

Common Definitions and Concepts

Realm of Power

A character Realm of Power is the source of their magical abilities. All characters choose a Realm of Power, even if they have no affinity for casting spells. The valid sources of magic are “Essence” (magic of nature and reality), “Channeling” (magic from dieties and worship), and “Mentalism” (magic of the mind).

Temporary and Potential Statistics

A character is rated in numerous areas by their statistics, which are represented by a number on a scale typically from 1 to 100 (though there is no technical upper or lower limit). Temporary statistics represent the character current capabilities and are actively used during the game, Potential statistics represent the character best case training and ideal conditions and are only referenced during the leveling process.

Profession

Unlike other game systems, a character’s profession or class is not a fixed quantity. The role a given character plays in the game is fluid and changing, based on the situation. The choice of profession has no bearing on the game mechanics, and is only used in the context of the storyline.

Race and Background

A character’s physical race defines their physical form, while their background defines the environment in which they grew up. A combination of the two define the parameters that influenced the character at an early age, typically prior to the lifestyle having become fixed.

Advantages and Flaws

Advantages and Flaws are a method to distinguish the heroic characters from the mundane inhabitants of the game world. All characters have a number of Advantages, balanced by their choices of Race and Culture, and the number of Flaws they have, and limited by the campaign guidelines. Advantages give them significant bonuses and further specialization, while Flaws serve to balance the character and help the GM provide dramatic impact.

Character Generation Sequence

All characters use a standardized format to generate their details and make the various decisions required. The following checklist is a useful reference for the intended process, though some steps can be shuffled around as appropriate for the campaign

- 1) Decide what type of character to play and discuss your general character concept with your GM. Together, the two of you finalize your general character concept, in line with the intended campaign and coordinated with the overall group makeup
- 2) Determine Realm of Power
- 3) Generate Stats
 - a) Generate Temporary Stats – Record 50s
 - b) Generate Potential Stats – Spend 300 Potential Stat Points
- 4) Choose a Race
 - a) Apply Racial Skill Bonuses
 - b) Note Racial Special Abilities
- 5) Choose a Culture
 - a) Apply Culture Skill Bonuses
- 6) Determine Advantages and Flaws
 - a) Spend an allotment of Advantage points based on Race
 - b) Earn up to 2 additional Advantage points by taking Flaws
- 7) Develop Apprenticeship Skills (Level 1)
 - a) Calculate Stat Gains/Losses
 - b) Develop Skills
- 8) OPTIONAL - Develop Advanced Levels
 - a) Calculate Stat Gains/Losses
 - b) Develop Skills
- 9) Outfit the Character
- 10) Finalize Character
 - a) Determine Age and Physical Characteristics
 - b) Total Stat and Skill Bonuses
 - c) Develop Character Background and History

Character Concept

The first step in any character generation is to coordinate with the GM and the other players, and decide on the general idea of a character you would like to play. Focus on a “fun” character, but also consider the storyline and details, and balance with the rest of the group. Just as a group of all warriors is handicapped without healing, a group of healers is handicapped without fighters.

The GM may provide details on the world setting, or campaign details as appropriate. But at this stage, it is important to be flexible in your overall concept, while still maintaining a basic idea.

Statistics

The base mental and physical attributes of a character are represented by 10 statistics (called stats): 3 “academic” stats, 3 “athletic” stats, 3 “social” stats, and one general health stat (Constitution). Each character has two numerical values on a scale of 1 to 100 (and higher) for each stat. The value of a stat indicates how it rates relative to the same stat of other characters. The lower the value of a stat, the weaker it is relative to the same stat of other characters. Relatively high stats give bonuses which apply to attempts to accomplish certain activities and actions.

An individual’s stats represent prowess in various areas in comparison to the average man. John Smith, the townsman, might be theoretically assumed to have stats of 50 across the board. In the primitive society favored for most role playing games, however, it is quite likely that those with stats below 10 will be the first claimed by nature and survivors might tend to have a set of stats that are above the “average” (assume that John Smith has stats of 55). Those with access to better health care (the rich) might tend to live even if weak in critical areas, however. So Noble John Smith’s stats might well average 50.

Adventurers are likely to be superior to the general population. Adventurers are presumed to start with no stat below 40, though the rigors they face may reduce their stats below this level. This is to reflect the fact that weak characters are unlikely to leave the safety of their homes and go out in the world to make their fortunes.

Temporary vs Potential Stats

Each stat has two values: a potential value and a temporary value. The potential value reflects the highest value that the character’s stat can obtain (i.e., due to genetics and/or early childhood environment). The temporary value represents the stat’s current value. Thus, each character has a set of “temporary” stats and a set of “potentials.”

During play, the temporary stats can rise due to character advancement and other factors and fall due to injury, old age, etc. However, potentials rarely change. Of course, the temporary value for a given stat may never be higher than its potential. Note that a character’s stats do not always increase beyond their starting level: two months of adventuring does not necessarily accomplish what eighteen or more years of youthful exuberance failed to do.

Developmental Stats

In addition to affecting play, some stats affect the character development process. 9 stats are broken into 3 groups of 3 (Academic, Athletic, and Social) and are relevant in determining how many skills a character can learn (development points are equal to the average of the 3 stats in each grouping).

Academic Stats

Academic stats are used in various mental exercises and skills, maneuvers which primarily rely on brain power over brawn or influence.

Intuition (In)

A combination of luck, genius, precognition, ESP, and the favor of the gods is embodied in this stat. Also referred to as: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

Memory (Me)

The ability to retain what has previously been encountered and learned. Note that in many instances it may be necessary for the character to rely on the player's memory, since that tends to be used whenever it is advantageous anyway. Memory provides a good basis for determining how much is retained of the pre-adult period that the Gamemaster doesn't have time to devise and describe in absolute detail to each player. Also referred to as: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

Reasoning (Re)

Similar to intelligence: the ability to absorb, comprehend, and categorize data for future use. It also reflects the ability to take available information and draw logical conclusions. Also referred to as: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

Athletic Stats

Athletic stats are used in various physical activities and skills, maneuvers which primarily rely on brawn over brain power or influence.

Agility (Ag)

Manual dexterity and liveness are the prime components of this characteristic. Also referred to as: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, etc.

Quickness (Qu)

Essentially a measure of reflexes and conscious reaction time, this stat is often lumped with several others as dexterity. Also referred to as: agility, dexterity, speed, reaction ability, readiness, dodging ability, liveness, etc.

Strength (St)

Not brute musculature, but the ability to use existing muscles to their greatest advantage. Also referred to as: power, might, force, stamina, endurance, conditioning, physique, etc.

Social Stats

Social stats are used in various social interaction skills and maneuvers, actions, which primarily rely on influence instead of brain power or brawn.

Empathy (Em)

The relationship of the character to the all-pervading force that is common to all things natural and is the basis of most things supernatural. Also referred to as: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

Presence (Pr)

Control of one's own mind, courage, bearing, self esteem, charisma, outward appearance and the ability to use these to affect and control others are the principal elements of a character's presence. Also referred to as: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

Self Discipline (SD)

The control of mind over body, the ability to push harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual. Also referred to as: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

Primary Stats

The following characteristics have an influence on direct play, but do not aid in character development.

Constitution (Co)

General health and well-being, resistance to disease, and the ability to absorb more damage are all reflected in a character's Constitution. Also referred to as: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

Realm (RM)

A character's Realm bonus is a special derived statistic, based on the choice of Realm of the character. This stat is used to calculate magic skill bonuses and potential, but does not contribute to the development of the character.

Stat Bonuses

For each stat, a character's *stat bonus* is equal to the stat's *basic stat bonus* plus its *racial stat bonus* modification plus any *special modifications*.

The basic stat bonuses are determined by the value of each given stat, while the racial stat bonus modifications are determined by the character's race. Special modifications come primarily from Advantages and Flaws.

To calculate the Basic Stat Bonus for a stat, use the formula $\left(\frac{(Stat-50)}{5}\right)$. For example, a Stat of 50 has a Basic Stat Bonus of 0, a Stat of 100 has a Basic Stat Bonus of +10, and a Stat of 40 has a Basic Stat Bonus of -2. Retain any decimal fractions from this formula (do not round off).

Generating Temporary Stats

~~All characters have a pool of 660 points to distribute amongst their 10 stats on the temporary rating. These points can be distributed however is desired, with the only exception being a lower limit of no less than 40 pts per stat. Alternatively, all characters can start with 40s in each stat, and then distribute 260 additional points.~~

~~All 10 stats must have points allocated. Any unspent points are lost once the character is finished.~~

All characters start with Temporary Stats equal to 50. Although they are not initially above the average person in the world, it is their potential that sets them apart (determined in the next step)

Depending on the relative campaign level, the GM may increase or decrease these parameters.

Once Temporary values have been assigned, you can calculate and fill in the Basic Stat Bonus for each Stat, remembering to retain any decimal fractions (do not round off).

Alternative Temporary Stats

~~As an alternative approach, the GM may opt to have character's generated during game play. In these cases, all characters begin with Temporary stats equal to 50. This can be used to pre-generate characters at a base level, so that the rest of character generation becomes an in game choice rather than pre-determined.~~

Generating Potential Stats

~~Once all points from the temporary distribution are spent, roll 2d10 for each stat. Add the total of the dice to the temporary value to determine the statistics related Potential. This potential is then fixed for the character, except for rare occasions during the level up process.~~

All characters receive a budget of 300 Potential Stat points. These points are distributed across all 10 stats as the player prefers, adding to the Temporary values as normal. The Temporary stats are not changed until the level up process is followed, but this allows the player to determine the direction their character will ultimately take. Note this this system generates a slightly higher character stat average.

Alternative Potential Stats

~~Using the alternative Temporary Stats system (above), potential stats require a much more direct system. In this case,~~

Race and Culture

Each character must choose a race, and also a culture. These choices affect stat bonuses, advantages and flaws, and starting skill options.

The Races

Dwarves

Dwarves are a stoic but stern race, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage races like orcs and goblins. More than any other race, the dwarves have acquired a reputation as dour and humorless craftsmen of the earth. It could be said that dwarven history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors.

Physical Description: Dwarves are a short and stocky race, and stand about a foot shorter than most humans, with wide, compact bodies that account for their burly appearance. Male and female dwarves pride themselves on the length of their hair, and men often decorate their beards with a variety of clasps and intricate braids. A clean-shaven male dwarf is a sure sign of madness, or worse - no one familiar with their race trusts a beardless dwarf.



Society: The great distances between their mountain citadels account for many of the cultural differences that exist within dwarven society. Despite these schisms, dwarves throughout the world are characterized by their love of stonework, their passion for stone- and metal-based craftsmanship and architecture, and a fierce hatred of giants, orcs, and goblinoids.

Relations: Dwarves and orcs have long dwelt in proximity, theirs a history of violence as old as both their races. Dwarves generally distrust and shun half-orcs. They find halflings, elves, and gnomes to be too frail, flighty, or “pretty” to be worthy of proper respect. It is with humans that dwarves share the strongest link, for humans’ industrious nature and hearty appetites come closest to matching those of the dwarven ideal.

