add that value to the total. If you keep rolling 6’s, then keep rolling and adding dice!

For example, Tessa is still fighting that pesky orc. The player rolls two dice, getting 6 and 2. The player rolls an additional die, getting another 6. The player rolls an additional die, getting a 4. The die roll sums up to $6+2+6+4=18$. Tessa’s combat roll is $18+17=35$.

Wounds

Wounds are listed as level A, B, C, D, E, or F, with the higher letter meaning a more severe

wound.

In melee combat, the opponent with the lower combat roll takes a wound. The level of the wound depends on the difference between the two combat rolls.

A difference of 0 or 1 is no wound.

A difference of 2 or 3 is an A wound.

A difference of 4 or 5 is a B wound.

A difference of 6 or 7 is a C wound.

A difference of 8 or 9 is a D wound.

A difference of 10 or 11 is an E wound.

A difference of 12 or more is an F wound.

The gamemaster will explain the effects of your wounds if your character gets wounded.

For example, it is still Tessa verses that orc. Tessa's combat roll is 35. The orc's combat roll is 30. The orc loses the combat. The combat roll difference is 5. The orc takes a B wound.

Armor

Armor protects a character from melee combat wounds. If your character loses a round of combat, subtract your armor "Total Prot" from the combat difference before calculating your wound.

For example, Tessa is still fighting that orc. Tessa's combat roll is 21, and the orc's combat roll is 24. Tessa loses the combat round. The combat roll difference is 3. Subtract Tessa's armor protection of 4 from the combat roll difference of 3. Her armor completely absorbs the hit, and she does not take any wound.

Missile Combat

Missile combat looks a little bit like a skill roll, and a little bit like a melee combat roll.

The first thing you have to do is roll to see if you hit your target. This roll will be a bunch of dice, with every 6 counting as a success, just like a skill roll. The number of dice rolled is the “Dice to Hit” for the particular melee weapon. The gamemaster will tell you how many successes you need to hit your target.

For example, Tessa fires her bow at an orc that is trying to run away. The gamemaster decides that Tessa needs two successes to hit her target. The player rolls 6 1/2 dice, and counts 6s like a skill roll.

If you hit your target, then you will roll for damage. This roll is the sum of two dice, like a melee combat roll. Add “Total Dam” to the die roll to get the damage total.

For example, Tessa has hit the retreating orc with an arrow from her bow. The player rolls two dice, for a total of 9. The damage total is $9+12=21$.

The wound that the missile combat target takes is a little different than the wound that you get in melee combat. Subtract the target’s Str from the damage total, and take the following wound.

A difference of 0, 1 or 2 is no wound.

A difference of 3, 4 or 5 is an A wound.

A difference of 6, 7 or 8 is a B wound.

A difference of 9, 10 or 11 is a C wound.

A difference of 12, 13 or 14 is a D wound.

A difference of 15, 16 or 17 is an E wound.

A difference of 18 or more is an F wound.

