

Weapons

Cut-and-thrust swords

ITEM	COST
bastard sword	3/1
estoc	2/1
longsword	3/1
shortsword	2/1
rapier	3/2

Broadwords

ITEM	COST
abbasi	3/1
broadsword	3/1
cutlass	2/1
dalwel	2/1
dukn	3/1
dao	2/1
flyssa	3/1
saber	3/1
scimitar	3/2
seme	3/1
spadone	4/2
yatagan	3/1

Japanese swords

ITEM	COST
katana	5/2
wakizashi	3/1

Axes

ITEM	COST
adze	2/1
adze-axe	3/2
battle axe	3/2
bhuj	2/1
great axe	5/3
great sword	5/3
hand axe	2/1
head axe	3/2
poleaxe	3/2

Knives

ITEM	COST
axe-knife	2/1
bank	2/1
bichwa	2/1
dagger	2/1
hanger	2/1
small sword	2/1
knife	2/1
kukri	2/1
jambiya	2/1
katar	2/1

Maces

ITEM	COST
hammer	3/1
mace	3/1
pick	3/2
war hammer	4/2

Spears

ITEM	COST
ancus	1
aunurgitch	1
falcastra	1
hoko	1
javelin	1
lance	1
trident	1
spear	1

Polearms

ITEM	COST
boar spear	3/2
barchi	3/2
chauvres	3/2
couse	3/2
demilune	3/2
eel spear	3/2
fauchard	4/2
glaive	4/2
halberd	4/2
military fork	3/1
partisan	4/2
pike	2/1
pole axe	4/2
ronconne	4/2

Flails

ITEM	COST
flail	4/2
nunchuka	4/2

Clubs

ITEM	COST
baggoro	3/2
club	1
sap/small club	1

Staves

ITEM	COST
bo	5/2
hanbo	4/2
quarterstaff	2/1

Fistfighting weapons

ITEM	COST
brass knuckles	1
tiger's claw	2

Martial arts

ITEM	COST
martial arts	4/2

OTHER WEAPONS

ITEM	COST
bullwhip	5/3
whip	3/2
garrotte	2/1
grapnel	2/1
lariat	3/2

WAR MACHINES

ITEM	COST
ballista	3/1
catapult	4/2
trebuchet	4/2

MISSILE WEAPONS

ITEM	COST
shortbow	3/1
longbow	5/3
pellet bow	3/1
arbalet	1
heavy crossbow	1
light crossbow	1
javelin (thrown)	2/1
spear (thrown)	2/1
harpoon	3/2
knife (thrown)	2
hammer (thrown)	2/1
hand axe (thrown)	3/2
spear thrower	3/2
sling	4/3
fustibal	3/2
dart	2
blowgun	4
throwing net	2
bola	4
boomerang	3/2
throwing stick	2/1
chakram	2
throwing star	2

Systems for Rolling Up Characters:

Roll 4 six-sided dice twice for each statistic, and keep the higher of the two rolls.

Roll through all 9 statistics once, in order. Roll 5 more rolls to the stats of your choice—more than once to a single stat if you want to—keeping only the highest roll for each stat.

Roll a total of 16 rolls—more than once to a single stat if you want—but do not go back once a particular stat has been completed. Stats must be rolled in the order listed above. Any rolls left over after BEA is rolled are applied as +1 each to a random stat. (Roll d10; 1–9 equals one of the 9 stats in the order above, 10 equals an extra roll.)

Roll 12 times. Arrange the 9 highest stats in any order you want.

