

# ALPENGARD CHARACTER-BUILDING GUIDE

Hail, Alpengard Adventurer!

Welcome to the *Alpengard Character-Building Guide*, which takes you step by step through the character-building process. *Alpengard* deliberately offers you a “crunchy” character-design system that, although it is admittedly a tad complicated, lets you tailor your character exactly how you want. *Alpengard* offers you character depth!

This tutorial assumes you have a baseline working knowledge of the Alpengard system and terminology.

Much of the information presented here is pulled from Appendix C in *Alpengard: Tales and Adventurers* (the core rulebook) and goes into significantly greater detail; the steps have also been reorganized compared to the book version. This tutorial also contains page-number references in the core rulebook, including page ranges in both the softcover/e-book version and hardcover version (which have differing page numbers due to differing formatting).

Cheers, and Keep Questing!

-Secg

## STEP 0: USE THE ALPENGARD CHARACTER SCROLL AND CALCULATIONS SCROLL

- Whether you are writing by hand onto a hard copy or typing information into a digital copy, you’ll need both the *Alpengard* character scroll and calculations scroll. The calculations scroll will let you do scratch work so you can ensure your numbers and statistics are accurate for the character scroll.

## STEP 1: CHOOSE YOUR NAME AND DETERMINE YOUR CONCEPT

- Your character’s first name will be written in the folkish tongue, while your character’s clan name will be written in the Common Tongue, such as Nalári Steelheart or Olgrim Lightningcloud.
  - » I’ll name my character Ránulé Direblood. She’ll be a fierce warrior who allows herself to appear to be mindlessly savage (and therefore predictable) due to her barbaric appearance and forceful personality, but who in reality is cunning (and therefore difficult to anticipate), even though she is indeed rustic and rather unlearned.

## STEP 2: CHOOSE YOUR FOLK, KINDRED AND CLIMATE ADAPTATION

- On the character scroll, write your folk, kindred and climate adaptation.
- On the calculations scroll, write your folkish contributions to tongues (languages), defenses, grit, speed, strive, harm yields, lifeskills and folkish powers.
  - » Ránulé will be a rust oerc from a cold climate, and I’ll also fill in other details such as height and weight.
- **Rulebook References:** Chapter 4 [pages 58–61 (softcover/e-book); pages 60–62 (hardcover)] and Chapter 9 [page 265 (softcover/e-book); page 277 (hardcover)].
  - Character Scroll:
    - ❖ *Folk:* Oerc
    - ❖ *Kindred:* Rust
    - ❖ *Climate:* Cold
    - ❖ *Tongues:* Common, Oerc



Oerc	Rust	Cold				
FOLK	KINDRED	CLIMATE	KALL	LEVEL	TIER	TIER VAL
	Feminine	5'-11"	167	Deep Rust	Straight Orange	Turquoise
ASCENSION	GENDER	HEIGHT	WEIGHT	SKIN	HAIR	EYES
Common, Oerc						

CHARACTER NAME

TONGUES

- ❖ *Lifeskills:* Due to Ránulé being an oerc, I have the option to choose folkish standard training for two of the following four lifeskills: *barter*, *brew*, *trick*, *weave*. I’ll choose to apply standard training to *brew* and *trick*, and for now, I’ll mark “Sta” (short for “standard”) in the “Train” column for *brew* and *trick*. However, I’m not necessarily done with those lifeskills, as I may later use lifeskill training levels to upgrade them to improved training (I haven’t decided yet).
  - To use a lifeskill, my character must have at least standard training. In addition to the two folkish lifeskills that I picked (*brew* and *trick*), every character also automatically receives standard training in the following ten lifeskills: *clout*, *cook*, *heed*, *look*, *lurk*, *mingle*, *search*, *toil*, *tumble*, *wile*. I’ll mark “Sta” next to all those lifeskills as well, though (again) I may later use training levels to raise them to improved training.

