

Arrowflight

Character Creation

Step 1: Determine Race

Choose one of the races:

Racial Caps

	Agil	Dex	Str	Will	Perc	Int	Spirit	Mana	Wounds	Special Ability
Human	6	6	7	6	6	6	6	6	6	Resist 1 (Will)
Half-Elf	7	6	6	6	6	6	6	7	5	Awareness 1 (Perc), Resist 1 (Will)
Elf	7	6	5	6	6	6	6	7	5	Awareness 1 (Perc)
Dwarf	5	6	6	7	6	6	6	6	5	Endurance 1 (Str)
Aghali-ny	8	5	7	5	6	5	6	6	5	Athletics 1
Shal'taka	6	4	7	6	6	5	7	7	5	Skin has Natural AV 4
Half-Goblin	6	6	5	4	7	6	6	6	5	+1 Hearing & Sight based Awareness
Centaur	8	5	8	5	6	5	5	6	7	Archery 1(Dex)
Mon'taka	6	6	8	5	7	4	6	6	6	Str Feat 1
Orc	7	5	7	6	5	6	6	4	7	+1 to Save Target +1 Hearing & Smell based Awareness -1 Visual based Awareness
Faerie-folk										
Sprites	8	6	2	7	5	5	6	8	2	Can Fly, Ethereal Glow (3ft radius)
Pixies	8	6	2	7	5	5	6	8	2	Can Fly, Ethereal Glow (3ft radius)
Ellinyeh	8	6	2	7	5	5	6	8	2	Can Fly, Ethereal Glow (3ft radius)
Earthfolk										
Gnomes	6	7	4	6	6	6	6	7	3	Any 2 Dex Skills at 1
Sprigs	6	7	4	6	6	6	6	7	3	Any 2 Dex Skills at 1
Icefolk	6	7	5	6	6	6	5	7	3	Endurance +1, Wilderness Skills +1
Brownies	6	7	4	6	6	6	6	7	3	Any 2 Dex Skills at 1
Aquatic										
Coriphin	6	5	7	6	7	6	6	5	6	Stealth 1, Natural AV4
Marr'ish	8	5	4	6	7	5	6	7	3	Climb +1, Swim +1
Mer	6	5	6	6	6	5	6	7	5	Awareness +1
Merrow	7	5	7	6	6	5	7	7	5	Athletics 1
Ordanyo	5	5	7	7	6	6	6	5	5	Natural AV 4 except Torso AV 7



Humans-The origin of humanity is lost to the passages of time. They are an exceptionally diverse and industrious people of many sizes, shapes and colors. Over the past few millennia human civilization has risen to be the dominant force in Nia. However these different cultures also tend to be as diverse as the people themselves.

The typical human stands between five to six feet in height and can have skin coloring from a very pale white to ebony black. Body wise humans can be stocky to very thin. Typically the lighter colored humans come from the northern regions while darker hued ones come from the south. Their lifespan is typically between eighty and one hundred years of age.

Aghali-ny - The "Children of Aghali" are actual a cruel joke of nature. The god Aghali magically merged elves with snakes and spawned the race of Aghali-ny. Aghali created them to hunt and eat the elves that they once were.

Aghali-ny resemble snakes with humanoid arms and small, multicolored scale that can look like skin at first glance. Native of th Dark Lands and the Southern Wilds, there slithering movement is not hindered by the thick jungle. They are skilled climbers, able to move through the trees as easily as on the ground. Just like a normal snake, the Aghali-ny lay eggs to reproduce.

Aghali-ny are hunters and warriors. They consider themselves highly honorable, but it is the honor of a hunter and prey. The Kilmoorians like to capture and enslave the Aghali-ny for gladiators.

While they prefer the meat of elves, they will eat just about any warm flesh. The Aghali-ny live to an average age of 300 years.

Elves-Elves are believed to be the oldest of all the races still living on Nia (with the possible exception of Dragonkind, their ancient enemies). Their cultures and histories are the stuff of legends, stretching backwards to a distant past. Elves are very close to humankind and have interbred many times with that younger species. This effect has caused a shortening of the natural elven lifespan and and increase in humans.

Elves are more lithe and slender than humans. Their features are delicate and all have pointed ears. They have a wide variety of hair and skin tones but most tend to be of the fair variety. Elves outside out human dominated territories tend to live as long as six centuries, while those who have interbred with humanity exist for only half as long.



Dwarves-Along with elves, dwarves are one of the oldest and most influential races in the world. Dwarven civilization is very ordered and organized, with many traditions. Many other peoples owe their basis of law, metallurgy and brewing to contact with industrious dwarvenkind. Typical dwarves tend to be a bit isolationistic with other races and rarely interbreed.

Dwarves are stocky, powerful individuals averaging about four feet in height. Males grow bushy beards from a young age and keep them throughout their lives. Females do not have these traits but do have prominent breasts. Their hair and skin tone ranges from light to dark. The dwarven lifespan is around five centuries.

Orcs-This widely maligned race was created by a sorcerer who had hoped to create an obedient army of savage warriors hundreds of years ago. This magically created creature was indeed very warlike and brutal, but tended not to be very cooperative with their creator or each other. They were a tribal race prone to outbursts of extreme violence. In time some became civilized (due indirectly to the Purge of Others by King Gar II) and now many can be found in the great cities of Corvel.



Orcs have boar-like features, including a snout and tusks. Their posture is usually hunched and they generally have very large muscles. Typical height for an orc is five to seven feet. Their skin tone ranges generally from green to gray, with coarse black hair. Urban orcs live as long as seventy years, while those in the wild survive half of that.



Faerie-Folk - Sprites, Pixies and Ellinyeh belong to this grouping. They have a lot in common with each other but are very different in their outlook on life. It is known they lived in the time before humanity but it seems neither had a civilization on par with those of their larger cousins. Many have domesticated woodland animals like sparrows, rabbits, and even butterflies to help with menial labor.