PACKAGES OF SKILLS

acrobat 17/12 if COO 20+ and FOR 18+
climbing, juggling, fingersmith, tightrope walking, trapeze, tumbling
alchemy 14/9 if INT 20+
foraging, minerology, herb lore, scribe
animal training 17/10 if LEA 21+
animal husbandry, dog training, falconry, big cat training, riding, horse training
assassin 15/10 if INT 19+ and SPE 19+
climbing, garrotte, grapnel, knife, thrown knife, scribe
chef 12/6 if SEN 20+
butcher, cook, herb lore, knife
courtesan 8/5 if LEA 20+
dance (formal), massage, voice, one musical instrument
fisherman 7/5 if COO 19+
swimming, small boat, sailor, knife, fishing
forester 16/10 if SEN 20+
climbing, foraging, herb lore, knife, tracking, trapper
hunter 15/8 if SEN 19+
tracking, tanning, trapper, 1 missile weapon, dog trainer, foraging
mariner 9/6 if COO 20+
climbing, small boat, knife, cutlass, small club, sailor
minstrel 10/7 if LEA 20+
compose music, 2 families of instruments, languages all cost one point fewer
templar 12/7 if LEA 20+ for those inclined to be priestly
herb lore, magic cost 10–16 (–5 points) or psi ability, scribe, voice, torture or cartographer
thief 14/8 if INT 19+ and SPE 19+
fingersmith, picklock, knife, climbing
warrior 8/5 if SPE 19+ and COO 19+
shield, all weapons gained at second point cost, fatigue at half the normal rate
weaponsmith 15/9 if INT 18+ and STR 20+
smith, 1 forged weapon (area of specialty), all forged weapons gained at second point cost
winemaker 14/9 if INT 18+ and SEN 20+
brewing, distilling, farming, vintner
yogi 17/11 if LEA 21+ and FOR 18+
psi ability, exegesis, 1 martial art, foraging, herb lore

Character Generation Screen

STATIC SKILLS

SKILL	COST	REQUISITES
accounting	5/3 if SEN 20+	(SEN, EYE)
animal husbandry	8/5 if SEN 19+	(SEN, LEA)
appraising	2/1 if SEN 19+	(SEN, EYE)
architecture	12/7 if INT 20+	(INT, SEN)
big cat training	5/2 if LEA 20+	(SEN, LEA)
bowyer	6/3 if SEN 19+	(COO, EYE)
brewing	4/2 if SEN 18+	(SEN, INT)
butcher	4/2 if SEN 20+	(COO, SEN)
canoe	2/1 if COO 19+	(COO, FOR)
carpenter	6/3 if COO 19+	(STR, COO)
casting	6/4 if INT 18+	(INT, FOR)
cartographer	3/1 if INT 20+	(INT, EYE)
climbing	6/3 if INT 18+	(COO, EYE)
cook	5/2 if SEN 20+	(COO, SEN)
dance (formal)	6/3 if COO 20+	(COO, FOR)
dance (informal)	2/1 if COO 18+	(COO, FOR)
distilling	3/2 if SEN 18+	(SEN, INT)
diving	2/1 if FOR 20+	(INT, FOR)
dog training	3/1 if LEA 20+	(SEN, LEA)
dowsing	3/1 if SEN 19+	(SEN, smell)
embroidery	2/1 if COO 18+	(COO, EYE)
engineer	16/11 if INT 18+ and SEN 20+	(INT, SEN)
exegesis	3/1 if INT 21+	(INT, INT)
falconry	4/2 if LEA 20+	(SEN, LEA)
farming	12/7 if SEN 19+	(SEN, FOR)
*fingersmith	5/3 if SPE 20+	
fletching	4/2 if COO 18+	(EYE, COO)
foraging	3/1 if SEN 19+	(SEN, EYE)
gemcutting	8/5 if COO 20+	(COO, EYE)
herb lore	7/4 if SEN 20+	(INT, SEN)
horse training	7/3 if LEA 20+	(LEA, INT)
illustration	7/4 if COO 19+	(LEA, COO)
jeweler	8/4 if COO 20+	(COO, INT)
juggling	5/2 if COO 21+	(COO, SPE)
knitting/crocheting	2/1 if COO 18+	(COO, EYE)
law	12/7 if INT 20+	(SEN, FOR)
long distance running	4/2 if FOR 19+	(FOR, STR)
long distance swimming	6/3 if FOR 19+	(FOR, FOR)
masonry	4/2 if STR 18+	(STR, FOR)
massage	3/1 if LEA 19+	(FOR, LEA)
metalsmith	6/3 if SEN 18+	(SEN, FOR)
midwife	6/3 if SEN 19+	(SEN, INT)
mime	3/1 if LEA 20+	(LEA, SEN)
minerology	4/2 if INT 19+	(INT, EYE)
mining	4/2 if FOR 18+	(SEN, FOR)
monkey training	4/2 if LEA 20+	(SEN, LEA)
*pick lock	5/3 if INT 19+	
pilot	6/3 if SEN 20+	(SEN, EYE)
public speaking	2/1 if LEA 18+	(LEA, SEN)
riding	3/2 if LEA 20+	(COO, LEA)
sailor	5/3 if SPE 18+	(STR, SEN)
scribe	7/5 if INT 18+	(INT, EYE)
sewing	2/1 if COO 18+	(COO, EYE)
shield	3/1 if SPE 20+	(SPE, STR)
siege engineer	16/11 if INT 18+ and SEN 20+	(INT, SEN)
skiing	3/1 if COO 20+	(COO, FOR)
small boat	3/1 if COO 19+	(STR, FOR)
smith	7/4 if FOR 20+	(STR, SEN)
stoneworking	8/5 if SEN 21+	(FOR, COO)
swimming	2/1 if FOR 18+	(FOR, COO)
tailor	5/3 if COO 19+	(SEN, COO)
tanning	4/2 if SEN 18+	(FOR, SEN)
tightrope walking	4/2 if COO 21+	(COO, SEN)
torture	4/2 if INT 19+	(LEA, INT)
tracking	5/3 if EYE 20+	(EYE, SEN)
trapeze	5/2 if COO 20+	(COO, FOR)
trapper	4/3 if SEN 19+	(EYE, SEN)
tumbling	4/2 if COO 21+	(COO, SEN)
vintner	6/3 if SEN 18+	(SEN, INT)
wagon	2/1 if LEA 18+	(LEA, COO)
weaving	2/1 if COO 18+	(COO, EYE)
woodcarving	5/2 if COO 19+	(COO, LEA)

