

ALPENGARD QUICK-START CHARACTER SCROLL GUIDE

Hail, Alpengard Adventurer!

Welcome to the *Alpengard Quick-Start Character Scroll Guide*, which is designed to give you a digestible overview of the Alpengard game system and the information on your character scroll. Your Gamemaster will explain more and answer questions during gameplay. In the meantime, feel free to check out this handy guide – asking questions is encouraged. Cheers, and Keep Questing!

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Core Mechanics and Dice:

Among the many unique features of Alpengard are *pneuma*, a point-based energy pool that lets you do everything from invoking powers to upgrading dice rolls, and a dynamic system based upon the d30 (as well as the traditional 7-dice set of a d20, d12, two d10s, d8, d6 and d4). In many cases, such as when executing attacks or making lifeskill checks, you will roll a d30 and add your modifiers (mods) – you want to roll high and will either be aiming for fixed target numbers (trying to roll “X” or above) or attempting to defeat opponents in competing rolls (trying to roll higher than your foe).

Determining Success with Dice Rolls:

For attacks, lifeskills checks, roottrait (ability score) checks and counter-challenge rolls, you usually roll a d30, but might instead roll a d20 or d10. These main rolls are broken down into standard, improved and advanced rolls:

- **Standard Roll [costs 0 pneuma]** = 0+1d30+mods
- **Improved Roll [costs 1 pneuma]** = 10+1d20+mods
- **Advanced Roll [costs 2 pneuma]** = 20+1d10+mods [you must be 16th level or higher to execute advanced rolls!]

*The roll upgrades (improved, advanced) compress the standard 1–30 variable range (before your mods are added), allowing for consistently higher execution (improved = statistical top two-thirds; advanced = statistical top one-third).

*For standard rolls, a roll of 30 is always a hit/success, and a roll of 1 is always a miss/failure. For improved and advanced rolls, there are automatic hits/successes (roll of 20 or roll of 10), but there are no automatic misses/failures.

Character Scroll Entries and Information	
Folk = heritage, race, ancestry	Level = experience level (range 1-30)
Kindred = origin, subrace, ethnicity	Tier = the 30 levels are divided into ten 3-level tiers
Climate = preferred climate, weather, temperature	Tier Val = numeric tier value (e.g. Beginning = second tier = value of 2)
Kall = calling, class, vocation	Ascension = ascension (experience) points
Roottraits = ability scores; Brw = brawn (strength); Lth = lithe (dexterity); Smt = smart (intelligence); Wis = wise (wisdom); Glt = glint (charisma)	
Defenses = three defenses; every attack targets one of these defenses; Nml = nimble (evasively dodging external blows, magical rays aimed at you);	
Ftl = fettle (constitution resisting challenges to health, poisons, diseases, caustics); Mfl = mindful (resisting mental and spiritual attacks)	
Hasten = celerity, initiative; modifier to rolls to determine who goes first in combat (turn-order standings).	
Grit = vitality, hit points (how much punishment you can withstand before you die)	
Pneuma = energy pool you will use to fuel upgrades, rerolls and powers	
Entwine = slots to apply to empowering magic objects that will grow with you during your career	
Strive = measures of your physical endurance, before you start to get tired	
Combat Speed and Travel Speed = how fast you can move (measured in 5-foot squares on the battlegrid)	
Jump Distance = measured in feet (not 5-foot squares); hop = high jump; leap = long jump	
Harm Yields = your susceptibilities, resistances and vulnerabilities to various categories of harm (types of damage)	
Burden Weight = your total weight carried; lifting capacities; potential penalty to Nml and speeds from too much encumbrance	
Coins = your money; golds, silvers and coppers are common currency; platinum, electrum and brasses are uncommon currency	
Lifeskills = skills, aptitudes applying to a wide variety of areas; “Sta” = standard training; “Imp” = improved training; “Adv” = advanced training	
Physical Attacks = stats for your melee and barrage weapon attacks	
Weapons • Conduits • Armors • Shields = offensive and defensive armaments; conduits = implements to invoke magic powers (e.g. wands, staffs)	
Donned or Carried Combat Gear = gear directly on your person during combat; weight totals count towards your total burden weight	
Hauled or Stowed Travel Gear = gear not directly on your person during combat; weight totals do not count towards your total burden weight	
Magical Attacks = the stats on your damaging magical powers (only the magic-wielding calls have this page: monk, exarch, druid, wizard); some magical attacks have multiple versions that deal more harm to fewer targets/smaller area or less harm to more targets/bigger area (hence multiple version entries for some magical attack powers)	
Special Powers = nonmagical or magical powers that augment stats and give you fun capabilities	