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LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:		
BREW:	Sta	
CHIEF:		
CLOUT:	Sta	
COOK:	Sta	
DEEFARE:		
DIVE:		
FARLORE:		
FARM:		
FLAUNT:		
HEED:	Sta	
HERD:		
HEW:		
LANDFARE:		
LOOK:	Sta	
LURE:	Sta	
MASH:		
MEND:		
MINGLE:	Sta	
NIGHTLORE:		
SEAFARE:		
SEARCH:	Sta	
SMITH:		
TAW:		
TOIL:	Sta	
TRICK:	Sta	
TUMBLE:	Sta	
WEAVE:		
WILE:	Sta	
WRIT:		

- ❖ **Folkish Powers:** As an oerc, Ránulé automatically receives the *tough chassis* power at 1st level. Since she will later receive the *wakeful slumber* power at 16th level, I'll mark both powers down under "Special Powers", including their pneuma costs, actions required, and brief descriptions of what the powers do.

SPECIAL POWERS			
POWER:	PNEUMA:	ACTION:	EFFECTS:
Tough Chassis	0	None	If impaired, only suffers a -2 penalty to affected statistics; if traumatized, only suffers a -4 penalty to affected statistics. Can fall a base of 4 cubes before starting to suffer falling harm, instead of a base of 2 cubes (like other mortals).
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant   2 pneuma   Grants bonus resistant wreck 1; +1 power bonus to walking speed, and avail:1 on dive and toil checks.   Duration 1 encounter.		
Wakeful Slumber (Pending 16th Level)	1 or 2	Ritual	Can simultaneously sleep and keep watch. By expending 1 pneuma, can make inattentive look and search checks while sleeping; by expending 2 pneuma, can make attentive look and search checks.

## ➤ Calculations Scroll:

- ❖ **Defenses Calculations (Folk Mod Cells):** 1 Nml; 2 Ftl; 0 Mfl

OERC ASSAULTER-ASSASSIN														
DEFENSES CALCULATIONS														
Defense:	Total Score:	Base:	Tier Value:	Folk Mod:	Kall Mod:	Roottrait Mod:	Roottrait Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Nml		10		1										
Ftl		10		2										
Mfl		10		0										Armor, shield, and burden penalties only apply to Nml

- ❖ **Grit Calculations (Folk Mod Cell):** 4

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:		5				4		

- ❖ **Strive Calculations (Folk Mod Cell):** 4 [per Chapter 9, folkish strive bonuses are equal to grit bonuses]

STRIVE CALCULATIONS									
Relevant Lifeskills = Dive; Toil; Tumble	Total Score:	Base:	Brw Mod:	Folk Mod:	Power Mod:	Object Mod:	Dive Mod: +1 [sta]; +4 [imp]; +7 [adv]	Toil Mod: +1 [sta]; +3 [imp]; +5 [adv]	Tumble Mod: +1 [sta]; +2 [imp]; +3 [adv]
Maximum:		5		4					

- ❖ **Combat and Travel Speed Calculations (Folk Base Cell):** 2

COMBAT AND TRAVEL SPEED CALCULATIONS										
Relevant Lifeskills = Toil (Walk/Climb); Dive (Swim)	Total Score:	Folk Base:	Lth Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Sprint Walk:		2								

- ❖ **Harm Yields Calculations (Kindred Mod Cells):** -1 wreck; -1 whelm; -1 frost; -1 rot; I may gain more resistance to *wreck* and *whelm* from wearing armor or bearing a shield (I haven't decided on Ránulé's equipment yet).