MUSICAL INSTRUMENTS

SKILL	COST	REQUISITES
lyre	3/1	(COO, FOR)
harp	3/1	(COO, FOR)
lute	3/1	(COO, FOR)
mandolin	3/1	(COO, FOR)
cadwal	2/1	(COO, FOR)
balalaika	3/1	(COO, FOR)
plucked dulcimer	3/2	(COO, FOR)
hammered dulcimer	3/2	(COO, FOR)
recorder	2/1	(COO, FOR)
fife	2/1	(COO, FOR)
flute	3/1	(COO, FOR)
pipes	2/1	(COO, FOR)
bugle	2/1	(COO, FOR)
horn	1	(FOR, FOR)
voice	2	(LEA, FOR)
drum	2/1	(COO, FOR)
signal drum	2/1	(COO, FOR)
cymbal	1	(COO, FOR)
hand cymbal	1	(COO, FOR)

WEAPON ADD-ONS

SKILL/ PREREQUISITES	NO COST IF
brandestoc	COO 20+
war hammer, longsword	
bridle cutter	riding 18+
battle axe, riding	
case rapier	COO 21+
rapier or smallsword	
double-bladed axe	COO 20+
battle axe	
firangi	COO 20+
longsword or rapier	
sword breaker	COO 21+
knife	
madu	COO 20+
knife	
parry knife	COO 21+
knife	
spear hook	COO 19+
spear	

MAGIC

MAGIC TYPE	NORMAL	MINSTREL	WITCH	DABBLE
conjuration	20	18	—	10
weather	16	14	—	8
generation	17	15	13	9
elemental	21	19	—	11
fire	18	16	—	9
earth	16	14	—	8
air	17	15	—	9
water	17	15	—	9
emotion	18	16	14	9
healing	16	14	12	8
illusion	18	16	14	9
motion	16	14	—	8
necromancy	15	13	11	8
summoning	18	16	14	9
transmutation	21	19	15	11
animal	17	15	13	9
vegetable	15	13	11	8
mineral	17	15	13	9

Steps in Rolling Up a Character

1. Roll up the 9 primary stats (p. 3)
2. Roll your character's background (p. 4)
3. Decide if your character is male or female, and make any necessary stat adjustments (p. 8)
4. Decide on your character's height, weight, and starting age (p. 11)
5. Decide if your character will be human or nonhuman (if your GM allows nonhuman characters) and make any necessary stat adjustments (p. 9)
6. Fill in secondary stats (this can be put off until later if you're in a hurry to get started) (p. 11)
7. Pick your character's skills (p. 16)
8. Roll up your character's abilities in any static skills you've picked (this can be put off until later if you're in a hurry to get started) (p. 25)
9. Roll 2–3 times for adventures and misadventures, depending on your character's starting age (p. 28)
10. Have the GM give you information on your character's background and starting possessions (some GMs may have you select or purchase starting possessions from a list) (p. 32)