Faeries tend to be about nine to eleven inches in height and weigh around half a pound. Their coloration is very diverse, depending on the region and tribe. These diminutive creatures have very elf-like features just on a very small scale. Their lifespan is up to twenty years.

Sprite- A race of faerie with brightly colored butterfly or moth-like wings. They are rather peaceful and live in pleasant woodland glades in hollowed out trees.



Pixie- Pixie's have clear, wasp-like wings. They tend to be more malicious and warlike than the playful Sprites. Pixies make their home in beehive-like structures.



Ellinyeh- pronounced (el-ih- ny-uh). The faerie race called the Ellinyeh (singular: Elliny) are the Frozen Northlands variant of the sprites and pixies of the temperate zones. Ellinyeh are social beings, and can often be found among the nomadic elf tribes of the far north. Because of the rarity of flowering plant life above the use the tree line, Elliny young are incubated in the cones of coniferous trees in the south, lower elevations, joining their adult kin higher up shortly after hatching. It is unsure if the migration is by scent or by instinct.

Like other faeries, Ellinyeh are capable of winged flight (in this case, with crystallinelooking, gossamer wings that almost resemble stained glass), and are bioluminescent in flight. Flesh color is typically a translucent blue-gray, and they use the same character creation rules as a pixie or sprite. It is merely their appearance and attitude that varies.



Gnome- This race of industrious beings are excellent crafters in things such as clocks and other similar devices. They tend to be very sociable people and excel in many types of trade and are great at making deals.

Gnomes are about two feet in height and somewhat resemble small dwarves. They can live up to three centuries.

Sprig- These are an ill-tempered bunch that are suspicious of outsiders and those bigger than themselves. Sprigs have good crafting skills and manufacture all sorts of ingenious weapons, trick knives, firearms and the like.

Sprigs are two to three feet in height and are somewhat dark. They have the pointed ears typical of elves but theirs are usually longer and more pronounced. A sprig's lifespan is two and a half centuries.



Brownie- Brownie's are a small and very animalistic race. They are nomadic, having regular migratory patterns. They are quite primitive but are exceptionally adept in their natural, woodland environment. Snares, pit-traps, and more can easily be crafted by these small people.



Brownie's have large, pointed ears, and have a light covering of shaggy fur. Many resemble wild, feral animals. They stand around three feet in height and live approximately two hundred years.

Icefolk- a race exclusive to the Northern Wastes, are a breed of faerie created by Dalah as she strode the frozen north. Immune to the blistering cold but sensitive to more moderate temperatures, icefolk are rarely found outside their native land. Icefolk can be found living among other tribes, but in most parts of the Northern Wastes, they prefer to live on their own.

Icefolk are a genetic variant of the earthfolk, they stand between 2 and 3 feet tall and are covered in short, bristly fur that ranges in color from blue to white. Their features are sharp and their pointed ears give them the look of a small, furry elf. They are completely immune to cold and often spike their hair with icicles as a method of intimidation. Icefolk are social creatures and live in small clans typically numbering from ten to forty individuals. These clans are usually underground or carved out of glacial ice.

Isolated clans are spread throughout the Northern Wastes, and some groups have joined rural clans in northern Tolak and Corvel for protection against ice goblins, who hunt them for sport and meat. Most icefolk tribes choose to remain leaderless and all clan members typically get a vote on all subjects. Clans have been known to split over petty grievances only to reform again when threatened by outside forces.

They do not practice any magic other than glamours. Occasionally, members of a clanhold will choose to accentuate their magic with Chaos, though they use the method sparingly. Reordering the Web of Life can be detrimental to smaller races and they prefer not to tamper with Dalah's creation.

Icefolk are not able to withstand warmer temperatures, so their presence south of the icy wastelands is extremely rare. Icefolk are completely immune to all forms of cold, but are sensitive to heat. They are uncomfortable at any temperature which will melt snow, and anything warmer than room temperature will inflict 1 point of damage per day, regardless of SAVE. These points cannot be healed until the icefolk are returned to a cooler climate. Fire will inflict double normal damage.



Marr'ish- Marr'ish are "people of the water". They are a small amphibious race originating from the Southern Wilds. They originated from the Brownies and were magically combined with frogs, salamanders and other amphibians to better survive the marshy swamps that they call home. The ability to breath both air and water makes them well suited for their home.

Marr'ish have very frog like faces, webbed hands and feet, legs built for jumping, and thick climbing pads at the ends of there fingers, they resemble large, upright toads. A typical adult stands about two and a half feet in height, tho this is a bit misleading because of their natural slouch. Fully extended in water, most adults exceed 3 feet in length. The Marr'ish live an average of 80 years.



Mon'taka- Mon'taka have a mysterious origin. Even the Mon'taka

don't know where they came from. They are from the jungles and mountains in the Southern Wilds, where they live in small tribes. They are highly superstitious and fearful of strangers. They have been known to attack those they feel are a threat with very little provocation.

Mon'taka are humanoid with an ape-like face, strong muscular bodies, and are covered in dark brown or black fur. Their long faces sport jutting fangs used primarily for

intimidation, but can do a nasty bite(WR 2).

Kilmoorians often go on Mon'taka expeditions to capture them to use as slaves and gladiators.

Today, Mon'taka live in small tribal groups, but are often encountered in ancient ruins in the jungles and forests that appear to have been built by the species. Ancient glyphs can be found in these ruins depicting Mon'taka as mighty rulers of vast empires. The reason for their fall still remains a mystery.

Mon'taka average life span is 90 years.