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HARM YIELD CALCULATIONS				
Category:	Total Score:	Kindred Mod:	Power Mod:	Object Mod:
Wreck		-1		
Whelm		-1		
Flare				
Frost		-1		
Gleam				
Gloom				
Rasp				
Rot		-1		
Snake				
Shock				
Logos				
Chaos		There is no resistance or vulnerability to soulful or spiritual harm; susceptibility and immunity to soulful harm [logos, chaos, charis, hubris] and spiritual harm [hallow and heinous] are determined by lifeskill and relationship to Ultimate Truth.		
Charis				
Hubris				
Hallow				
Heinous				

- ❖ Lifeskills Calculations (Roottrait Mods Cells and Training Mod Cells): For *brew* and *trick*, I'll mark a 0 + 0 in the Roottrait Mods cells (since I haven't yet determined my roottrait scores) along with a 0 in the Training Mod cells, since I only have standard training in these lifeskills (standard = 0; improved = 1; advanced = 2). I'll also go ahead and put equivalent placeholders for the ten automatic lifeskills: *clout, cook, heed, look, lurk, mingle, search, toil, tumble, wile*.
  - For my oerc character, I also get to assign two +1 folkish bonuses to any two of the following six lifeskills: *barter, brew, toil, trick, weave, wile*. Because I haven't taken standard training in *barter* and *weave*, I won't assign the bonuses to those two lifeskills (since Ránulé can't use them). Instead, I'll choose *toil* and *trick*.
    - » Because my character will only be starting at 4th level (see Step 4), she cannot yet take advanced training in any lifeskills, since only characters of 16th level or higher can take advanced training.

LIFESKILLS CALCULATIONS												
Lifeskill:	Total Score:	Folk Mod:	Roottrait Mods (Combined Maximums 10)	Primary Roottrait:	Secondary Roottrait:	Training Mod (+0 [sta], +1 [imp], +2 [adv]):	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Barter				(1×Smt)	(5×Glt) (4)							
Brew			0 + 0	(1×Smt)	(5×Wis) (4)	0						
Clout				(1×Smt)	(5×Lth) (4)							
Clout			0 + 0	(1×Glt)	(5×Smt) (4)	0						
Cook			0 + 0	(1×Glt)	(5×Wis) (4)	0						
Deepfare				(1×Wis)	(5×Brw) (4)							
Dive				(1×Brw)	(5×Lth) (4)							
Farlore				(1×Glt)	(5×Smt) (4)							
Farm				(1×Wis)	(5×Smt) (4)							
Flaunt				(1×Glt)	(5×Lth) (4)							
Heed			0 + 0	(1×Wis)	(5×Glt) (4)	0						
Herd				(1×Brw)	(5×Glt) (4)							
Hew				(1×Smt)	(5×Brw) (4)							
Landfare				(1×Wis)	(5×Brw) (4)							
Look			0 + 0	(1×Wis)	(5×Glt) (4)	0						
Lurk			0 + 0	(1×Lth)	(5×Wis) (4)	0						
Mash				(1×Glt)	(5×Smt) (4)							
Mend				(1×Smt)	(5×Lth) (4)							
Mingle			0 + 0	(1×Glt)	(5×Smt) (4)	0						
Nighlore				(1×Smt)	(5×Wis) (4)							
Seafare				(1×Glt)	(5×Brw) (4)							
Search			0 + 0	(1×Smt)	(5×Wis) (4)	0						
Smith				(1×Smt)	(5×Brw) (4)							
Tau				(1×Wis)	(5×Brw) (4)							
Toil			1	0 + 0	(1×Brw)	(5×Glt) (4)	0					
Trick			1	0 + 0	(1×Lth)	(5×Glt) (4)	0					
Tumble				0 + 0	(1×Lth)	(5×Smt) (4)	0					
Weave				(1×Wis)	(5×Lth) (4)							
Wile				0 + 0	(1×Glt)	(5×Wis) (4)	0					
Writ				(1×Smt)	(5×Lth) (4)							

## STEP 3: CHOOSE YOUR KALL

- On the character scroll, write your kall.
- On the calculations scroll, write your kalling contributions to defenses, grit and lifeskills.
  - » Ránulé will be an assaulter.
- **Rulebook References:** Chapter 5 [pages 64–65 (softcover/e-book); pages 66–67 (hardcover)].
  - Character Scroll:
    - ❖ *Kall:* Assaulter

Oerc	Rust	Cold	Assaulter			
FOLK	KINDRED	CLIMATE	KALL	LEVEL	TIER	TIER VAL

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- ❖ **Lifeskills:** I have the option to choose assaulter-kall standard training for two of the following four lifeskills: *herd*, *landfare*, *smith*, *taw*. I'll choose to apply standard training to *landfare* and *smith*. For now, I'll mark "Sta" (short for "standard") in the "Train" column for *brew* and *trick*. Again, I'm not necessarily done with those lifeskills, as I may later use lifeskill training levels to upgrade them to improved training.