Alignment and Religion: Dwarves are driven by honor and tradition, and while they are often satirized as standoffish, they have a strong sense of friendship and justice, and those who win their trust understand that, while they work hard, they play even harder—especially when good ale is involved. Most dwarves are lawful good. They prefer to worship deities whose tenets match these

traits, and Torag is a favorite among dwarves, though Abadar and Gorum are common choices as well.

Adventurers: Although dwarven adventurers are rare compared to humans, they can be found in most regions of the world. Dwarves often leave the confines of their redoubts to seek glory for their clans, to find wealth with which to enrich the fortress-homes of their birth, or to reclaim fallen dwarven citadels

from racial enemies. Dwarven warfare is often characterized by tunnel fighting and melee combat, and as such most dwarves tend toward classes such as fighters and barbarians.

Male Names: Dolgrin, Grunyar, Harsk, Kazmuk, Morgrym, Rogar.

Female Names: Agna, Bodill, Ingra, Kotri, Rusilka, Yangrit.

Dwarven Racial Traits:

- -2 AG, +6 CO, +2 ME, +4 SD, -4 EM, -4 PR, -2 QU, +4 ST
- +30 vs Essence, +30 vs Mentalism, +20 vs Poison, +15 vs Disease
- Body Development: 7-4-2-1
- Channeling Power Points: 6-5-4-3
- Essence Power Points: 3-2-1-1
- Mentalism Power Points: 3-2-1-1
- 3 Advantage Points
- 21 round Soul Departure
- 80% Recovery Multiplier
- Available Cultures: Hills, Mountains, Underground, Urban
- Medium: Dwarves are Medium creatures and have no bonuses or penalties due to their size.
- Darkvision: Dwarves can see in the dark up to 60 feet in the black and white spectrum, with no light.
- Dwarven Stamina: For the purposes of the Pain Tolerance Skill only, the Dwarven PR penalty is reversed and considered a bonus, making their racial stat bonus +4 PR. This does not apply for any other skills.
- Dwarven Workcraft: Dwarves receive a +25 racial bonus on one skill of the following: Fletching, Leatherworking, Smithing, or Stone Carving.
- Hatred: Dwarves receive a +10 OB on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.
- Stonecunning: Dwarves receive a +25 bonus on Perception checks whenever studying or inspecting stone work and similar features.

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Elves

The long-lived elves are children of the natural world, similar in many superficial ways to fey creatures, yet different as well. Elves value their privacy and traditions, and while they are often slow to make friends, at both the personal and national levels, once an outsider is accepted as a comrade, such alliances can last for generations. Elves have a curious attachment to their surroundings, perhaps as a result of their incredibly long lifespans or some deeper, more mystical reason. Elves who dwell in a region for long find themselves physically adapting to match their surroundings, most noticeably taking on coloration reflecting the local environment. Those elves that spend their lives among the short-lived races, on the other hand, often develop a skewed perception of mortality and become morose, the result of watching wave after wave of companions age and die before their eyes.



Physical Description: Although generally taller than humans, elves possess a graceful, fragile physique that is accentuated by their long, pointed ears. Their eyes are wide and almond-shaped, and filled with large, vibrantly colored pupils. While elven clothing of ten plays off the beauty of the natural world, those elves that live in cities tend to bedeck themselves in the latest fashion.

Society: Many elves feel a bond with nature and strive to live in harmony with the natural world. Most, however, find manipulating earth and stone to be distasteful, and prefer instead to indulge in the finer arts, with their inborn patience making them particularly suited to wizardry.

Relations: Elves are prone to dismissing other races, writing them off as rash and impulsive, yet they are excellent judges of character. An elf might not want a dwarf neighbor, but would be the first to acknowledge that dwarf's skill at smithing. They regard gnomes as strange (and sometimes dangerous) curiosities, and halflings with a measure of pity, for these small folk seem to the elves to be adrift, without a traditional home. Elves are fascinated with humans, as evidenced by the number of half-elves in the world, even if they usually disown such offspring. They regard half-orcs with distrust and suspicion.

Alignment and Religion: Elves are emotional and capricious, yet value kindness and beauty. Most elves are chaotic good. They prefer deities that share their love of the mystic qualities of the world—Desna and Nethys are particular favorites, the former for her wonder and love of the wild places, and the latter for his mastery of magic. Calistria is perhaps the most notorious of elven deities, for she represents elven ideals taken to an extreme.

Adventurers: Many elves embark on adventures out of a desire to explore the world, leaving their secluded forest realms to reclaim forgotten elven magic or search out lost kingdoms established millennia ago by their forefathers. For those raised among humans, the ephemeral and unfettered life of

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an adventurer holds natural appeal. Elves generally eschew melee because of their frailty, preferring instead to pursue classes such as wizards and rangers.

Male Names: Caladrel, Heldalel, Lanliss, Meirdrael, Seldlon, Talathel, Variel, Zordlon.

Female Names: Amrunelara, Dardlara, Faunra, Jathal, Merisiel, Oparal, Soumral, Tessara, Yalandlara.

Elven Racial Traits

- +4 AG, +2 ME, -5 SD, +2 EM, +2 PR, +2 QU
- -5 vs Channeling, -5 vs Essence, -5 vs Mentalism, +10 vs Poison, +100 vs Disease
- Body Development: 6-3-1-1
- Channeling Power Points: 6-5-4-3
- Essence Power Points: 7-6-5-4
- Mentalism Power Points: 6-5-4-3
- 2 Advantage Points
- 3 round Soul Departure
- 120% Recovery Multiplier
- Available Cultures: Coasts, Forests, Hills, Plains, Rural, Urban
- Medium: Elves are Medium creatures and have no bonuses or penalties due to their size.
- Low-Light Vision: Elves can see twice as far as humans in conditions of dim light and 100' in moonlight or starlight. They cannot see in complete darkness.
- Elven Stealth: For the purposes of the Stalk & Hide skill only, the elven SD penalty is reversed and considered a bonus, making their racial stat bonus +5 SD. This does not apply for any other skills.
- Elven Immunities: Elves are resistant to magic sleep effects and get a +50 racial Resistance Roll bonus against Sleep spells and similar effects.
- Elven Magic: Elves receive a +1 racial bonus to their effective caster level for any Base Attack Spell.
- In addition, elves receive a +10 racial bonus on Use Magic Device and Assensing skill checks made to identify the properties or key to magic items.
- Keen Senses: Elves receive a +15 racial bonus on Perception skill checks.
- Elven Trance: Elves spend very little time sleeping, and even then that time is spent in a hibernation like trance. Elves may either sleep normally, requiring 8 hours of sleep per night, or may enter a trance-like state voluntarily. Once in the trance, the elf cannot be woken by any means, but recovers and heals at 2x the normal rate, requiring only 4 hours of sleep for a full night's rest. During this time, power point and healing effects count as if 8 hours had passed. At the end of the 4 hour trance, the elf awakens automatically.

Gnomes

Gnomes trace their lineage back to the mysterious realm of the fey, a place where colors are brighter, the wildlands wilder, and emotions more primal. Unknown forces drove the ancient gnomes from that realm long ago, forcing them to seek refuge in this world; despite this, the gnomes have never completely abandoned their fey roots or adapted to mortal culture. As a result, gnomes are widely regarded by the other races as alien and strange.

Physical Description: Gnomes are one of the smallest of the common races, generally standing just over 3 feet in height. Their hair tends toward vibrant colors such as the fiery orange of autumn leaves, the verdant green of forests at springtime, or the deep reds and purples of wildflowers in bloom. Similarly, their flesh tones range from earthy browns to floral pinks, frequently with little regard for heredity. Gnomes possess highly mutable facial characteristics, and many have overly large mouths and eyes, an effect which can be both disturbing and stunning, depending on the individual.

Society: Unlike most races, gnomes do not generally organize themselves within classic societal structures. Whimsical creatures at heart, they typically travel alone or with temporary companions, ever seeking new and more exciting experiences. They rarely form enduring relationships among themselves or with members of other races, instead pursuing crafts, professions, or collections with a passion that borders on zealotry. Male gnomes have a strange fondness for unusual hats and headgear, while females often proudly wear elaborate and eccentric hairstyles.

Relations: Gnomes have difficulty interacting with the other races, on both emotional and physical levels. Gnome humor is hard to translate and often comes across as malicious or senseless to other races, while gnomes in turn tend to think of the taller races as dull and lumbering giants. They get along well with half-elves and humans, but are overly fond of playing jokes on dwarves and half-orcs, whom most gnomes feel need to lighten up. They respect elves, but often grow frustrated with the comparatively slow pace at which members of the long-lived race make decisions. To the gnomes, action is always better than inaction, and many gnomes carry several highly involved projects with them at all times to keep themselves entertained during rest periods.

Alignment and Religion: Although gnomes are impulsive tricksters, with sometimes inscrutable motives and equally confusing methods, their hearts are generally in the right place. They are prone to powerful fits of emotion, and find themselves most at peace within the natural world. Gnomes are usually neutral good, and prefer to worship deities who value individuality and nature, such as Shelyn, Gozreh, Desna, and increasingly Cayden Cailean.



PATHFINDER #11: GNOME DRUID ♀

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Adventurers: Gnomes' propensity for wanderlust makes them natural adventurers. They often become wanderers to experience new aspects of life, for nothing is as novel as the uncounted dangers facing adventurers. Gnomes make up for their weakness with a proclivity for sorcery or bardic music.

Male Names: Abroshtor, Bastargre, Halungalom, Krolmnite, Poshment, Zarzuket, Zatqualmie.

Female Names: Besh, Fijit, Lini, Neji, Majet, Pai, Queck, Trig.

Gnome Racial Traits

- +1 CO, +6 ME, +3 RE, +3 SD, +5 EM, -4 IN, -2 PR, -2 QU, -3 ST
- +20 vs Channeling, +5 vs Mentalism
- Body Development: 6-2-2-1
- Channeling Power Points: 6-5-4-3
- Essence Power Points: 6-6-4-3
- Mentalism Power Points: 6-4-3-2
- 3 Advantage Points
- 10 round Soul Departure
- 90% Recovery Multiplier
- Available Cultures: Coasts, Forests, Hills, Rural, Underground, Urban
- Small: Gnomes are Small creatures and gain a +10 size bonus to their Dodge DB and Stalk & Hide skills.
- Low-Light Vision: Gnomes can see twice as far as humans in conditions of dim light and can see 100' in moonlight or starlight. Gnomes are blind in total darkness.
- Gnome Magic: Gnomes add +2 to their effective Caster Level for any Base Attack Spell which is an illusion or illusion-based effect.
- Hatred: Gnomes receive a +5 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.
- Illusion Resistance: Gnomes get a +30 racial Resistance Roll bonus against illusion spells or effects.
- Keen Senses: Gnomes receive a +10 racial bonus on Perception skill checks.
- Obsessive: Gnomes receive a +10 racial bonus on on a single skill of their choice: Cookery, Falsification, Fletching, Leatherworking, Rope-Mastery, Smithing, Stone-Carving, Weather Watching, or Wood Carving.

