

Character Creation Walkthrough

Let's get started by creating the fast-talking, rapier-wielding, spell-slinging renegade: Ribaldi. The best place to start when creating any character is to look at Capabilities and Magic (on page 84 and 164 respectively). These two elements best show what a character can and can't do – and help to serve as the groundwork in mapping him out.

For Magic, both **Trickery** and **Nature** sound appealing for some cool utility and combat spells. As far as capabilities go: **Back Alley Contacts**, **Better Luck Next Time**, **Deadlock**, **Evasion**, **Everyone Likes Me**, **Footwork**, **Mobility**, **Quick**, **Sneak Attack**, and **Weapon Specialization (Rapier)** all sound like awesome choices for capabilities. Now, obviously Ribaldi can't start with all of these capabilities, but this little list gives me some idea of what I want to work towards, and what kind of pre-requisites I need to aim for. So for now, let's narrow down the list to something more affordable for starting our character:

Capability	CP Cost	Requirements
Trickery Magic	6	
Nature Magic	6	
Mobility	5	Agility 13+
Quick	3	Agility 13+, Mobility
Deadlock	3	AB 2+
Better Luck Next Time	5	

OK, so we're looking at a cost of 28 CP to begin with. Not bad.

With just this simple list we already have a feel for the swashbuckling Ribaldi - fiercely wielding Trickery and Natural Magics; Mobile and Quick afoot, deadly with a sword and with a knack for Luck!

The next things to look at would be Ribaldi's Ability Scores and Race. Ability scores are a snapshot of the natural potential a character is endowed with. Abilities are involved with every skill check; attack, spell, and almost every aspect of playing your character; and each are defined in detail on page 21.

To begin determining Ability Scores, first roll 2d6 twice - and remember the order you rolled it. Do this 4 times and write your results on a piece of scratch paper. For Ribaldi, we got the following rolls:

11 & 10 8 & 10
12 & 3 8 & 3

Now let's decide on a race (found on Pages 9 - 20). Races all have unique benefits and bonuses - as well as very different role-playing opportunities - so look at the big

picture when choosing your race. We want Ribaldi to be fast and agile; emotionally aloof, but charismatic and bold; and deadly quick with sword and spell. A perfect match for an Elf! 25 CP.

So to finalize our abilities, we look at the "base race ability" table under Elf, and add our grouped pairs of 2d6 rolls to the grouped ability scores:

Ability	Base Race Ability	Die Result	Total
Str	6	+8	14
Con	6	+10	16

Agi	8	+12	20
Cor	6	+3	9

Int	6	+8	14
Wis	6	+3	9

Cha	6	+11	17
Com	6	+10	16

For Ribaldi, we decided to use the 8 & 10 for Strength and Constitution - a must for anyone trusting his life to a blade. The 12 & 3 are placed under Agility and Coordination, respectively - to be deadly fast (albeit a tad clumsy). The 8 & 3 are allocated to Intelligence and Wisdom - making our swashbuckler astute but not terribly wise. And finally the 11 & 10 are assigned to Charisma and Command - an obvious choice for our fast-talking debonair rogue.

The next things to look at for our character creation are skills (Pages 38-83). Allocating skills can be a daunting task - especially because there are so many of them and they are all so important! A good rule of thumb is to plan on spending between 1/3 and 1/2 of your total Character Points on skills. Keep in mind that Spell Casting and Resist Checks are based off skills, so don't skimp!

Since there are 22 total broad skills, it is handy to categorize them into priorities. The three categories for Ribaldi's skills are explained below:

Most Important: This is the kind of thing Ribaldi does very well - and the investment of CP shows. 16 CP

Sleight of Hand 8 Survival 8

Moderate Importance: These are central to the concept of the character, and also important. 35 CP.

Acrobatics 5 Athletics 5 Influence 4 Networking 4 Notice 4
Prowess 5 Sneak 4 Streetwise 4

Low Importance: These are fringe skills, viewed with less importance. 15 CP.

Analysis	2	Bureaucracy	0	Culture	2	Employment	0
Faith	1	Falsify	2	Investigate	2	Medicine	1
Resolve	2	Security	2	Sense Motive	1	Transportation	0

With this plan, we've spent 66 CP on skills. A sizeable portion of the character!

The next step is to fill in the blanks with the remaining characteristics. These include Action Dice, Vitality/Wounds, Attack, Defense, Initiative, Mana, Weapon/Armor Training, and additional Social Status.

It is helpful to consider what each of these things do, compared to the roles your character will fulfill. For Ribaldi, we will buy the following:

- 2 increments of Mana. Spell-casting is critical to our character, and mana is a must. 10 CP.
- 2 Vitality Dice. Everyone needs vitality. The choice to buy vitality dice versus straight vitality points is obvious since Ribaldi has a considerable constitution score bonus. It only adds when you buy dice, not the straight points. 16 CP.
- +2 Attack Bonus. Skillfully wielding a trusty rapier is core to our concept. Also don't forget the pre-requisite of +2AB from some of our Capabilities. 10 CP.
- 3 Action Dice. Never underestimate the power of luck. Especially combined with our "Better Luck Next Time" capability, action dice are even more useful. 10 CP.
- Weapon, Trained & Expert in Rapier. No swashbuckler is complete without a trusty rapier, so he'd better know how to use it. Also note that one of the benefits of the Elf cultural upbringing is "Elf Weapon," which lowers the CP cost of our training in this weapon. 4 CP.

Adding everything up, we have spent a total of 148 Character Points. Almost done! One last thing to look at is Social Status. This is determined by rolling d100 and consulting the table on page 27. For Ribaldi we rolled a 37, granting the starting social status of "working class." Increasing social status grants a quantity of gold as well as potential skill training. Also don't underestimate the potential role-playing opportunity that social status can create! To finish our character, we will spend our remaining 2 CP increasing social status from "working class" to "tradesman."

So this rounds our Ribaldi - Suave, Swashbuckling, Spell-Slinging, and Sword-Swinging. And now we're ready to buy equipment and begin our adventure, into the world of Terrene!