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:		
BREW:	Sta	
CHIP:		
CLOUT:	Sta	
COOK:	Sta	
DEEFARE:		
DIVE:		
FARLORE:		
FARM:		
FLAUNT:		
HEED:	Sta	
HERD:		
HEW:		
LANDFARE:	Sta	
LOOK:	Sta	
LUK:	Sta	
MASH:		
MEND:		
MINGLE:	Sta	
NIGHTLORE:		
SEAFARE:		
SEARCH:	Sta	
SMITH:	Sta	
TAW:		
TOIL:	Sta	
TRICK:	Sta	
TUMBLE:	Sta	
WEAVE:		
WILE:	Sta	
WRIT:		

➤ **Calculations Scroll:**

- ❖ **Defenses Calculations (Kall Mod Cells):** 2 Nml; 1 Ftl; 0 Mfl

OERC ASSAULTER-ASSASSIN						DEFENSES CALCULATIONS								
Defense:	Total Score:	Base:	Tier Value:	Folk Mod:	Kall Mod:	Roottrait Mod:	Roottrait Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Nml		10		1	2									
Ftl		10		2	1									
Mfl		10		0	0									Armor, shield, and burden penalties only apply to Nml

- ❖ **Grit Calculations (Kall Mod Cell):** 10

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:		5				4	10	

- ❖ **Lifeskills Calculations (Roottrait Mods Cells and Training Mod Cells):** For *landfare* and *smith*, I'll mark the 0 + 0 and 0 placeholders in these columns, pending assigning roottrait points and applying lifeskill training levels.

LIFESKILLS CALCULATIONS												
Lifeskill:	Total Score:	Folk Mod:	Roottrait Mods (Combined Maximum 10):	Primary Roottrait:	Secondary Roottrait:	Training Mod (+0 [sta]; +1 [imp]; +2 [adv]):	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Barter				(1xSmt)	(5xGlt) (4)							
Brew			0 + 0	(1xSmt)	(5xWis) (4)	0						
Chip				(1xSmt)	(5xLth) (4)							
Clout			0 + 0	(1xGlt)	(5xSmt) (4)	0						
Cook			0 + 0	(1xGlt)	(5xWis) (4)	0						
DeeFAre				(1xWis)	(5xBrw) (4)							
Dive				(1xBrw)	(5xLth) (4)							
Farlore				(1xGlt)	(5xSmt) (4)							
Farm				(1xWis)	(5xSmt) (4)							
Flaunt				(1xGlt)	(5xLth) (4)							
Heed			0 + 0	(1xWis)	(5xGlt) (4)	0						
Herd				(1xBrw)	(5xGlt) (4)							
Hew				(1xSmt)	(5xBrw) (4)							
Landfare			0 + 0	(1xWis)	(5xBrw) (4)	0						
Look			0 + 0	(1xWis)	(5xGlt) (4)	0						
Luk			0 + 0	(1xLth)	(5xWis) (4)	0						
Mash				(1xGlt)	(5xSmt) (4)							
Mend				(1xSmt)	(5xLth) (4)							
Mingle			0 + 0	(1xGlt)	(5xSmt) (4)	0						
Nightlore				(1xSmt)	(5xWis) (4)							
Seafare				(1xGlt)	(5xBrw) (4)							
Search			0 + 0	(1xSmt)	(5xWis) (4)	0						
Smith			0 + 0	(1xSmt)	(5xBrw) (4)	0						
Taw				(1xWis)	(5xBrw) (4)							
Toil		1	0 + 0	(1xBrw)	(5xGlt) (4)	0						
Trick		1	0 + 0	(1xLth)	(5xGlt) (4)	0						
Tumble			0 + 0	(1xLth)	(5xSmt) (4)	0						
Weave				(1xWis)	(5xLth) (4)							
Wile			0 + 0	(1xGlt)	(5xWis) (4)	0						
Writ				(1xSmt)	(5xLth) (4)							