Half-Elves

Elves have long drawn the covetous gazes of other races. Their generous life spans, magical affinity, and inherent grace each contribute to the admiration or bitter envy of their neighbors. Of all their traits, however, none so entrance their human associates as their beauty. Since the two races first came into contact with each other, the humans have held up elves as models of physical perfection, seeing in the fair folk idealized versions of themselves. For their part, many elves find humans attractive despite their comparatively barbaric ways, drawn to the passion and impetuosity with which members of the younger race play out their brief lives.

Sometimes this mutual infatuation leads to romantic relationships. Though usually short-lived, even by human standards, these trysts commonly lead to the birth of half-elves, a race descended of two cultures yet inheritor of neither. Half-elves can breed with one another, but even these “pureblood” half-elves tend to be viewed as bastards by humans and elves alike.



Physical Description: Half-elves stand taller than humans but shorter than elves. They inherit the lean build and comely features of their elven lineage, but their skin color is dictated by their human side. While half-elves retain the pointed ears of elves, theirs are more rounded and less pronounced. A half-elf’s human-like eyes tend to range a spectrum of exotic colors running from amber or violet to emerald green and deep blue.

Society: The lack of a unified homeland and culture forces half-elves to remain versatile, able to conform to nearly any environment. While often attractive to both races for the same reasons as their parents, half-elves rarely fit in with either humans or elves, as both races see too much evidence of the other in them. This lack of acceptance weighs heavily on many half-elves, yet others are bolstered by their unique status, seeing in their lack of a formalized culture the ultimate freedom. As a result, half-elves are incredibly adaptable, capable of adjusting their mindsets and talents to whatever societies they find themselves in.

Relations: A half-elf understands loneliness, and knows that character is often less a product of race than of life experience. As such, half-elves are often open to friendships and alliances with other races, and less likely to rely on first impressions when forming opinions of new acquaintances.

Alignment and Religion: Half-elves’ isolation strongly influences their characters and philosophies. Cruelty does not come naturally to them, nor does blending in and bending to societal convention—as a result, most half-elves are chaotic good. Half-elves’ lack of a unified culture makes them less likely to turn to religion, but those who do generally follow the common faiths of their homeland.

Adventurers: Half-elves tend to be itinerants, wandering the lands in search of a place they might finally call home. The desire to prove oneself to the community and establish a personal identity—or even a legacy—drives many half-elf adventurers to lives of bravery.

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Male Names: Calathes, Encinal, Kyras, Narciso, Quiray, Satinder, Seltyiel, Zirul.

Female Names: Cathran, Elsbeth, Iandoli, Kieyanna, Lialda, Maddela, Reda, Tamarie.

Half-Elf Racial Traits:

- +2 AG, +2 PR, +2 QU
- -5 vs Channeling, -5 vs Essence, -5 vs Mentalism, +50 vs Disease
- Body Development: 6-4-2-1
- Channeling Power Points: 6-5-4-3
- Essence Power Points: 6-6-4-3
- Essence Power Points: 6-5-4-3
- 4 Advantage Points
- 6 rounds Soul Departure
- 110% Recovery Multiplier
- Available Cultures: Coasts, Forests, Hills, Plains, Rural, Mountains, Urban
- Medium: Half-elves are Medium creatures and have no bonuses or penalties due to their size.
- Low-Light Vision: Half-elves can see twice as far as humans in conditions of dim light, and can see 100' in moonlight or starlight. Half-elves are blind in total darkness.
- Elf Blood: Half-elves count as both elves and humans for any effect related to race.
- Elven Immunities: Half-elves are resistant to magic sleep effects and get a +20 racial resistance roll bonus against Sleep spells and similar effects.
- Keen Senses: Half-elves receive a +10 racial bonus on Perception skill checks.

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Half-Orcs

Half-orcs are monstrosities, their tragic births the result of perversion and violence—or at least, that’s how other races see them. It’s true that half-orcs are rarely the result of loving unions, and as such are usually forced to grow up hard and fast, constantly fighting for protection or to make names for themselves. Feared, distrusted, and spat upon, half-orcs still consistently manage to surprise their detractors with great deeds and unexpected wisdom - though sometimes it’s easier just to crack a few skulls.



Physical Description: Both genders of half-orc stand between 6 and 7 feet tall, with powerful builds and greenish or grayish skin. Their canines often grow long enough to protrude from their mouths, and these “tusks,” combined with heavy brows and slightly pointed ears, give them their notoriously bestial appearance. While half-orcs may be impressive, few ever describe them as beautiful.

Society: Unlike half-elves, where at least part of society’s discrimination is born out of jealousy or attraction, half-orcs get the worst of both worlds: physically weaker than their orc kin, they also tend to be feared or attacked outright by the legions of humans who don’t bother making the distinction between full orcs and half bloods. Still, while not exactly accepted, half-orcs in civilized societies tend to be valued for their martial prowess, and orc leaders have actually been known to spawn them intentionally, as the half breeds regularly make up for their lack of physical strength with increased cunning and aggression, making them natural chieftains and strategic advisors.

Relations: A lifetime of persecution leaves the average half-orc wary and quick to anger, yet those who break through his savage exterior might find a well-hidden core of empathy. Elves and dwarves tend to be the least accepting of half-orcs, seeing in them too great a resemblance to their racial enemies, but other races aren’t much more understanding. Human societies with few orc problems tend to be the most accommodating, and there half-orcs make natural mercenaries and enforcers.

Alignment & Religion: Forced to live either among brutish orcs or as lonely outcasts in civilized lands, most half-orcs are bitter, violent, and reclusive. Evil comes easily to them, but they are not evil by nature—rather, most half-orcs are chaotic neutral, having been taught by long experience that there’s no point doing anything but that which directly benefits themselves. When they bother to worship the gods, they tend to favor deities who promote warfare or individual strength, such as Gorum, Cayden Cailean, Lamashtu, and Rovagug.

Adventurers: Staunchly independent, many half-orcs take to lives of adventure out of necessity, seeking to escape their painful pasts or improve their lot through force of arms. Others, more optimistic or desperate for acceptance, take up the mantle of crusaders in order to prove their worth to the world.

Male Names: Ausk, Davor, Hakak, Kizziar, Makoa, Nesteruk, Tsadok.

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Female Names: Canan, Drogheda, Goruza, Mazon, Shirish, Tevaga, Zeljka.

Half-Orc Racial Traits:

- +2 CO, +2 SD, +2 ST
- +5 vs Poison, +5 vs Disease
- Body Development: 7-4-3-2
- Channeling Power Points: 6-5-4-3
- Essence Power Points: 6-4-3-2
- Mentalism Power Points: 6-4-3-2
- 3 Advantage Points
- 6 rounds Soul Departure
- 95% Recovery Multiplier
- Available Cultures: Coasts, Forests, Hills, Plains, Mountains, Underground, Urban
- Medium: Half-orcs are Medium creatures and have no bonuses or penalties due to their size.
- Darkvision: Half-orcs can see in the dark up to 60 feet in the black and white spectrum, with no light.
- Intimidating: Half-orcs receive a +20 racial bonus on Intimidate skill checks due to their fearsome nature.
- Orc Blood: Half-orcs count as both humans and orcs for any effect related to race.
- Orc Ferocity: Each day, for a total number of rounds equal to their Con bonus, a half-orc can enter a blood frenzy as a minor action. This provides a +10 OB for each round the ferocity is maintained. This ability is recharged fully with a full night's rest.

Halflings

Optimistic and cheerful by nature, blessed with uncanny luck and driven by a powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. At once excitable and easy-going, halflings like to keep an even temper and a steady eye on opportunity, and are not as prone as some of the more volatile races to violent or emotional outbursts. Even in the jaws of catastrophe, a halfling almost never loses his sense of humor. Halflings are inveterate opportunists. Unable to physically defend themselves from the rigors of the world, they know when to bend with the wind and when to hide away. Yet a halfling's curiosity often overwhelms his good sense, leading to poor decisions and narrow escapes. Though their curiosity drives them to travel and seek new places and experiences, halflings possess a strong sense of home and home, often spending above their means to enhance the comforts of home life.



Physical Description: Halflings rise to a humble height of 3 feet. They prefer to walk barefoot, leading to the bottoms of their feet being roughly calloused. Tufts of thick, curly hair warm the tops of their broad, tanned feet. Their skin tends toward a rich almond color and their hair toward light shades of brown. A halfling's ears are pointed, but proportionately not much larger than those of a human.

Society: Halflings claim no cultural homeland and control no settlements larger than rural assemblies of free towns. Far more often, they dwell at the knees of their human cousins in human cities, eking out livings as they can from the scraps of larger societies. Many halflings lead perfectly fulfilling lives in the shadow of their larger neighbors, while some prefer more nomadic lives on the road, traveling the world and experiencing all it has to offer.

Relations: A typical halfling prides himself on his ability to go unnoticed by other races—it is this trait that allows so many halflings to excel at thievery and trickery. Most halflings, knowing full well the stereotyped view other races take of them as a result, go out of their way to be forthcoming and friendly to the bigger races when they're not trying to go unnoticed. They get along fairly well with gnomes, although most halflings regard these eccentric creatures with a hefty dose of caution. Halflings coexist well with humans as a general rule, but since some of the more aggressive human societies value halflings as slaves, halflings try not to grow too complacent when dealing with them. Halflings respect elves and dwarves, but these races generally live in remote regions far from the comforts of civilization that halflings enjoy, thus limiting opportunities for interaction. Only half-orcs are generally shunned by halflings, for their great size and violent natures are a bit too intimidating for most halflings to cope with.

Alignment and Religion: Halflings are loyal to their friends and families, but since they dwell in a world dominated by races twice as large as themselves, they've come to grips with the fact that sometimes they'll need to scrap and scrounge for survival. Most halflings are neutral as a result. Halflings favor gods that encourage small, tight-knit communities, be they for good (like Erastil) or evil (like Norgorber).

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Adventurers: Their inherent luck coupled with their insatiable wanderlust makes halflings ideal for lives of adventure. Other such vagabonds tend to put up with the curious race in hopes that some of their mystical luck will rub off.

Male Names: Antal, Boram, Evan, Jamir, Kaleb, Lem, Miro, Sumak.

Female Names: Anafa, Bellis, Etune, Filiu, Lissa, Marra, Rillka, Sistra, Yamyra.