Mer- Mer are simply Sea Elves. According to legends the Mer are descendants of ancient elves who preferred life in the ocean and were altered by Deyeus to better fit their new environment. Many Mer live in nomadic tribes, in particular oceans or territories, whereas others have made more permanent homes in underwater caves, coral reefs, or kelp forests. Some actually live in "Mer Nations" scattered across the oceans, with full societies and governments, cultivated resources, professional militaries and establishments of higher learning.

Mer are accepting of the other races, but are a bit wary of humans because of the hostile interactions with the nation of Kilmoor. They are downright hostile to Kilmoorians.

Mer can breathe on land and in the water, but are a bit clumsy on land. Mer are considered lanky by land standards, with skinny arms and legs. Their ears are long and pointy, but closer to the sides of their head than their land cousins. They have large eyes, two small nostril slits, and wide lipless mouths. Newborns sometimes have body hair but lose it by the age of 100. Their hands and feet are webbed, and they possess tiny fins along their forearms to help push them through the water. Their backs are typically a dark, mottled shade of blue or green, while their faces and bellies are much lighter in color. This provides limited camouflage while hunting near the surface.

Mer often place intricate tattoos on themselves with bioluminescent inks. This helps to identify differences in individuals, families, clans, or nations while in deep water. Like their land cousins, Mer live for 600 years.



Merrow- Merrow are a Goblin race altered to survive in the ocean. They are a dangerous and cunning breed. According to ancient legends, a goblin tribe was under attack by a powerful forest dragon. To escape the dragon their shaman used his gifts to transform them into sea creatures to slip into the ocean.

Merrow do not have legs, but have a powerful tail to propel them swiftly through the water. Merrow are still air breathers like their land cousins. They can hold their breaths for 8 hours before having to make a resist roll, or surface to prevent drowning. A check every hour is needed after that.

Merrow are blue-gray skinned with green highlight and darken with age. In some tribes, it is common for adults to have teeth of a white death shark instead of their own. This is a rite of passage for young Merrow. This gives a merrow a WR 2 crushing bite.



Merrow are generally anti-social and generally avoid other tribes and races except in war. They are aggressive and territorial except for a few. These few have learned to work with Mer, Ordanyo and other races. These few are considered civilized and often take positions as guards, hunters, or assassins for other underwater races.

Merrow are a cunning and intelligent race and are devious killers. They live for 150 years.



Ordanyo- Ordanyo or "Sea Dwarves" look similar to dwarves in some respects. The males grow thick beards which they decorate with kelp and seaweed. They possess a thick outer skin, somewhat like a crab exoskeleton, across their heads, legs and arms. A thicker turtle-like carapace protects their backs. Their faces are covered with small scales for less protection. They have natural bioluminescent patches across their bodies which help them navigate in the dark waters of the deep. Each patch is unique and can help to identify different individuals.

The Ordanyo range the world over, but are uncommon in shallow bodies of water. They make homes in coastal reefs, undersea caverns and shipwrecks in the open sea. They are especially common near thermal vents and fissures, which heat their homes and aid in tool making.

Like their land cousins, Ordanyo live for 500 years and bear one child at a time.



Coriphin- Magically spawned by Marg in the deep ocean, the Coriphin are the cross of Mer and deep sea predator fish. Their name literally means "kings of the deep" and they have a complex and brutal culture.

Coriphin live in tribal groups where the most powerful individual rules. In some areas they have destroyed Ordanyo cities and live in the ruins, giving rumor to Coriphin kingdoms. In reality they are not civilized at all.

Coriphin are well scaled, have a fish-like face, a thin build, and long razor sharp teeth. They can control the color and size of their scales and often use this ability to attract their prey or blend in. They worship their ancestors and Marg. They have a shamanic religion.

Most undersea races do not like the Coriphin. Although they have been known to work with Sea Trolls, kelpies and sirens, they most often enslave or consume anyone they meet. Unlike the other aquatic races the Coriphin cannot survive out of the water. With the help of spells and prayers they can leave the water, but generally they can only hold their breaths for 20 minutes. Average life expectancy is 50 years

Shal'taka- means "Dragon Man" in Ancient. They are native to Kilmoor but can be found in various places throughout Nia.

In the early ages, many Kilmoorian priests attempted to prove themselves by transforming themselves into dragons by drinking dragon blood(very toxic!) and arcane invocations. They failed. The ritual was unsuccessful and the priests found themselves left with draconic traits and their humanoid nature. From the pool of two hundred priests and priestesses, the Shal'taka were born.

The Shal'taka have dragon-like heads and humanoid bodies, complete with scales, claws(WR1) and a tail. The scales give them a natural AV of 4. Their colors vary, but most are emerald/olive, dun/khaki yellow and rusty red/brown tones.

Most Shal'taka gather in small clans in the mountains of Kilmoor, content with proving themselves as worthy Nians by serving a Dragon Lord or church leader. Individually, they may exhibit more religious apathy and some actually scorn the old religion. Some rogues follow the spice roads growing wealthy as traders and merchants, couriers, or hired muscle. Shal'taka are rare north of Kilmoor. They all perplex their brethren Kilmoorians to no end. Some Kilmoorians treat them as equal second class citizens, others as superior beings.

Although they are human origins, many scholars classify them as a species of dragon. A female lays up to six eggs after a successful mating. Average lifespan of the Shal'taka is 250 years.





Half-Goblin- Half-Goblins, or Hobgoblins as there commonly called, are about 4 to 5 feet tall, with dark green skin, pointed ears, and somewhat bestial faces. Their fingers end in small talons and their teeth are pointed and sharp. Their bodies are wiry and muscular, and their smaller stature does not equal less strength. Hobgoblins have been compared to cockroaches; it is impossible to get rid of them. They are tenacious creatures that make their way in a hostile environment, and this tends to make them believe everyone's against them. It is said "Just because you feel there is an enemy behind every bush, it does not mean that you are wrong"...and in the goblin's case, this is often the truth.