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## STEP 4: MARK YOUR STARTING LEVEL AND TIER

- On the character scroll, write your starting level, tier and tier value. If your GM is using the optional *ascension points* rule, mark your starting ascension point total.
- On the calculations scroll, mark the level and tier-value contributions to defenses, pneuma, entwine and grit. At this point, the entwine calculation is complete, so it can be filled into the character scroll, but defenses, pneuma and grit will still be influenced by factors such as roottraits and powers, so they remain incomplete.
  - » Since most Alpengard campaigns start at 4th level, Ránulé will start at 4th level, which is the start of the Beginning tier and has a tier value of 2, with a baseline of 85 ascension points.
- Rulebook References:** Chapter 3 [pages 39–47 (softcover/e-book); pages 40–49 (hardcover)].

### ➤ Character Scroll:

- ❖ Level: 4
- ❖ Tier: Beginning
- ❖ Tier Value: 2
- ❖ Ascension: 85

Oerc	Rust	Cold	Assaulter	4	Beginning	2
FOLK	KINDRED	CLIMATE	KALL	LEVEL	TIER	TIER VAL
85	Feminine	5'-11"	167	Dark Grey	Wavy Purple	Orange
ASCENSION	GENDER	HEIGHT	WEIGHT	SKIN	HAIR	EYES

- ❖ Entwine: 9

ENTWINE	
MAXIMUM:	9
CURRENT TALLY:	9

### ➤ Calculations Scroll:

- ❖ Defenses Calculations (Tier Value Cells): 2 Nml; 2 Ftl; 2 Mfl

OERC ASSAULTER-ASSASSIN						DEFENSES CALCULATIONS								
Defense:	Total Score:	Base:	Tier Value:	Folk Mod:	Kall Mod:	Roottrait Mod:	Roottrait Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Nml		10	2	1	2									
Ftl		10	2	2	1									
Mfl		10	2	0	0									

Armor, shield, and burden penalties only apply to Nml

- ❖ Pneuma Calculations (Level Cell and Tier Value Cell): 4 and 2

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
	4	2	

- ❖ Entwine Calculations (Half-Level (†) Cell and Tier Value Cell and Total Score Cell): 2 and 2 and 9

ENTWINE CALCULATIONS			
Total Score:	Base:	Half-Level (†):	Tier Value:
9	5	2	2

- ❖ Grit Calculations (Level Cell and Tier Value Cell): 4 and 2

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:		5	4	2		4	10	

## STEP 5: CHOOSE YOUR LIFEVIEW AND WRITE A BRIEF DESCRIPTION

- On the character scroll, write your character's lifeview (if your GM is using the optional *lifestories* rule), along with a brief description of your character's psychological personality traits and physical description.
- On both the character scroll and calculations scroll, note how your lifeview will impact your character's harm yields with respect to *logos*, *chaos*, *charis* and *hubris* harm, as well as possibly *hallow* and *heinous* harm.
  - » Given her wild tendencies that are tempered with her surprising thoughtfulness, Ránulé will be *laxful-hearted-leeward*, with her personality gravitating towards *chaos* rather than *logos*.

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- **Rulebook References:** Chapter 2 [pages 32–38 (softcover/e-book); pages 32–38 (hardcover)].

➤ **Character Scroll:**

- ❖ *Lifview/Personality/Description:* Enter brief information to capture the character.

Laxful-hearted-leeward / Blunt and abrasive, yet thoughtful. / Limber yet burly, with dynamic facial features.