Halfling Racial Traits:

- +6 AG, +6 CO, +2 SD, -2 EM, -2 PR, +4 QU, -3 ST
- +30 vs Essence, +25 vs Mentalism, +30 vs Poison, +15 vs Disease
- Body Development: 6-2-2-1
- Channeling Power Points: 6-5-4-3
- Essence Power Points: 2-1-1-1
- Mentalism Power Points: 2-1-1-1
- 4 Advantage Points
- 18 rounds Soul Departure
- 90% Recovery Multiplier
- Available Cultures: Coasts, Forests, Hills, Plains, Rural, Mountains, Urban
- Small: Halflings are Small creatures and gain a +10 size bonus to their DB and Stealth skills.
- Fearless: Halflings receive a +20 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.
- Halfling Luck: Halflings receive a +10 racial bonus on all Resistance Rolls.
- Keen Senses: Halflings receive a +10 racial bonus on Perception skill checks.
- Sure-Footed: Halflings receive a +10 racial bonus on Acrobatics and Climb skill checks.

Humans

Humans possess exceptional drive and a great capacity to endure and expand, and as such are currently the dominant race in the world. Their empires and nations are vast, sprawling things, and the citizens of these societies carve names for themselves with the strength of their sword arms and the power of their spells. Humanity is best characterized by its tumultuousness and diversity, and human cultures run the gamut from savage but honorable tribes to decadent, devil-worshiping noble families in the most cosmopolitan cities. Human curiosity and ambition often triumph over their predilection for a sedentary lifestyle, and many leave their homes to explore the innumerable forgotten corners of the world or lead mighty armies to conquer their neighbors, simply because they can.



Physical Description: The physical characteristics of humans are as varied as the world's climes. From the dark-skinned tribesmen of the southern continents to the pale and barbaric raiders of the northern lands, humans possess a wide variety of skin colors, body types, and facial features. Generally speaking, humans' skin color assumes a darker hue the closer to the equator they live.

Society: Human society comprises a multitude of governments, attitudes, and lifestyles. Though the oldest human cultures trace their histories thousands of years into the past, when compared to the societies of common races like elves and dwarves, human society seems to be in a state of constant flux as empires fragment and new kingdoms subsume the old. In general, humans are known for their flexibility, ingenuity, and ambition.

Relations: Humans are fecund, and their drive and numbers often spur them into contact with other races during bouts of territorial expansion and colonization. In many cases, this leads to violence and war, yet humans are also swift to forgive and forge alliances with races who do not try to match or exceed them in violence. Proud, sometimes to the point of arrogance, humans might look upon dwarves as miserly drunkards, elves as flighty fops, halflings as craven thieves, gnomes as twisted maniacs, and half-elves and half-orcs as embarrassments—but the race's diversity among its own members also makes humans quite adept at accepting others for what they are.

Alignment and Religion: Humanity is perhaps the most heterogeneous of all the common races, with a capacity for great evil and boundless good. Some assemble into vast barbaric hordes, while others build sprawling cities that cover miles. Taken as a whole, most humans are neutral, yet they generally tend to congregate in nations and civilizations with specific alignments. Humans also have the widest range in gods and religion, lacking other races' ties to tradition and eager to turn to anyone offering them glory or protection. They have even adopted gods like Torag or Calistria, who for millennia were more identified with older races, and as humanity continues to grow and prosper, new gods have begun emerging from their ever-expanding legends.

Adventurers: Ambition alone drives countless humans, and for many, adventuring serves as a means to an end, whether it be wealth, acclaim, social status, or arcane knowledge. A few pursue adventuring careers simply for the thrill of danger. Humans hail from myriad regions and backgrounds, and as such can fill any role within an adventuring party.

Names: Unlike other races, who generally cleave to specific traditions and shared histories, humanity's diversity has resulted in a near-infinite set of names. The humans of a northern barbarian tribe have much different names than those hailing from a subtropical nation of sailors and tradesmen. Throughout most of the world humans speak Common, yet their names are as varied as their beliefs and appearances.

Human Racial Traits:

- No stat modifiers
- No resistance roll modifiers
- Body Development: 6-4-2-1
- Channeling Power Points: 6-5-4-3
- Essence Power Points: 6-5-4-3
- Mentalism Power Points: 6-4-3-2
- 6 Advantage Points
- 12 rounds Soul Departure
- 100% Recovery Multiplier
- Available Cultures: Coasts, Forests, Hills, Plains, Rural, Mountains, Urban
- Medium: Humans are Medium creatures and have no bonuses or penalties due to their size.
- Human Flexibility: Due to their versatility and adaptability, all Human characters earn an extra +2 Development Points per level per Skill Grouping

Applying the Racial Bonuses

Once your race and culture are selected, make a note of the various traits and bonuses associated with your choice. In particular, each race may have one or more Stat bonuses, which are entered in the Racial Stat Bonus area.

Also note the skill progression for Body Development and Power Points as appropriate for the race. This information will be relevant once the character starts developing skill ranks later in the process.

Finally, make note of any special abilities or other special rules that need to be entered on the character sheet.



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Resistance Roll Modifiers															
	CO	AG	SD	RE	ME	ST	QU	IN	PR	EM	Channel	Essence	Ment	Poison	Disease
Dwarf	+6	-2	+4	+0	+2	+4	-2	+0	-4	-4	+0	+30	+30	+20	+15
Elf	+0	+4	-5	+0	+2	+0	+2	+0	+2	+2	-5	-5	-5	+10	+100
Gnome	+1	+0	+3	+3	+6	-3	-2	-4	-2	+5	+20	+0	+5	+0	+0
Half-Elf	+0	+2	+0	+0	+0	+0	+2	+0	+2	+0	-5	-5	-5	+0	+50
Half-Orc	+2	+0	+2	+0	+0	+2	+0	+0	+0	+0	+0	+0	+0	+5	+5
Halfling	+6	+6	+2	+0	+0	-3	+4	+0	-2	-2	+0	+30	+25	+30	+15
Man, Common	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

Development Progression				
	Body Dev	Channeling	Essence	Mentalism
Dwarf	0>7>4>2>1	0>6>5>4>3	0>3>2>1>1	0>3>2>1>1
Elf	0>6>3>1>1	0>6>5>4>3	0>7>6>5>4	0>6>5>4>3
Gnome	0>6>2>2>1	0>6>5>4>3	0>6>6>4>3	0>6>4>3>2
Half-Elf	0>6>4>2>1	0>6>5>4>3	0>6>6>4>3	0>6>5>4>3
Half-Orc	0>7>4>3>2	0>6>5>4>3	0>6>4>3>2	0>6>4>3>2
Halfling	0>6>2>2>1	0>6>5>4>3	0>2>1>1>1	0>2>1>1>1
Man, Common	0>6>4>2>1	0>6>5>4>3	0>6>5>4>3	0>6>4>3>2

Available Cultures												
	Advantage Points	Soul Departure	Recovery Multiple	Coasts	Forests	Hills	Plains	Rural	Mountains	Underground	Urban	
Dwarf	3	21	80%	N	N	Y	N	N	Y	Y	Y	
Elf	2	3	120%	Y	Y	Y	Y	Y	N	N	Y	
Gnome	3	10	90%	Y	Y	Y	N	Y	N	Y	Y	
Half-Elf	4	6	110%	Y	Y	Y	Y	Y	Y	N	Y	
Half-Orc	3	6	95%	Y	Y	Y	Y	N	Y	Y	Y	
Halfling	4	18	90%	Y	Y	Y	Y	Y	Y	N	Y	
Man, Common	6	12	100%	Y	Y	Y	Y	Y	Y	N	Y	

Advantages and Flaws

During character generation, all characters can select a number of points worth of Special Abilities. These choices are made by the player and are not random, but are subject to a limitation imposed by the race of the character. In addition, some talents are more or less costly based on the race of the character as well.

The points are represented by "dots" (●) in the following charts, with each dot costing one point. Each ability listed with an "✕" is not available to that race.

Any special ability marked with a "*" is one that can be purchased multiple times, though normally only for different skills or abilities. Details are provided in the descriptions.

The number of Advantages permitted is listed in each race description. In addition, by purchasing one or more Flaws, this budget can be expanded. For each dot worth of Flaw purchased, an addition dot of Advantage can be purchased. ***No more than 2 dots of Flaws can be purchased for credit in this manner,*** though if appropriate additional flaws can still be selected.

Advantage Descriptions

Accelerated Mending

Your normal recovery time for injuries is improved by 25%, this does not apply to concussion hits healing

Acrobat

You receive a special bonus of +20 to your Acrobatics, Contortions, and Climbing skills.

Acute Hearing

You have a keen sense of hearing that allows you to perceive any sounds within a range of 100' in open areas or 25' when listening through solid barriers. You receive a special bonus of +10 to your Perception when dealing with noises, and do not suffer the penalties of either a barrier or the first 100' of range.

Acute Smell

You have an acute sense of smell. You can smell odors up to 100' upwind, 2000' downwind, and 500' in still air. You receive a special bonus of +25 to Tracking something based on its odor. You receive a special bonus of +10 to your Perception when dealing with smells.

Aggression (Standard)

You receive a +10 bonus to your base spell casting attack rolls.

Aggression (Elemental)

You receive a +10 bonus to your elemental attack rolls (elemental and area).

Amazing Leaping

You have a base Running horizontal leap of 3 times normal; vertical leap of 5 times normal.

Ambidexterity

You may use either hand equally well. There is no penalty for using a weapon in your off hand.

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Animal Empathy

You have empathy with a certain type of animal. Any maneuver with such an animal receives a special bonus of +25 to it. If you associate with a specific animal for a month, the can communicate empathically with that animal from a range of 1' for every level you have.

Arcane Lore

You receive a special bonus of +25 to your Lore, Arcane skill, a +10 to Lore, History, +10 to Research, and +10 to Use Magic Devices

Assassin Training

The Ambush skill is considered Everyman, resulting in 2 ranks for each rank purchased.

Aura (Lesser)

You receive an additional power point for each rank of Power Point Development you have.

Aura (Minor)

You receive 2 additional power points for each rank of Power Point Development you have.

Battle Cry

You may shout your "battle cry" just before or during combat. When you do this, you receive a special bonus of +10 to your OB and Dodge DB for the remainder of the combat. You may only use the ability once per day (recharging after a full rest).

Battle Reflexes

You may make an extra initiative roll and select the one you wish to use.

Blazing Speed

Your Base Rate is increased by +2.0.

Calmness

Whenever you are in a pressured situation, you receive a special bonus of +20 to your Influence skills.

Cold Resistance (Lesser)

You are more resistant to cold and ice than normal. You get a +10 to your RRs and Dodge DB versus cold and ice-based attacks and damage.

Cold Resistance (Minor)

You are more resistant to cold and ice than normal. You get a +20 to your RRs and Dodge DB versus cold and ice-based attacks and damage.

Combat Reflexes

Your reactive reflexes grant you a special bonus of +5 to Dodge DB and OB. When rolling for initiative, you may roll one extra die, and must then decide which die rolled is not used.

Darkvision

Your eyesight is able to function in complete darkness, providing black and white vision up to 60'.

Dead Eye

All of your missile range penalties are halved.

Destiny Sense

You instinctively know the direction that will take you to a specific goal. This ability can only be used once per day (recharged by a full rest).

Disarm Skill

You are very skilled at intentionally disarming a foe. You receive a special bonus of +20 to all attempts to disarm a foe using the Disarm skill, and a +20 RR bonus to resist being Disarmed.