Hobgoblins see well in low-light conditions. Their large ears pick up all but the faintest sounds. They are strong of limb and personality, very smart but are often rather weak-willed. This general lack of strong will contributes greatly to their susceptibility to magic.

Hobgoblins fight to win; honor is for those who can afford it. This applies in everything they do They are aided by their racial talent, and maintain trading relations with most coastal countries.

Traditional Hobgoblin clothing consists of trophy sash and kilt. Each tribe is associated with a particular color or pattern. This is found in the patterns of their kilts, in their war banners (not seen since the old tribes of Nordia), and is often the only color of their trophy sash. These sashes have great personal value; Hobgoblins mark victories and major milestones by placing badges on the sash as a commemoration.

Hobgoblins have dislike elves, who they believe betrayed them so long ago in the racial purge of Nordia. Relations with humans are fairly cordial, because they both trade a great deal. They have almost no opinion of dwarves and even less of the fairie races.

Hobgoblin society is based on tribal relations; there are two large tribes, the Kang and the Gregore, and in addition there are a few smaller tribes and a large population of Tribeless. The tribeless are scorned by the tribes, but they had forsworn their oaths to the tribes in order to live a life of self-sufficiency and to live among the other races. The tribeless are a product of culture, due to the influence of the humans. The tribes members themselves are easily identified; tribal tattoos cover large parts of their bodies.



Centaur- A Centaur is half man, half horse. Its head, trunk and arms are those of a man. Its legs and remaining body are those of a horse. Centaurs have a wild craving for wine and women. They serve Aghali and his chaos doctrine. They are wild, ferocious and have little restraints. Their brutal customs scare mankind. The Centaurs are very erratic. They can be hospitable one moment, irrational the next.

Proud and strong, the Centaurs are among the oldest of the peoples of the Nia. Nobility and honor shine in the eyes of every Centaur, and it is said that the deeds of ancient Centaur heroes were the inspiration for the King's conception of chivalry and the Code. Ages of war and strife have thinned the numbers of these mighty beings, but great herds still ride to crusade from the depths of the plains or the Frozen wastelands of the north.

The children of Aghali, Centaurs have inherited their father's sense of duty, and rarely feel content, even in times of tranquility. Centaur Warriors are always galloping away to chase the winds and hunt the enemies of the World. It is said that the Centaurs were the first to teach the ways of Law and War to the Sons of Men, and the Horse Princes are still strong allies of Humankind. Centaurs are known for their great skill with a bow, it is said that a Centaur archer never misses. Swift of hoof, true to their word and strong in battle, Centaurs are worthy allies and deadly adversaries.

Height: 6'9" - 8'6"

Step 2: Primary Stats p.29

Wisely there is a limit on how far one can begin with their Skill Level. There is a maximum Level of 3 imposed on all new Characters, making them diversify and not be superhuman swordsmen coming right out of creation. This more accurately simulates realism in the game, and as novices they will have to work together in order to survive. Later on as they grow stronger each Player will have a feeling of accomplishment, having achieved new degrees of power through adversity.

You have 30 points to distribute among all 8 stats:

Agility – How nimble and fast your character is. Most combat skills are Agility based.

Dexterity – Your Character's hand-to-eye coordination. Dictates how well you can aim a gun or bow, fix armor or pick pockets.

Intelligence - Your general brain power. Determines how much knowledge can be learned. Mages should have a high Int. in order to create and modify spells.

Perception – The raw ability to notice things and understand & coexist with other people. High scores in

perception allow characters to say the right thing at the right time to the right people. Performers and leaders have a high Perc in order to perform to audiences.

Strength – Your physical strength. Determines how much you can lift and how hard you hit. You can lift 50 times your STR in pounds and constantly carry half that.

Willpower – Your mental stamina. This measures your coolness under stress and your force of personality. It also governs your resistance against magical attacks and drunkenness.

Mana – Your internal psychic power or magic energy. Mages use MANA to power their spells. MANA is the manipulation of natural forces via the "Web of Life". Mana is also a character's anchor to the material plane.

Spirit – Your level of spiritual power and the level of brightness that your soul burns. It is the ethereal conduit to your deity. Priests use Spirit to power their spells. SPIRIT is the channeling of divine forces through the conduit of the priest's soul. Without a spirit, you can not be resurrected

Keep in mind the Racial Caps (above)

Step 3: Location

Determine where on Nia you are from. You can be from any province in Corvel, the Seris Islands, Kilmoor, The Kainal Islands, The Frozen North, Akrindor, etc.. as long as it's alright with your GM. Check with the GM to see where the campaign will be at. You really wouldn't want to run a Mer if the campaign is going to be in the Frozen North.

Step 4: Lifeline

There are more than one Lifeline chart to use. See the Lifeline Charts.

The basic one is on page 47 of the Arrowflight book.

Roll on the Lifeline tables to determine the character's general background:

Social Status, Environment, Location, Apprenticeship, Inheritance (Property)

Step 5: Choose an Occupation

Choose an occupation to help you come up with a character concept. The Occupations are just guidelines, you can spend the points on whatever skill you want.

Acrobat

You are a Fool! , that is, you were born to perform and use your body to entertain, perform cartwheels, back flips and handsprings to the cheers of the crowd. The only thing more satisfying than the roar of spectators is the rush of blood to your head as you push your body to its limits. Of course, to really make your name you must venture out and seek new audiences, as well as new challenges. To do that, you need to join a traveling troupe of some sort – or any adventuring party, just so long as they will take you along with them and applaud your magnificent acrobatics!