**LIFEVIEW / PERSONALITY / DESCRIPTION**

- ❖ *Harm Yields:* Mark *chaos*, *charis* and *hallow* with • to denote immunity. Mark *logos*, *hubris* and *heinous* with ±0 to denote susceptibility. Since she leans towards *chaos*, she is immune to *chaos* but susceptible to *logos*.

HARM YIELDS			
CATEGORY:	SCORE:	CATEGORY:	SCORE:
WRECK:		LOGOS:	±0
WHELM:		CHAOS:	•
FLARE:		CHARIS:	•
FROST:		HUBRIS:	±0
GLEAM:		HALLOW:	•
GLOOM:		HEINOUS:	±0
RASP:			
ROT:			
SHAKE:			
SHOCK:			

±0 = SUSCEPTIBLE  
 -(NUMBER) = RESISTANT  
 +(NUMBER) = VULNERABLE  
 • = IMMUNE

➤ **Calculations Scroll:**

- ❖ *Harm Yield Calculations:* Mark *chaos*, *charis* and *hallow* with • to denote immunity. Mark *logos*, *hubris* and *heinous* with ±0 to denote susceptibility.

HARM YIELD CALCULATIONS				
Category:	Total Score:	Kindred Mod:	Power Mod:	Object Mod:
Wreck		-1		
Whelm		-1		
Flare				
Frost		-1		
Gleam				
Gloom				
Rasp				
Rot		-1		
Shake				
Shock				
Logos	±0			
Chaos	•			
Charis	•			
Hubris	±0			
Hallow	•			
Heinous	±0			

There is no resistance or vulnerability to physical or spiritual harm, susceptibility and immunity to soulful harm (logos, chaos, charis, hubris) and spiritual harm (hallow and heinous) are determined by lifview and relationship to Ultimate Truth.

## STEP 6: ASSIGN YOUR ROOTTRAIT POINTS TO GENERATE ROOTTRAIT SCORES

- On the character scroll, mark your chosen folkish roottrait point, and assign your remaining roottrait points, creating final roottrait point totals, being careful not to exceed the maximum for your starting tier (see Chapter 3).
  - » As an oerc, Ránulé has the option to assign 1 roottrait point to either Brw or Wis; she selects Brw. Since she is 4th level, she also has 7 additional roottrait points to assign, but cannot exceed a maximum score of 4.
- **Rulebook References:** Chapter 3 [pages 41–43 (softcover/e-book); pages 42–44 (hardcover)], Chapter 4 [page 59 (softcover/e-book); page 61 (hardcover)] and Chapter 5 [pages 69–70 (softcover/e-book); pages 71–72 (hardcover)].

➤ **Character Scroll:**

- ❖ *Roottraits:* I'll spread Ránulé's ability score points relatively evenly, neglecting Smt (for now).

» Per Chapter 5 [pages 69–70 (softcover/e-book); pages 71–72 (hardcover)], physical attacks must normally employ Brw and Lth as the attack strike and attack harm roottraits. But though Ránulé is a barbarian-style assaulter and I plan to increase both her Brw and Lth over time, I also plan to take the *aspect of assassin* power to give her access to limited magic, as well as so she can use her Glt score for her weapon strike mod (with either Brw or Lth as her harm mod); she'll also use Glt as the strike mod for magical attacks (with Wis as her harm mod). As such, I'm putting the most points into Glt.

ROOTTRAITS	
BRW:	2
LTH:	2
SMT:	0
WIS:	1
GLT:	3

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## STEP 7: APPLY YOUR ROOTTRAIT SCORES

- On the calculations scroll, mark down every statistic your roottraits will impact: defenses, hasten, pneuma, grit, strive, combat and travel speeds, jump distances, and burden weights. Your pneuma calculation is now complete.
- On the calculations scroll, hold off on marking roottraits down for all your lifeskills, since you'll want to leave them blank until you decide where you're going to apply your lifeskill training levels. If you remain untrained in a lifeskill (i.e. not even standard training), there is no need to mark down the related roottraits because you cannot use that lifeskill yet.
- On the character scroll, fill in your completed pneuma score.
- Rulebook References:** Chapter 2 [pages 22–28 (softcover/e-book); pages 22–28 (hardcover)] and Chapter 9 [pages 265–266 (softcover/e-book); pages 277–279 (hardcover)].