Dominance

You receive a special bonus of +50 to RRs vs spells with a mental subclass or versus any Will RRs.

Dramatic Luck

You have very unusual luck, your high open-ended roll range is increased by 1 from 96-100 to 95-100.

Ear for Music

You can reproduce any sound you hear. If the noise could not be reproduced by your vocal cords, you can reproduce it on an appropriate instrument. You can also play any piece of music you hear once (though not necessarily played well). You receive a special bonus of +25 on your Perform skill.

Empathy

Whenever you are near someone (within 20') you can attempt to determine what his emotional state is at the moment. You cannot tell why he feels that way, just how they feel. The person you are trying to "read" must make a RR versus Will (using your level as the attack level). If he fails, you are informed of their current feelings; if he succeeds, you may not try and "read" him for 24 hours. This ability also gives you a special bonus of +25 to all of your Influence category skills (if within 20' of the target).

Fluent *

You have either studied a language in depth, or lived in an area that uses that language constantly. You are completely fluent in this language and can speak and read it like a native. In fact, you probably know how to read and write better than most natives. This ability grants you either one additional language at 10 Ranks of Linguistics, or 10 Ranks of Linguistics to spread amongst existing languages (with a max rank of 8).

General Weapons Master

You receive a special bonus of +10 to all of your weapon categories other than spell casting and Martial Arts.

Geographic Awareness

You receive a special bonus of +25 to your Navigation skill, with an additional +10 if you have seen a map of it and studied it for more than 10 minutes.

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Golden Throat

You have a soothing and calming voice. This gives you a special bonus of +15 to any maneuver where you verbally attempt to calm or persuade (typically Influence category, but occasionally others).

Great Arm

All of your thrown weapon ranges are increased by 25%.

Gymnastic Training

You receive a special bonus of +25 to your choice of either Climbing or Swimming.

Heat Resistance (Lesser)

You are more resistant to heat and fire than normal. You get a +10 to your RRs and Dodge DB versus heat and fire-based attacks and damage.

Heat Resistance (Minor)

You are more resistant to heat and fire than normal. You get a +20 to your RRs and Dodge DB versus heat and fire-based attacks and damage.

Herbalist

You naturally recognize herbs and poisons and may use them. You also receive a special bonus of +20 to Cooking and Lore skills involving plants and vegetation.

High Jumper

You have great jumping ability. You receive a special bonus of +30 to your Acrobatics skill.

High Range Voice

Your voice can emit a sound higher than most. By taking an attack action to scream, you attack all glass and listening targets with a 25' radius. Each glass target makes a RR to avoid shattering (its target level is 1 for every ¼" of thickness, the attack level is your level). Each listening target is stunned for 1 round/10% failure (each target makes a RR versus your level). If you scream like this more than once per day, you will lose your voice entirely for one week (recharged after a full rest).

Innate Magician *

You receive a special bonus of +20 to all spell casting static maneuvers for spells from one spell list. This skill cannot be applied multiple times on the same spell list.

Inner Reserve

You can withstand more pain than a normal person. When determining your available concussion hits, you may add a +1 to each Body Development rank you purchase.

Intense Eyes

Your powerful eyes grant you a special bonus of +10 to all skills in which you interact with people (typically Influence category, but may include others). Your eyes must be visible to whomever you are talking to for you to gain this bonus.

Pathmaster

Internal Clock

As long as you have had a recent reference point, you can always accurately judge the passage of time, know the time of day to the minute, and judging durations accurately to the second.

Judge of Angles

You can judge angles and changes in the slant of relatively uniform, solid surfaces. You can tell the angle of an incline almost immediately. You receive a special bonus of +25 when attempting to use Perception to find traps or secret doors that are set in walls, floors, or ceilings.

Judge of Weaponry

You can automatically identify materials and non-magical qualities in armor and weapons with a short inspection.

Light Sleeper

You may make a Perception check to wake from sleep.

Lightning Strike

You receive a special bonus of +5 to your initiative rolls.

Look of Eagles

People who are your allies, troops, friends, or retainers receive a +25 to RRs versus panic, morale, and fear while you are well and in sight.

Mana Reading

You receive a special bonus of +15 to your Use Magic Device, and +10 to Assensing and Runes and Rituals skills.

Mana Sensing

The hairs on the back of your neck prickle whenever you go near a large power source, an enchanted location, an earthnode, a haunted area, etc, providing a +25 bonus to Assensing skill.

Manual Deftness

Your fast fingers give you a special bonus of +10 to Disable Device and Picking Locks skills. You also receive a +1 to initiative.

Martial Arts Training

You receive a special bonus of +10 to your Martial Arts Strikes, Martial Arts Sweeps & Throws, and Brawling skills.

Natural Archer

You receive a +25% increase to all bow and crossbow ranges and receive a special bonus of +5 to your Bow and Crossbow weapon skills.

Natural Facility with Armor

You receive a special bonus of +10 to all Armor Maneuvering skills.

Pathmaster

Natural Horseman

You receive a special bonus of +25 to your Riding skill.

Natural Physique

You receive a special bonus of +20 to your Body Development skill.

Navigation Gift

You have a strange magnetic field that surrounds you. You can always discern north. You receive a special bonus of +50 to your Navigation skill. Compasses are always skewed if you are within 50'. Iron and steel objects seem to stick to you slightly, your fumble ranges for iron and steel objects are reduced by 1 (minimum of 1). However, you are more vulnerable to attacks from electricity, any attack based on electricity receives a special bonus of +5 to hit you.

Neutral Odor

Your body has a particular ability that masks the scent of anything within 5' of you.

Nightvision

Your eyesight in near darkness is greatly enhanced. You can see normally up to 100' in moonlight or starlight, and twice as far as normal in other dim light conditions. You cannot see in total darkness.

Nimble Skeleton

You receive a special bonus of +15 to all moving maneuvers because of your nimble skeleton.

Outdoorsman

You receive a special bonus of +10 to your Foraging, Trap-Building, and Scrounging skills, and a +10 bonus to your Tracking and Stealth skills while you are outdoors.

Pain Resistance (Lesser)

Any concussion hit damage you take from an attack is reduced by 1 hit (to a minimum of 1).

Pain Resistance (Minor)

Any concussion hit damage you take from an attack is reduced by 2 hits (to a minimum of 1).

Peripheral Vision

When you are attacked from the flank, your foe's bonus is only +5 (instead of +15); from the rear, your foe's bonus is +15 (instead of +35).

Photographic Memory

You have a photographic memory. Anything you study for more than 15 minutes will be placed in your memory, to be recalled whenever you need. You can remember entire books if you need to, given the proper time to study. You cannot glance at a book and then remember everything the page said, you have to read it. When you need to remember something you have studied, you roll d100 (open-ended) and add 3x your Int bonus, and add 25. If the total is greater than 100, you fully remember what you want. If the total is less than 100, then that is the percentage of information you recall. This ability also grants you a special bonus of +10 all Lore skills, and a +10 to Research.

Pathmaster

Portage Skills

Each of your Capacity values for determining encumbrance are increased by 25%.

Power (Lesser)

You have 3 extra ranks of spells, chosen from your class' Base Lists, or your Realm's Open Lists.

Power (Minor)

You have 10 extra ranks of spells, chosen from your class' Base Lists, or your Realm's Open Lists.

Reverberative Strength

Whenever you are in a melee combat and you do a critical to your foe, that foe takes an Unbalancing critical of 2 levels less severity (an A as an A-50, a B becomes an A-25).

Runic Lore

You receive a special bonus of +30 to your Runes and Rituals skill, and a +10 to Linguistics Skill bonuses.

Shield Attack

You receive a special bonus of +20 to Shield Bash skill.

Shield Mastery

You may add an additional +10 to the DB provided by any shield. You also receive a special bonus of +10 to your Shield Bash skill.

Skilled (Lesser)

You receive a special bonus of +10 to one specific skill that has a standard rank bonus progression. You may only buy this ability once per skill, and it cannot be combined with Skilled (Minor).

Skilled (Minor)

You receive a special bonus of +20 to one specific skill that has a standard rank bonus progression. You may only buy this ability once per skill, and it cannot be combined with Skilled (Lesser).

Sleight of Hand

You receive a special bonus of +20 to your Sleight of Hand and Picking Locks skills.

Speed Reading

You can read books, maps, and other documents at a rate of 10 pages per minute.

Stability Sense

Any time you are stunned, you reduce the total rounds of stun by one. If a strike results in only one round of stun, then it has no effect.

Steel Grip

You may resist weapon disarming with a +25 bonus. All fumble ranges for melee weapons are reduced by 1 (to a minimum of 1).

Pathmaster

Strong Lungs

Your lungs allow you to hold your breath for 10 seconds plus 1 minute per Con bonus (minimum of 10 seconds).

Sturdy Constitution

You receive a special bonus of +25 to your Stunned Maneuver skill.

Subconscious Discipline

Any spell which has a duration of Concentration will last as many rounds after you stop concentrating as you originally spent concentrating on the spell. For example, if you concentrate on a spell for 4 rounds, it will continue to operate for another four rounds after you cease concentration. Note that this only affects spells with a duration of Concentration (not spells with both a timed duration and the requisite of concentration).

Subtle

All of your Stealth skill maneuvers receive a special bonus of +25.

Survival Instinct

Whenever you use the Total Defense Maneuver, your DB is modified by an additional +25.

Swift Dresser

All of the time it takes to either put on or take off your armor is reduced by 25%.

Unbeliever

You resist versus all magic with a special +25 modifier to your RRs. You may not, however, use any spells or spell devices with activations. All such attempts fail automatically.

Underground Upraising

You receive a special bonus of +10 to your Falsification, Gambling, Picking Locks, Stealth, and Duping skills.

Violent Prejudice

You may choose one specific race (subject to the GM's approval) against which you receive an additional +10 to your OB. Whenever you deliver a critical, you also deliver an Impact critical of one less severity (an A becomes an A-25).

Visions

You receive spontaneous glimpses of events that are associated with a particular place, person, or item that you touch with your bare skin. This talent is usable once per day plus one additional time per SD bonus (full recharge after a full rest).

Weapon Control

All weapons in your primary weapon category (the category with the lowest development cost) have their fumble range reduced by 2 (to a minimum of 1). All other weapon categories have their fumble range reduced by 1 (to a minimum of 1).