AGL skills	DEX Skills	INT Skills	PER Skills
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Athletics (acrobatics)		Cultural Science	Awareness
Combat Skill (Haushahar)			Performing Arts
Dance			Streetwise

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
Climb			
Endurance			

Equipment

Brightly colored clothes

“Basic traveling gear” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Urban – Plains – Arts

Archer

From the moment you picked up your first Short Bow, you’ve known the bow, in all its forms, was your calling. You are well trained in an assortment of bows as well as fletching your own arrows and bolts. You may be a Bowman or Crossbowman in the King’s Army or just a freelance shooter. You may make your living going around to professional competitions or may have wilderness skills and are a big game hunter. Whatever your profession, you find comforting grip of a noched arrow and the creak of a bowstring to be a bliss like no other.

AGL skills	DEX Skills	INT Skills	PER Skills
Athletics	Craft(fletching)	Cultural Science	Awareness
Melee Weapon	Missile Weapon	Diagnostics	
	Repair		

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
Endurance			

Equipment

“The Hunter” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Wilderness – Forest – Athletic

Assassin

You remember the first time you killed a man as though it were yesterday – particularly the smell of fear and the look on his face as you slid your knife between his ribs. Since then you have killed again and again, each death blurring into the last. But you don’t do this for fun – not entirely anyway – after all, you’re not one of those psycho types, after all. It continues to surprise you just how many people are prepared to pay you to carry out their dirty work, and how much they are willing to pay. Your smile is as sharp as your blade and no one suspects you until you strike. But by then it is too late.

AGL skills	DEX Skills	INT Skills	PER Skills
Athletics	Missile Weapon		Awareness
Combat Skill (Assassin)	Thievery		Con
Combat Skill (Tothahar)			Streetwise
Stealth			

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Crossbow

Dranenmun

5 doses of Distilled Bone Moss

“Part the fool from his money and run” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Urban – Plains – Crime

Bounty Hunter

You can operate just as easily on the open road as you can stalk the streets of a city. You are as comfortable beneath the canopy of the forest as in the dark of the sewers. As long as you are engaged in the chase you are content. You live for the thrill of the hunt, but your quarry is no deer or boar, but man. You track down murderers and rapists, thieves and traitors, hunting them not out of a sense of justice but for money, pure and simple. Of course, you are no agent of the law, but this has its advantages – you are not afraid to side-step or “forget” the law if it becomes inconvenient and necessary. And now and again you accept a job from a shadowy figure to bring in someone who may well be innocent. But, if the money is good ...

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Rogue)	Missile Weapon	Law	Awareness
Stealth	Thievery		Bargain
			Streetwise
			Wilderness Skills

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
	Intimidation		Devotion - Common Prayer (Direction)

Equipment

Short sword

“The Hunter” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Wilderness – Lowlands – Crime

Chaplain

Others guide their flocks from within temple walls. Your calling is to lead and guide soldiers on the field of righteous battle. Within you burns a devoted spirit and passionate heart. As you confront each foe, you are consoled in the knowledge that, even though you may fall in battle, you have fought for your god, and finally look upon his face. Giving prayers of courage and blessing your soldiers before the battle, you fight with a will of steel. Your fearlessness is an inspiration to the other soldiers in your care.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Soldier)		Cultural Science	Awareness
		Education	Command
		Language(Ancient)	
		Military Sciences	
		Natural Sciences	
		Theoretical Sciences	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
Endurance			Devotion

Equipment

Quarterstaff

“The Traveling Mage” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Combat Mage

You are a student of the mystical arts and saw a practical use for your talent on the battlefield rather than in the halls of the academia. Armed with the spells from your school and a few of your own, along with your determination, you are a force to be reckoned with. Your spells tend to be simple but effective and sometimes devastating to the enemy. Your search for knowledge continues, but you see no sense in staying locked up in an old school for months on end when there are battles to be fought, riches to be won and glory to be claimed. You tend toward passion and impatience, yet respect the natural and feudal order. You are somewhat of a fatalist as well, knowing that people in your line of work tend to be targeted first on the battlefield.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Soldier)	Awareness	Education	Awareness
Athletics		Language(Ancient Lore)	
Stealth		Natural Sciences	
		Theoretical Sciences	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
	Resist	Arcane Theory of choice	

Equipment

Quarterstaff

“Traveling mage” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Noble – Urban – Coastal – Scholastic

Cutpurse

You grew up on the streets, working the crowds, robbing the rich and giving to the poor, yourself. You may have an obligation to a thieves guild or work alone. In either case you are a competent thief and con artist, and may have stashed a tidy little nest egg. One of these days, the opportunity of a lifetime will present itself... the chance to go after the most challenging treasure of all time. And when it does you'll be ready.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Rogue)	Thievery	Cultural Science	Awareness
Stealth		Diagnostics	Con
			Streetwise

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Club

Dagger

“Part the fool from his money and run” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Urban – Plains – Crime

Duelist

The dance of steel, the glittering silver arcs and the cut, thrust and parry of the duel – you would not trade it for the world! You are never comfortable unless you have a rapier deftly held in your hand, poised and ready to spring at your opponent. So what if you occasionally get hurt, life is dangerous, after all, and you are too good to get seriously injured. You constantly hunger after new challenges opponents to test your blade against. You know you are the best, but you still have to prove it to everyone

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Gallant)		Cultural Sciences	Awareness
		Education	Social
		Lore	
		Military Sciences	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Foil

Rapier

Soft Leather armor (torso only)

“Basic Traveling Gear” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Noble – Urban – Lowlands - Military

Knight Errant

Many nobles were unseated, landowners left landless and knights left without a liege in the chaos following the invasion by Kilmoor and the assassination of King Cedric. You are one such knight – you have no master and no land, yet you retain that most important of possessions – your honor. You wander the land, righting wrongs, upholding justice and defending the weak. You are not afraid to get your hands dirty along the way, freely traveling where many of your former Knight Comrades would not deign to tread. Your trustiest friends are your steed and your sword, your only master the Code.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Cavalier)		Cultural Sciences	Command
Combat Skill (Soldier)		Education	Social
Ride		Military Sciences	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

“The Knight Errant” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Noble – Rural – Lowlands - Military

Merchant

Clink! Clink! Do you hear that? That is the most beautiful sound in the world – not just the sound of coins, but the sound of profit! And no one knows how to rake in a healthy sum quite like you. You have an eye for a good bargain and a nose for a sale. Still, you haven’t made it this far in life by sitting on your rump and watching your belly grow. No, you like to travel out on the road, pursuing that elusive deal or finding a new source of trade. Of course, there may be ulterior motives for your nomadic existence, too, but you aren’t inclined to share them with everyone you meet. Perhaps it isn’t safe for you to stay in

one place for too long, perhaps you can't trust your underlings to conduct your business for you or perhaps beneath that wealthy façade you have actually lost everything and are out to start afresh. But, one thing is for certain – you've still got it!