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Advantages (Part 1 of 2)								
Special Ability	Dwarf	Elf	Gnome	Half-Elf	Halfling	Half-Orc	Human	Modern
Accelerated Mending	• •	• •	•	• •	•	•	•	•
Acrobat	• • •	• •	• •	• •	• •	• • •	• •	• •
Acute Hearing	• • •	• •	• •	• •	• •	• • •	• •	• •
Acute Smell	•	•	•	•	•	•	•	•
Aggression (Standard)	• •	• • •	• • •	• • •	• • •	• •	• • •	• • •
Aggression (Elemental)	• •	• • •	• • •	• • •	• • •	• •	• • •	• • •
Amazing Leaping	• • •	• •	• • •	• •	• •	• • •	• • •	• • •
Ambidexterity	• •	•	•	•	•	• •	• •	• •
Animal Empathy	• •	•	•	•	• •	• •	• •	• •
Arcane Lore	•	• •	•	•	•	• •	• •	• •
Assassin Training	• • •	• • •	×	• • •	• • •	• • •	• • •	• • •
Aura (Lesser)	• • •	• •	• • •	• • •	• • •	• • •	• • •	• • •
Aura (Minor)	×	• • •	×	×	×	×	×	×
Battle Cry	• •	• • •	• • •	• • •	• •	• •	• •	• •
Battle Reflexes	•	•	• •	•	• •	•	•	•
Blazing Speed	• • •	• •	• •	• • •	• •	• •	• • •	• • •
Calmness	•	•	• •	•	•	•	•	•
Cold Resistance (Lesser)	• •	• •	•	• •	•	• •	• •	• •
Cold Resistance (Minor)	• • •	• • •	• •	• • •	• •	• • •	• • •	• • •
Combat Reflexes	• •	• •	• • •	• •	• •	• •	• •	• •
Darkvision	×	• •	• •	• •	×	×	×	×
Dead Eye	×	• • •	×	• • •	• • •	×	×	×
Destiny Sense	•	• •	•	•	•	•	•	•
Disarm Skill	• •	• •	• •	• •	• •	• •	• •	• •
Dominance	• •	• • •	• • •	• •	• •	• •	• • •	• • •
Ear for Music	• •	•	•	• •	• •	• •	•	•
Empathy	• •	• • •	• • •	• •	• • •	• • •	• •	• •
Fluent	•	•	•	•	•	•	•	•
General Weapons Master	• •	• •	• •	• •	• •	• •	• •	• •
Geographic Awareness	•	•	•	•	•	•	•	•
Golden Throat	• •	• • •	• •	• • •	• •	• •	• •	• •
Great Arm	• •	• •	•	• •	•	•	• •	• •
Gymnastic Training	• • •	• •	• •	• •	• •	• • •	• •	• •
Heat Resistance (Lesser)	•	• •	•	• •	• •	• •	• •	• •
Heat Resistance (Minor)	• •	• • •	• •	• • •	• • •	• • •	• • •	• • •
Herbalist	•	•	•	•	•	•	•	•
High Jumper	• • •	• •	• • •	• •	• •	• • •	• • •	• • •
High Range Voice	• • •	• •	• • •	• • •	• • •	• •	• • •	• • •
Innate Magician *	• •	•	•	•	• •	• •	•	•
Inner Reserve	•	•	•	•	•	•	•	•
Intense Eyes	•	•	•	•	• •	•	• •	• •
Internal Clock	•	•	•	•	•	•	•	•
Judge of Angles	•	•	•	•	•	•	•	•
Judge of Weaponry	•	• •	•	•	• •	•	•	•
Light Sleeper	•	•	• •	•	•	•	•	•

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Advantages (Part 2 of 2)								
Special Ability	Dwarf	Elf	Gnome	Half-Elf	Halfling	Half-Orc	Human	Modern
Lightning Strike	●	●	●	●	●	●	●	●
Look of Eagles	● ● ●	● ●	● ● ●	● ●	● ● ●	● ●	● ●	● ●
Dramatic Luck	●	●	●	●	●	●	●	●
Mana Reading	● ● ●	● ●	● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●
Mana Sensing	●	● ●	●	●	●	●	●	●
Manual Deftness	● ● ●	● ●	● ●	● ● ●	● ●	● ●	● ●	● ●
Martial Arts Training	● ●	● ●	● ● ●	● ●	● ●	● ●	● ●	● ●
Natural Archer	● ●	● ●	● ●	● ●	● ● ●	● ●	● ●	● ●
Natural Facility With Armor	●	● ●	● ●	●	●	●	●	●
Natural Horseman	● ●	●	● ●	●	● ●	●	●	●
Natural Physique	● ●	● ● ●	● ●	● ●	● ●	● ●	● ●	● ●
Navigation Gift	●	● ●	● ●	● ●	●	● ●	● ●	● ●
Neutral Odor	● ●	●	●	● ●	●	● ●	● ●	● ●
Nightvision	×	×	×	×	● ●	×	● ●	● ●
Nimble Skeleton	● ● ●	● ●	● ●	● ●	● ● ●	● ●	● ●	● ●
Outdoorsman	●	●	●	●	●	●	●	●
Pain Resistance (Lesser)	●	● ●	●	● ●	●	●	● ●	● ●
Pain Resistance (Minor)	● ●	● ● ●	● ●	● ● ●	● ●	● ●	● ● ●	● ● ●
Peripheral Vision	● ● ●	● ●	● ●	● ●	● ● ●	● ●	● ● ●	● ● ●
Photographic Memory	●	● ●	●	● ●	●	●	●	●
Portage Skills	●	● ●	●	● ●	● ●	●	●	●
Power (Lesser)	● ● ●	● ●	● ●	● ●	● ● ●	● ● ●	● ● ●	● ● ●
Power (Minor)	×	● ● ●	● ● ●	● ● ●	×	×	×	×
Reverberative Strength	● ● ●	×	×	● ● ●	×	● ● ●	● ● ●	×
Runic Lore	● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ●	● ●
Shield Attack	● ●	● ●	● ● ●	● ●	● ● ●	● ●	● ●	● ●
Shield Mastery	● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ●	● ●	● ●
Skill (Lesser)	●	●	●	●	●	●	●	●
Skill (Minor)	● ●	● ●	● ●	● ●	● ●	● ●	● ●	● ●
Sleight-of-Hand	● ●	● ●	● ● ●	● ●	● ●	● ● ●	● ●	● ●
Speed Reading	● ●	● ●	●	● ●	●	● ●	●	●
Stability Sense	● ●	● ● ●	● ●	● ● ●	● ●	● ● ●	● ●	● ●
Steel Grip	● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ●	● ●	● ●
Strong Lungs	●	● ●	● ●	●	● ●	● ●	●	●
Sturdy Constitution	● ●	● ● ●	● ● ●	● ● ●	● ●	● ●	● ●	● ●
Subconscious Discipline	● ● ●	● ●	● ●	● ●	● ● ●	● ●	● ● ●	● ● ●
Subtle	● ●	● ●	● ●	● ●	● ●	● ●	● ● ●	● ● ●
Survival Instinct	● ●	● ●	● ●	● ●	● ●	● ● ●	● ● ●	● ● ●
Swift Dresser	●	●	●	●	●	●	●	●
Unbeliever	● ●	●	●	● ●	● ● ●	● ●	● ●	● ●
Underground Upraising	● ●	● ●	● ●	● ●	● ●	● ●	● ●	● ●
Violent Prejudice	●	● ●	● ●	●	●	●	●	●
Visions	● ●	●	●	● ●	● ●	●	● ●	● ●
Weapon Control	● ●	● ●	● ● ●	● ●	● ●	● ●	● ●	● ●

Disadvantage Descriptions

Albino

You were born an albino, you have pale-white hair and skin, and your eyes are pink. You can never blend into a crowd without a disguise, you are too conspicuous. You have no resistance to sunburn, and thus must take many precautions against the sun. If you are in the sun without amply protection, you take 5 hits of damage per hour until you find shelter.

Anosmia

You have no sense of taste or smell. You cannot make any Perception tests or other maneuvers based on these two senses, and suffer a -20 skill penalty on other skills that at least partially rely on taste or smell.

Battle Confusion

Whenever more than one foe is fighting you at a time (in the same overall combat, not necessarily you alone), you must make a Perception check each round. If you fail this roll, you may take no action that round.

Blood Guilt

You experience guilt and become depressed anytime you cause the death or injury of an human or humanoid race („civilized“ races). If you harm or kill a humanoid, you will operate at a -25 for the next 1d10 days while you deal with your guilt.

Breaker

You tend to break equipment more often than would seem normal. You either force it too much, or stress it to the point where it snaps. All breakage numbers for any equipment or weapons you use are automatically increased by one. Additionally, all strength checks you make for equipment or weapons are modified by a -20.

Chivalrous

You must fight in an honorable and chivalrous manner. Your whole code of ethics is based on doing what is honorable and right. You will always fight fair. This includes returning a weapon to a foe if they lose it, dismounting if your foe is not mounted, and never attacking people from behind or flank. You always maintain a high standard of decency.

Common Allergies (Major)

You have an to common materials in straw, pollens, and mold. Year round, if you are exposed for longer than one minute (or to a concentrated dose), your eyes start to water and your nose runs. While this is happening, you are at -20 to all of your actions. This will last for 1d100 minutes after you have left the vicinity of the cause.

Common Allergies (Minor)

You have an to common materials in straw and pollen. During the spring and summer months, if you are exposed for longer than one minute (or to a concentrated dose), your eyes start to water and your

nose runs. While this is happening, you are at -20 to all of your actions. This will last for 1d100 minutes after you have left the vicinity of the cause.

Crippled (Major)

You have lost some mobility because you have lost one of your legs (replaced by an artificial leg). Your Basic Speed is reduced by 2. You receive a -25 to all melee Obs due to your impaired mobility, and a -3 penalty to your QU stat bonus.

Crippled (Minor)

You have lost some mobility because you are crippled in one leg. Your Basic Speed is reduced by 1. You receive a -10 to all melee Obs due to your impaired mobility, and a -5 penalty to your QU stat bonus.

Deep Sleeper

You sleep very deeply, especially during the first hour of rest. You cannot be awakened during your first hour, no matter what occurs around you. After the first hour, you may awaken but suffer a -25 penalty to your Perception checks.

Epileptic

You have a severe case of epilepsy. Whenever you are subjected to a very stressful situation (GM's discretion, but not more than once per game session), you must make a RR versus a Fear attack at 10th level. If you fail, you are subject to an epileptic fit. You lose your ability to think and speak clearly. Your body starts having violent shakes. Anything you are holding in your hand will fall to the ground. The seizure will last for 2d10 minutes. Once you stop convulsing, you will have spent 4d10 Fatigue points.

Fanatic

You believe very strongly in one ideal or person. This could be a ruler, a loved one, a country, or a religion. This faith is more important to you than anything else, even to a fault. You will probably not notice any failings in what you believe in, and you may even be willing to die for it. You follow the code or commands of what you believe in faithfully and fanatically. You can see no greater way to serve what you believe in.

Friendslayer

Whenever you are casting an attack spell and the spell fails, you do not roll on the attack spell fumble table. Instead, you repeat the casting maneuver of the spell, with a new target set for a random ally within range. If the second spell casting fails as well, then resolve the failure normally.

Glutton

You like to eat and drink. You will never willingly pass up a meal offered to you. If it is necessary for you not to eat, you must roll 1d100 OE and add 3xSD. If your result is less than 101, you will break and you start eating and drinking as much as possible. If there is no food available, you may change your opinion of what is edible and tasty. You are also overweight (+30% to character weight). Some circles may look down on your avarice for food.

Greedy

You lust after wealth, you can never have enough money. Anytime a chance to make more money becomes available to you, you must roll d100 (open-ended) and add triple your SD bonus. If the result is over 100, you can pass up the opportunity. You will probably not hesitate if the money-making activity presented to you is shady.

Hemophilia

You suffer greatly from any bleeding attacks. All of your bleeding results are doubled due to your hemophilia. Any critical that states you take a number of hits per round or states that you are bleeding should have the hits per round doubled.

Magically Susceptible

You are particularly susceptible to magic of a particular realm, or to magic in general. You receive either a -25 Resistance Roll penalty to all magic of a single Realm, or a -15 penalty to all Resistance Rolls involving any magic.

Not Graceful

You are ungraceful in your movements. You receive a special penalty of -10 to all Moving Maneuvers.

Not Subtle

You are not very quiet or subtle. You receive a special penalty of -25 to Stalking and Hiding Maneuvers, and a -15 to any other skills involving deception or influence.

Off Balance

You have a poor sense of balance. You have a special penalty of -30 to all of your Stalking maneuvers (not Hiding). You also receive a special penalty of -30 to all maneuvers that involve balance.

One Arm

You have either lost your entire arm, or it is otherwise ineffective. You cannot fight with two weapons at once, or with a shield. Climbing and other maneuvers requiring both hands suffer a -30 penalty, and putting on armor or clothing takes 50% longer to accomplish without assistance.

One Eye

You have lost one of your eyes. You may cover the eye with a patch, have a glass eye, or some exotic alternative. Any ranged attacks or spells receive a special penalty of -25 due to your loss of depth perception.

Pacifist

You do not believe in violence. You feel that it accomplishes nothing and use it only when needed. You may only fight if you need to defend yourself or those under your care. You cannot initiate combat (including goading someone into attacking you). You will neither seek to kill or allow to be killed any foe you face, including by inaction. If you accidentally allow someone to die, you will suffer from severe depression and operate at -75 to all actions for 3d10 days.

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Pain Intolerant

You have a low pain threshold. Every time you take damage, you must make a Resistance Roll versus your own level, modified by 3xSD and the number of concussion hits (as a negative modifier). If the Resistance Roll fails, you faint into unconsciousness for 1d6 minutes.

Poor Concentration

Due to your short attention span, anything you must concentrate on for more than half a minute (most uses of the Lore skills, some spells, loading artiller, complex rituals, etc) is penalized by -25.

Poor Eyesight

You have poor eyesight, but you have some means of correcting it that is not permanent and is fragile (glasses). You choose either nearsighted or farsighted. If you are nearsighted, you receive a -30 penalty to all ranged spells and attacks, and for Perception beyond 10 feet. If you are farsighted, you receive a -30 penalty to all melee or short ranged attacks (less than 10 feet), and for Perception checks within 10 feet. As long as you have the corrective object, these penalties do not apply, but the glasses can be knocked off or broken by criticals (GM decision).

Queasy

Any time you see blood or gore, it makes you uneasy and ill. Each time you even glance at something gory, you must roll 1d100 OE and add 3xSD. If the result is less than 101, you will operate at -30 until you can get away from the scene.

Short of Breath

You are easily winded by physical activity. Your Fatigue point total is reduced by 25% (round down).

Slow

You are slower than normal. Your Basic Speed is reduced by 2.

Slow Healer

You are a slow healer. All healing times for all kinds of wounds you received are doubled.

Unhealthy

You are afflicted by a chronic disease that frequently flares up, causing your body to swell up and for you to feel ill. Each week, there is a 2% chance that you will suffer symptoms of this disease. While suffering from this, you will be at -20 to all actions due to the swelling, and your Presence temporary scores will be halved. Although you appear horrific and will frighten civilized folk, you are not contagious. After 1d10 days, the swelling and sickness will go away and your stats will return to normal.

Unlucky

You have bad luck. All of your fumble and failure ranges are increased by 1, including for skill checks, weapon attacks, and spells.

Wolfs Bane

You produce an aroma that immediately drives canines and related creatures (guard dogs, wolves, hell hounds, etc) to attack you. Your smell permeates everything that can mask it, even magic. Whenever

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you are near such animals, they act aggressively and will attack if not restrained. In combat, they tend to single you out over other foes. If you are near the canine's territory, there is an increased chance that it, or a pack of them, will hunt you down.

Flaws	Bonus Advantage Points
Albino	●
Anosmia	●
Battle Confusion	● ●
Blood Guilt	●
Breaker	●
Chivalrous	●
Common Allergies (Major)	● ●
Common Allergies (Minor)	●
Crippled (Major)	● ●
Crippled (Minor)	●
Deep Sleeper	●
Epileptic	● ●
Fanatic	●
Friendslayer	● ●
Glutton	●
Greedy	●
Hemophilia	● ●
Magically Susceptible	●
Not Graceful	● ●
Not Subtle	●
Off Balance	●
One Arm	● ●
One Eye	●
Pacifist	● ●
Pain Intolerant	● ●
Poor Concentration	●
Poor Eyesight	●
Queasy	● ●
Short of Breath	●
Slow	●
Slow Healer	●
Unhealthy	●
Unlucky	●
Wolfs Bane	● ●

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Racial Skill Ranks

During his early years of life (ie, his adolescence and young adult life), your character will develop his skills and skill categories along predefined paths. Each skill and skill category that is developed will increase its rank by a fixed number of ranks. These skills are based upon their choice of background and upbringing.

Apply Racial Skill Ranks

Each Race has a profile based on its relative tendencies and patterns, skills which all members are taught thru culture, schooling, and child play. These vary by race, but are otherwise fixed quantities

Racial Skill Ranks							
	Dwarf	Elf	Gnome	Half-Elf	Half-Orc	Halfling	Human
Assensing	0	2	0	2	0	0	0
Linguistics – Taldane	6	6	6	6	6	6	8
Linguistics – Dwarven	6	0	0	0	0	0	0
Linguistics – Elven	0	6	0	0	0	0	0
Linguistics – Gnome	0	0	6	0	0	0	0
Linguistics – Halfling	0	0	0	0	0	6	0
Meditation	0	1	1	0	0	0	0
Power Point Development	0	2	2	1	0	0	0
Body Development	4	1	2	2	4	3	3
Pain Tolerance	2	0	1	1	2	3	1

	Melee Skill	Ranged Skill	Armor Training
Dwarf	1 Melee Skill w/4 Ranks 2 Melee Skills w/3 Ranks ea	Crossbows w/3 Ranks	Chain, 4 Ranks Plate, 2 Ranks
Elf	1 Melee Skill w/2 Ranks 2 Melee Skills w/1 Rank ea	Bows w/3 Ranks	Rigid Leather, 3 Ranks
Gnome	1 Melee Skill w/3 Ranks 2 Melee Skills w/2 Ranks ea	Thrown w/3 Ranks	None
Half-Elf	1 Melee Skill w/3 Ranks 2 Melee Skills w/2 Ranks ea	1 Ranged with 2 ranks	Rigid Leather, 2 Ranks
Half-Orc	1 Melee Skill w/4 Ranks 2 Melee Skills w/3 Ranks ea	None	Rigid Leather, 2 Ranks Chain, 2 Ranks
Halfling	1 Melee Skill w/3 Ranks 2 Melee Skills w/2 Ranks ea	Sling w/3 Ranks	None
Human	1 Melee Skill w/3 Ranks 2 Melee Skills w/2 Ranks ea	1 Ranged with 2 ranks	Rigid Leather, 2 Ranks

Background Skills Ranks

Apply Background Skill Ranks

Once your racial skill ranks have been added, a character next earns a number of Background skill ranks based on their respective backgrounds. Depending on the campaign, this may be pre-generated with a variety of lists (synonymous with „classes“), or the player or GM can pre-define the skill distribution. In general, the character has 60 skill points each of Academic, Athletic, and Social skills to „purchases“. In general, each skill has a spending cap of 5, without special permission on the part of the GM, and then limited to only one skill per category.

Available Culture Options							
	Dwarf	Elf	Gnome	Half-Elf	Half-Orc	Halfling	Human
Coasts	No	Yes	Yes	Yes	Yes	Yes	Yes
Forests	No	Yes	Yes	Yes	Yes	Yes	Yes
Hills	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Plains	No	Yes	No	Yes	Yes	Yes	Yes
Rural	No	Yes	Yes	Yes	No	Yes	Yes
Mountains	Yes	No	No	Yes	Yes	Yes	Yes
Underground	Yes	No	Yes	No	Yes	No	No
Urban	Yes	Yes	Yes	Yes	Yes	Yes	Yes

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For rules and mechanics of purchasing skill ranks, refer to the following section – Developing Apprenticeship Skills.

Racial Skill Ranks								
	Coasts	Forests	Hills	Plains	Rural	Mntns	Under	Urban
Foraging	1	3	2	2	2	1	1	0
Linguistics – Taldane	0	0	0	0	0	0	0	2
Linguistics – Dwarven	0	0	0	0	0	2	0	0
Linguistics – Elven	0	2	0	0	0	0	0	0
Linguistics – Gnome	0	0	0	0	0	0	2	0
Linguistics – Halfling	0	0	2	0	0	0	0	0
Lore – Fauna	2	2	2	3	3	2	2	0
Lore – Flora	2	3	3	2	2	2	2	0
Lore – Regional	3	3	3	3	3	3	3	3
Soft Leather	1	1	1	1	1	1	1	1
Caving	0	0	1	0	0	3	3	0
Climbing	1	2	1	1	1	2	3	1
Pilot – Rowboat/Canoe	3	1	0	1	2	0	0	0
Stealth	1	2	1	1	0	0	0	0
Swimming	3	0	0	0	1	0	0	0
Animal Handling	0	0	0	0	2	0	0	0
Diplomacy	0	0	0	0	0	0	0	2
Perception	2	2	2	2	2	2	2	2
Riding	0	1	1	3	2	0	0	0
Streetwise	1	0	0	0	2	0	0	3
Trading	2	1	1	1	2	1	1	3

Develop Apprenticeship Skills

Apprenticeship skills are earned once the character has settled into their desired role (having determined their background), and have started to learn the basics. These represent the skills necessary for the character to actual perform their traditional roles, and function as a member of that chosen profession.

Calculate Stat Gains

For each Stat of the character, there is a chance the stat will improve as the character levels. This is a simulation of the improvements the character undergoes thru the life of an adventurer.

For each Stat, roll 2d10, treating the dice results as independent values. According to the following, apply the changes:

- If the dice do not match, add the total value to the temporary value of the Stat. For example, if a 4 and 6 are rolled, the Temporary value is increased by 10 points. Round all fractions. In this case, the Temporary can meet but not exceed the Potential of the character, any extra increases are lost.
- If the dice do match, the Potential is increased by the value of the dice. The Temporary value is simultaneously increased by half of the total value in this case. For example, if a 5 and 5 are rolled, the Potential value is increased by 5 and the Temporary value is increased by 2. There is no upper limit to the value of the Potential.
- Unlike previous editions, Temporary and Potential statistics can never be reduced by character advancement (though several in game effects can modify either or both).