AGL skills	DEX Skills	INT Skills	PER Skills
		Cultural Sciences	Awareness
		Education	Bargain
		Law	Con
		Language (Any)	Social
			Streetwise

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Trade goods

“Noble Traveling Gear” equipment package (AF page 118), if particularly wealthy, otherwise,

“The Traveling Mage” equipment package (AF page 118)

“Ox Cart (open, single ox)

Transportation Setup”

Typical Lifeline (AF page 47)

Professional – Urban – Plains – Trade

Minstrel

“The land of my fathers begins at the door,
 So pack up your knapsack,
 Pull on your cloak,
 Pick up your staff and step outside.
 The land of my fathers begins at the door,

So step outside,
 Set out ‘long the road,
 Pick up your pace and begin to explore.

The land of my fathers begins at the door,
 So prick up your ears,
 Open your eyes,
 And may haps you will see stories;
 And listen to tales by the fire no more.”
 - popular Corvelian traveling ballad

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Rogue)	Play Instrument	Cultural Science	Awareness
		Education	Performing Arts
		Language(any)	Social
		Literary Skills	
		Lore	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Lute, lyre or pipes

“The Hunter” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Professional- Urban - Lowlands – Arts

Musketeer

Since the dwarves invented the flintlocks and you traded in your old “Misfiring Mary” matchlock, your occupation has become more certain. No longer looked down upon by noble knights and cavaliers, a King’s Musketeer now is a respected, well trained, and disciplined soldier. Often times a squad of Musketeers can turn the tide of battle, with some that can even turn out 3 shots per minute! Although you have been trained in all aspects of black powder weapons, the musket is your favorite and the symbol of the cream of the King’s soldiers, the Musketeers!

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Soldier)	Black Powder	Diagnostics	Awareness
	Repair	Education	Social
		Law	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
Endurance			

Equipment

Flintlock

“Have Sword, will Travel” equipment package (AF page 118) (minus the shield)

Typical Lifeline (AF page 47)

Professional – Rural – Forest - Military

Noble

You are one of the privileged few in society who have a life of comfort and riches by virtue of your birth – the ancient and noble blood running through your veins. Ever since childhood you have never wanted for a thing – the best clothes, toys and education that money could buy were yours. You have been trained in all the manners of high society, as well as the art of noble combat. Yet these are troubled times, and in the past year society has been turned on its head. Many nobles have lost their land or their lives in the war with Kilmoor and you aren’t going to stay in the court while others are dying to defend your way of life.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Gallant)		Cultural Science	Social
Dance		Education	
Ride		Language(any)	
		Literary Skills	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Rapier

Foil

“Noble traveling gear” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Noble – Rural – Lowlands - Military

Outrider

You were practically born in the saddle, learning to ride almost as soon as you could walk. Perhaps you were brought up among the northerly horsemen, or on the rolling farmland in the south, but you are privileged to have had the opportunity to learn to ride for so long. Now you live for the open road and field, the sound of hooves in your ears and the wind in your hair. You are to the knight and the cavalryman what the scout is to the infantryman, riding ahead of mounted columns or conveying messages swiftly between commanders. To you, being an Outrider is not merely a job, it’s a way of life.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Cavalier)	Missile Weapon	Natural Sciences	Animal Husbandry
Ride			Awareness
			Wilderness Skills

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Horse

Lance

“The Hunter” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Wilderness – Lowlands - Agriculture

Physician

How can you be expected to stay in your comfortable home and tend to the hypochondriac whining of the nobility when there are people out there who need help? How can one who has sworn the Oath be expected to sit by and listen to stories of the afflictions of the poor and wretched of the land? Unlike some of your physician comrades, you take your oaths to mean something. You wander the land as a veritable saint, tending to the wounds and ailments of the less well off. So what if you are forced to leave your surgery and rub shoulders with the plague stricken. There are more than enough grateful folk willing to give you shelter and food, and warriors willing to accompany you on your mission of mercy in return for patching them up from time to time.

AGL skills	DEX Skills	INT Skills	PER Skills
		Domestic Arts	Awareness
		Education	
		Lore	
		Medicine	
		Natural Sciences	
		Theoretical Sciences	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Bonesaw

Needle and thread

Scalpel

10 doses of Distilled Wildberry

“Basic Traveling Gear” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Professional – Urban – Lowlands - Scholastic

Pirate

You plow the seas and river shipping lanes making your fortune from that of others. You may have captured a ship of your own or are content to kill on the orders of others. One day you will be wealthy beyond dreams, the next poor as rat wondering where the find the bastard who gave you the bruised head. But there is one constant, the rolling seas and waterways beneath wooden planks.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Swashbuckler)	Black Powder	Natural Sciences	Awareness
Brawling	Repair	Lore	Con
Sail		Seamanship	Gambling

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
Climb	Intimidation		

Equipment

“Basic Traveling Gear” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Urban – Coastal - Crime

Priest

Be you Rellianite or other religions, you are a servant of the gods, the intermediary between the divine and the layman, the conduit for the wishes of the almighty. Whilst others drift through life unsure of their purpose, you have felt your calling since your youth – to serve your chosen faith. Other priests take up arms and lead the faithful to war but for you the path is more peaceful. Instead you wander the lands of men, preaching to all who will listen and tending to your flock. Sometimes you are forced to take up arms in the defense of the innocent, but you prefer faith to be your shield and prayer your weapon.

AGL skills	DEX Skills	INT Skills	PER Skills
		Cultural Sciences	Awareness
		Education	
		Language (Any)	
		Lore	
		Natural Sciences	
		Theoretical Sciences	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
	Resist		Devotion

Signature Prayers

Undo Injury (DIFF 2, Healing Touch (N), Range Touch, WR 3 healed, short supplication two-handed motion)

Warden (DIFF 2, Sanctuary (N), Range 10ft radius, AV4, Circle of appropriate size drawn with holy symbol (2 actions), short supplication, two-handed motion)

Equipment

Quarterstaff

“The Traveling Mage” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Urban – Plains - Seminary School

Scholar

Life’s mysteries fascinated you. You could read and write soon after you could walk and talk, and school quickly became boring as you learned faster than your teachers could teach. You have spent your adult life ravenously searching out rare books and nuggets of lore and legend, fuelling your passion for research and study. But there was only so long you could remain within the confines of your library-study, and now you seek out the wonders of the world in person, not simply on paper. All the while you remain on the lookout for that elusive grimoire or tome and hope to unearth the next world-shattering discovery.

AGL skills	DEX Skills	INT Skills	PER Skills

		Cultural Sciences	Social
		Education	
		Language (Any)	
		Literary Skills	
		Lore	
		Natural Sciences	
		Theoretical Sciences	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills

Equipment

Quarterstaff

“Traveling mage” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Noble – Urban – Coastal - Scholastic

Scholastic Mage

Not every mage dreams of fighting for king and country, striding into battle and hurling fireballs at the enemy. You believe that there is more to the Art than the crudeness of combat magic. For you, the closest you get to the horrors of war, are when you read of them in journals and tomes, legend and lore. But you are no less valuable to your Kingdom, using your magic to conjure up auguries and visions of the future as easily as looking through a window, solve mysteries through spell casting as surely as the best detective, and heal the sick and wounded as well as any priest.

AGL skills	DEX Skills	INT Skills	PER Skills
		Cultural Sciences	Social
		Education	
		Literary Skills	
		Lore	
		Natural Sciences	
		Theoretical Sciences	

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
		Magic Theory (Divination)	
		Magic Theory (Illusory)	

Signature Spells

Lore (DIFF 4, Post cognition (N), Range Touch, allows the caster to see up to five years into the past and gain information from an item, place or person, enchanted incense used as a focus, two-handed motion, short incantation, circle drawn)

Harassing Spirits (DIFF 4, Aggressive Audio(N), Duration 1 minute, Range 20yds, WR2 stun, short incantation, 2-handed motion, generic focus, 1 additional action of ritual)

Equipment

Quarterstaff

“Traveling mage” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Noble – Urban – Coastal – Scholastic

Scout

You find no peace in cities and no comfort around crowds. Your at ease is the open countryside, wooded forests or rocky mountains. You know your homelands like the back of your hand, know the best routes through them to avoid brigands and goblins, and are willing to sell your services as a guide, huntsman or military scout. Some of your kind makes a pretty good living off of the wealthy as gamekeepers, but the constant lure of the trail and the thrill of traveling keeps you from being tied down in one place for very long.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Choice)	Missile Weapon	Natural Sciences	Awareness
Athletics	Repair	Lore	Wilderness Skills
Stealth			

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
Climb			
Endurance			

Equipment

“The Hunter” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Wilderness – Forests - Agriculture

Soldier

From the day you survived your first battle, you knew soldiering was for you. From the rush in your guts to the coppery smell of blood, everything about the life appeals to you. Perhaps you're in the King's Army or a Provincial troop where the pay isn't great, but this life appeals to you. Maybe you're in with a mercenary clan, sleeping in the dirt and eating questionable food, where the pay is a bit better. Conflict is where the action is, whether it be a pub brawl or repelling an invasion. When the trumpets call, you are there with armor waxed, sword sharp and ready to taste enemy blood.

AGL skills	DEX Skills	INT Skills	PER Skills
Combat Skill (Soldier)	Missile Weapon	Cultural Science	Awareness
Athletics	Repair	Diagnostics	Command
Brawling			

STR skills	WIL Skills	MANA Skills	SPIRIT Skills
Climb			
Endurance			

Equipment

“Have Sword, Will Travel” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Professional – Rural – Lowlands - Athletics

Witch

So, they say you are a witch, do they? Able to make a love potion and curse alike? Well, they say there is no smoke without fire, little fiction without truth. You are a witch, but perhaps shaman would be more appropriate. You know many things, things about other folk, about the turning of the seasons, about the land and about magic. You even know a few spells, but while the mages and priests stick to their own patch of the Fire, you prefer to mix the two together, taking what you need from both traditions. You appeal to the spirits and the gods, as well as simply appealing to the Web of Life itself, to bring you aid when you need it. And so what if someone is occasionally struck down with a cold or goes blind suddenly – you always have a cure handy, after all.