Development Points

All skills are purchased with Development Points (DP), a budget of points based on the Development Stats (Academic, Athletic, and Social). To calculate the total number of Development Points, total the Stat value (not the bonus) of the Development stats, and divide by 5. Fractions in this case should be rounded off to the nearest whole number.

$$Academic = \frac{(IN + ME + RE)}{5}$$

$$Athletic = \frac{(AG + QU + ST)}{5}$$

$$Social = \frac{(EM + PR + SD)}{5}$$

For typical starting characters with stats between 40 and 100, this gives a typical range between 24 (for all 40s) and 60 (for all 100s) DP.

For each character level, the DP point pool is equal to the DP total, calculated and kept independent for each skill classification.

Using the DP point pool, select skills to add ranks. Each skill rank costs a number of DP as listed in the skill cost table. Purchasing of skills is subject to the following restrictions:

- DP points can only be used to purchase skills in the category they are earned for – eg, Academic DP can only be used to purchase Academic skills
- DP points can be traded between Skill Groupings at a 2 for 1 cost, if desired
- All Skills are listed with either 3 Skill Costs (Normal), or a Single Skill Cost (Cascading)
 - Normal skill costs can be bought up by up to 3 ranks per level. The first rank costs the first value, the second rank costs the second value, and the third rank costs the third value. These costs are cumulative, if 3 ranks are purchased, it is the sum of all 3 costs that is paid. No more than 3 ranks can be developed during a single level advancement. For later level advancement, treat the cost „fresh“ – ie, it is the ranks per level purchased that determines the cost, not the total ranks owned.
 - Cascading Skill Costs do not have a limit in ranks per level. These skills always cost the same value regardless, and each rank costs the same amount. For the given level of advancement, multiply the number of ranks purchased by the cost per rank for the total price.
- Some skills are „nested skills“ (for example Spells) – in these cases, the spending cap applies to each subskill independently, and each subskill must be developed independently of all others.
- All skills are subject to diminishing returns. The more ranks earned, the smaller the cumulative bonus per rank earned. Where there are exceptions to this, it will be listed in the specific skill description.
- Any unspent DP for a given level are lost and cannot be saved.

Costs for skills are only for a specific level. Once a given level is trained, the costs are „reset“ for the next level. Do not consider the costs as cumulative between levels.

Calculating Skill Rank Bonus

After purchasing and adding skill ranks for a level, the skill rank bonus needs to be updated. Skill rank bonus is determined by applying the number of skill ranks versus a diminishing return. Skill rank bonus follows the following guidelines, based on the type of skill involved:

- Standard Skill rank progression
 - 0 Ranks - +0
 - Ranks 1-10 - +5 per rank
 - Ranks 11-20 - +3 per rank
 - Ranks 21-30 - +1 per rank
 - Ranks 31+ - +1/2 per rank
- Armor Skill rank progression
 - 0 Ranks - +0
 - Ranks 1+ - +5 per rank
- Racial Skill rank progression
 - Listed on the Racial Development Progression table as A>B>C>D>E
 - 0 Ranks - +0
 - Ranks 1-10 - +B times the number of ranks
 - Ranks 11-20 - +C times the number of ranks past 10, plus above
 - Ranks 21-30 - +D times the number of ranks past 20, plus above
 - Ranks 31+ - +E times the number of ranks past 30, plus above

Develop Advanced Levels

As an optional step, and as defined by the campaign, it may be necessary to advance the character to a higher level than level 1. In these cases, some additional steps are needed. For each level beyond 1, complete both of the following steps in total.

Calculate Stat Gains

For each Stat of the character, there is a chance the stat will improve as the character levels (and a small chance of a reduction). This is a simulation of the improvements the character undergoes thru the life of an adventurer.

For each Stat, roll 2d10, treating the dice results as independent values. According to the following, apply the changes:

- If the dice do not match, add the total value to the temporary value of the Stat. For example, if a 4 and 6 are rolled, the Temporary value is increased by 10 points. Round all fractions. In this case, the Temporary can meet but not exceed the Potential of the character, any extra increases are lost.
- If the dice do match, the Potential is increased by the value of the dice. The Temporary value is simultaneously increased by half of the total value in this case. For example, if a 5 and 5 are rolled, the Potential value is increased by 5 and the Temporary value is increased by 2. There is no upper limit to the value of the Potential.
- Unlike previous editions, Temporary and Potential statistics can never be reduced by character advancement (though several in game effects can modify either or both).

Recalculate Development Points

Using the formula above, adjust the Development Point total for the character using the newly adjusted Temporary stats.

Develop Skill Ranks

Using the new DP pool totals, purchase skill ranks just as done for Level 1.

Outfit the Character

All characters come equipped with a small budget of equipment. Some basic items are considered automatic, and each character has a discretionary fund of a small amount of money.

Unless modified by Advantages, Flaws, or Campaign guidelines, all characters begin with the following:

- A single outfit of plain normal clothing
- Mundane personal effects
- A single one-handed melee weapon of normal quality, for which they have at least one skill rank in training
- 50+1d100 (open ended) silver

Gear and equipment is available from normal sources, as presented in the chapter on Equipment.

Finalize the Character

Once gear and skills have been purchased, there is some overall book keeping that is required before the character is ready to start play.

Age

Age of the character is a chosen value, it has minimal impact on the game except as determined by the GM. Pick an appropriate age and record it on the character sheet.

Gender

Gender of the character is a chosen value, it has minimal game impact. Choose male or female and note it on the character sheet.

Height and Weight

Height and weight are randomly determined, based on the race of the character. Reference the following table for the details, and the following process:

- Determine the Height in inches, based on the dice roll in the table. Roll the modifier dice roll, and add it in inches to the base height for the race and gender. For example, Barleybeard the male dwarf rolls 45+2d4 inches, resulting in 50 inches. He records this on his character sheet
- Next determine the Build Rating of the character, by rolling 3d10, subtracting 16, and adding the characters CO bonus (to give a range of -13 to +14, plus CO). Continuing the example of Barleybeard, he scores a build modifier of +5 after the dice and his CO bonus.
- Determine the Weight in pounds, based on the character's height in inches, their build, and a racial multiplier, using the following formula:

$$47x(HT)^3x0.0000107x(1 + \frac{Build}{100})xRace$$

Race	Base Height	Height Modifier	Race Weight Modifier
Modern, male	60	2d10	1.0
Modern, female	55	2d10	1.0
Human, male	58	2d10	1.0
Human, female	53	2d10	1.0
Dwarf, male	45	2d4	1.77
Dwarf, female	43	2d4	1.77
Elf, male	64	2d8	0.75
Elf, female	64	2d6	0.75
Gnome, male	36	2d4	1.0
Gnome, female	34	2d4	1.0
Half-elf, male	62	2d8	0.9
Half-elf, female	60	2d8	0.9
Half-orc, male	58	2d12	1.2
Half-orc, female	53	2d12	1.2
Halfling, male	32	2d4	1.25
Halfling, female	30	2d4	1.25

Movement and Encumbrance

Movement is an important factor in many things, including both combat and strategic travel. The rate of movement is directly impacted by the encumbrance value of the character (how much stuff they are carrying).

Base Rate

All characters have a Base Rate determined by their Height. Subtract 60 from the character Height in inches, then divide by 20. Add that to the universal base of 5.0 to determine the character's Base Rate.

$$\text{Base Rate} = \frac{\text{Height} - 60}{20} + 5$$

Tommass, an example human, has a Height value of 68 inches. This gives him a Base Rate of 5.4

Basic Speed

The Basic Speed of a character determines how fast they can react in a given combat round (1 turn). It is similar, but not the same as Move. Basic Speed is calculated by adding the character's total Quickness bonus times 3, plus any Armor Quickness Penalties, divided by 12, to the Base Rate.

$$\text{Basic Speed} = \text{Base Rate} + \frac{QU \times 3 + \text{Armor QU Penalty}}{10}$$

Tommass, our example, has a Quickness Bonus of 4. He is wearing a Chain Shirt, with a Quickness penalty of -5. His Basic Speed calculates out to 6.1 (5.4+(12-5)/10).

Encumbrance

Each character has an encumbrance limit defined by their strength bonus. Weight carried beyond this point will slow the character down, until they can only drag or even not move at all.

The encumbrance value for a character is equal to the total weight of all gear and equipment carried, including coins, weapons, armor, clothing, etc. In some cases this may be temporarily increased (for example when wet), or decreased (magical effects), but otherwise is relatively fixed.

The maximum weight a character can carry without being encumbered is their Base Load, and is equal to their Strength bonus plus 10, squared, divided by 5.

$$\text{Base Load} = \frac{(10 + ST) \times (10 + ST)}{5}$$

Tommass has a ST bonus of +5, giving him a base load of 22.5. Bilbo, his halfling friend, has a ST bonus of -4, giving him a base load of 7.2.

As long as the Encumbrance Value for the character is less than their Base Load, the character is „unencumbered“. For each of several stages above this value, the character becomes increasingly overloaded, until they are unable to move, as per the following table.

Encumbrance Level	Capacity	Effect on Move	Effect on Fatigue
No Encumbrance	Base Load	None	+0
Light Load	2x Base Load	-1	+1
Medium Load	3x Base Load	-2	+2
Heavy Load	6x Base Load	-3	+3
Extra Heavy Load	10x Base Load	-4	+4
Drag	20x Base Load	Limit of 1	+10

Move

The Move rating of the character is the amount of movement they can take with a Move maneuver in combat (typically as far as they can run in 1 second, in hexes/squares). Move is always a whole number, it does not use fractions.

Move is equal to the Basic Speed of the character after dropping any fractions (do not round off), and after applying modifiers for Encumbrance (above).

As long as a character is below their „Drag“ value, they can always move at a Move of 1, regardless of the modifiers. Similarly, some strong characters can still move fast even with an Extra Heavy Load, but all characters can only act with a Move of 1 while dragging a weight. „Drag“ can be interchanged with „Push“ as appropriate for the situation. That is also the maximum weight a character can lift off of the ground (though act as a Move of 0, and then only for a few short seconds and only a few inches high), in the case of lifting heavy weights. An extra heavy load is the limit for a character to dead-lift above their head.

Tommass has been determined to have a basic speed of 6.5, but is carrying a Medium Load (3x Base Load). This gives him a Move value of 4. With his ST bonus of +5, he can deadlift over his head 225 pounds, and drag 550 pounds with a move of 1.

Fatigue

Encumbrance also affects fatigue, by increasing the amount that is used. Whenever the GM applies a Fatigue cost, add the appropriate modifier from the encumbrance table for the appropriate level.

Background and History

The final step of character generation, after checking all the numbers and math, is to finalize your background and history, and flesh out the roleplaying aspects of the character. Pick a representative miniature, or even draw a picture of the hero. Then go have fun saving the world.