AGL skills	DEX Skills	INT Skills	PER Skills
		Domestic Arts	Wilderness Skills
		Lore	
		Medicine	
		Natural Sciences	

		Theoretical Sciences	
STR skills	WIL Skills	MANA Skills	SPIRIT Skills
	Resist	Arcane Theory (Divination)	Devotion
		Arcane Theory (Necromancy)	

Signature Spells

Know Person (DIFF1, Read Soul (N), Range 20yds, single hand motion, single word)

Séance (DIFF2, Spirit Communion (N), Duration 1 hour, Range touch, creation and animation of clay head into which a body part is placed, short incantation, 2 extra actions of ritual)

Signature Prayer

Recuperate (DIFF3, Restorative Sleep (N), Duration 1 hour, Range Touch, WR3 healed, circle drawn around target, short supplication,

Equipment

Quarterstaff

5 doses of Distilled Wildberry

5 doses of Woodsong

“The Traveling Mage” equipment package (AF page 118)

Typical Lifeline (AF page 47)

Freeman – Rural – Lowlands - Agriculture

Step 6: Skills p.51

You have 30 skill points to distribute among your character's skills. Keep in mind the following rules:

- . • A beginning character may increase a skill by no more than 3 (of this original 30) skill points.
- . • Add the Combat Skill Modifier to the cost when buying at character creation.
- . • Priests and Mages must purchase prayers and spells. Spells and prayers cost their DIFF in skill points.
- . • A Specialization (optional) may be taken at skill rating 3. Specialization becomes *base skill +1*.
- . • Base skill then becomes *base skill -1*.

Agility Skills	Intelligence Skills	Perception Skills	Strength Skills
Athletics	Cultural Sciences	Animal Husbandry	Climb
Dance	Domestic Arts	Awareness	Endurance
Drive	<i>Education</i>	Bargain	Strength Feat
Melee Weapon	Law	Command	Swim
Ride	<i>Language</i>	Con	
Sail	<i>Ancient</i>	Diagnosis	
<i>Siege Weapon</i>	<i>Western</i>	Gambling	Willpower Skills
Stealth	<i>Akrindor</i>	Offensive Gesture	Frenzy
Armed Combat Skills:	<i>Kilmoorian</i>	Performing Arts	Interrogation
<i>Assassin</i>	<i>Eastern</i>	Seduction	Intimidation
<i>Barbarian</i>	<i>D'junn</i>	Social	Resist
<i>Bharata</i>	<i>Islander</i>	Streetwise	
<i>Cavalier</i>	<i>Empire</i>	<i>Wilderness Skills</i>	Mana
<i>Gallant</i>	<i>Solander</i>		Folk Magic
<i>In-Fighting</i>	<i>Handspeak</i>	Dexterity Skills	<i>Arcane Theory</i>
<i>Soldier</i>	<i>Arcanian</i>	Black Powder	<i>Combat</i>
<i>Swashbuckler</i>	<i>Orrindan</i>	<i>Craft</i>	<i>Healing</i>
	<i>Literary Skills</i>	Missile Weapon	<i>Illusion</i>

Unarmed Combat Skills:	Lore	<i>Play Instrument</i>	<i>Elemental</i>
<i>Brawling</i>	Medicine	<i>Repair</i>	<i>Divination</i>
<i>Dalahur</i>	<i>Military Sciences</i>	Sleight of Hand	<i>Necromancy</i>
<i>Haushahar</i>	Seamanship	Thievery	<i>Glamors</i>
<i>Ratahar, Dwarven</i>	Theoretical Sciences		
<i>Ratahar, Elven</i>	Torture		Spirit
<i>Senvata</i>	Natural Sciences		Devotion
<i>Shal'ekkar</i>			
<i>Tothahar</i>			
* Italics notes that there are pre-requisites for these skills			

Skills Special Notes

Skill Notes

Arcane Theory Mages Only. Requires Natural and Theoretical Sciences at 2 or more and the Mage School Apprenticeship in Lifeline.

AT: Glamors Faeries and Earthfolk only.

Awareness Factors into Initiative and Save Target.

Combat Ability Factors into Initiative Target.

Devotion Priests must have Natural and Theoretical Sciences at 2 or more to learn prayers.

Education A skill level of 1 indicates basic literacy in the character's native language, while 4 or higher indicates Higher Education adding a one time bonus of +1 to Cultural and Natural Sciences and Literary skills.

Folk Magic Spells are purchased separately.

Language A skill level of 2 or more and an Education of 1 indicates the ability to read and write in the chosen language.

Law Requires Education of 3 or more.

Literary Skills Requires the character to be literate (Education: 1).

Medicine A professional doctor must have a specialty and requires an Education or Lore skill of 3 or more.

Military Sciences Requires Cultural Sciences of 1 or more.

Missile Weapon Separate from Black Powder skill.

Resist Factors into Save Target.

Siege Weapon Field cannon are under Black Powder.

Strength Feat A failed skill check yields 1 wound damage.

Step 7: Determine Final Stats

The final character stats are as follows:

Destiny, Initiative, Save and Evade

Stat	How to Calculate it.
Destiny	1
Initiative Dice	Average AGL + PER, round up
Initiative Target	Average Awareness + Best Combat skill, round up
Save Dice	STR + WIL, round up
Save Target	Average Awareness + Resist, round up
Evade Dice	Average Agility + Perception
Evade Target	1 +1 for every 3 ranks in Dalahar or Haushahar or Bharata Note: Bullets start at 0 for you target.

Step 8: Flesh Out Your Character

Choose a name for your character, as well as homeland and religion (if you haven't already). Determine physical statistics, appearance and quirks. Use your imagination or a tool like Central Castings to come up with a background.

Step 9: Money, Equipment & Weapons

Roll $2D6 \times 100$ to determine starting Geld. Modify by Social Status and purchase weapons and equipment for your character.

Buying Items	AF Page Number
Equipment	107-109
Healing Compounds	110
Poisons	110
Drugs	111
Weapons	112 – 116
Armor	117
Quick Gear	118

Step 10: Have Fun!!

Get your GM to approve your character, after all, he has spent a lot of time developing his world and scenarios. He will know if your Character will fit into the scheme of things. There is nothing worse than creating a character to run and shortly afterward the other PCs kill him. Ha! Plus there may be tidbits of your characters background that the other players don't know and the GM can use that as plot devices later in the campaign.