### Character Scroll:

❖ *Pneuma:* 9

PNEUMA	
MAXIMUM:	9
CURRENT TALLY:	9

### Calculations Scroll:

❖ *Defenses Calculations (Roottrait Mod Cells):* Apply highest-total-combination roottraits for each defense.

- Nml [(Lth + Smt) or (Lth + Wis) or (2×Lth)]: Best combination = 2×Lth (2 and 2)
- Ftl [(Brw + Lth) or (Brw + Glt) or (2×Brw)]: Best combination = Brw + Glt (2 and 3)
- Mfl [(Smt + Wis) or (Smt + Glt) or (Wis + Glt)]: Best combination = Wis + Glt (1 and 3)

OERC ASSAULTER-ASSASSIN						DEFENSES CALCULATIONS								
Defense:	Total Score:	Base:	Tier Value:	Folk Mod:	Kall Mod:	Roottrait Mod:	Roottrait Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Nml		10	2	1	2	2	2							
Ftl		10	2	2	1	2	3							
Mfl		10	2	0	0	1	3							

Armor, shield, and burden penalties only apply to Nml

❖ *Hasten Calculations (Wis Mod Cell):* 1

HASTEN CALCULATIONS				
Total Score:	Wis Mod:	Power Mod:	Power Mod:	Object Mod:
	1			

❖ *Pneuma Calculations (Glt Mod Cell and Total Score Cell):* 3 and 9

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
9	4	2	3

❖ *Grit Calculations (Brw Mod Cell):* 2

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:		5	4	2	2	4	10	

❖ *Strive Calculations (Brw Mod Cell):* 2

STRIVE CALCULATIONS									
Relevant Lifeskills = Dive; Toil; Tumble	Total Score:	Base:	Brw Mod:	Folk Mod:	Power Mod:	Object Mod:	Dive Mod: +1 [sta]; +4 [imp]; +7 [adv]	Toil Mod: +1 [sta]; +3 [imp]; +5 [adv]	Tumble Mod: +1 [sta]; +2 [imp]; +3 [adv]
Maximum:		5	2	4					

❖ *Combat and Travel Speed Calculations (Lth Mod Cell):* 2

COMBAT AND TRAVEL SPEED CALCULATIONS										
Relevant Lifeskills = Toil (Walk/Climb); Dive (Swim)	Total Score:	Folk Base:	Lth Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Sprint Walk:		2	2							

❖ *Jump Distance Calculations:* Left blank for now, as this will be affected by *tumble* training.

❖ *Burden Weight Calculations (Folk Mod Cell):* Oerc =  $[8 + (1/8 \times (1 \times Brw)^2)]$  (↑) =  $[8 + (1/8 \times (2)^2)]$  (↑) =  $[8 + (1/8 \times 4)]$  (↑) =  $[8 + (5)] = 13$

BURDEN WEIGHT CALCULATIONS							
	Total Score:	Folk Mod: Aelf = $[4 + (1/8 \times (1 \times Brw)^2)]$ (↑) • Dweorg = $[10 + (1/8 \times (1 \times Brw)^2)]$ (↑) • Faun = $[2 + (1/8 \times (1 \times Brw)^2)]$ (↑) • Oerc = $[8 + (1/8 \times (1 \times Brw)^2)]$ (↑) • Sealc = $[0 + (1 \times Brw)^2]$				Power Mod:	Object Mod:
Unburdened:		13					

# ALPENGARD CHARACTER-BUILDING GUIDE

## STEP 8: APPLY YOUR REMAINING LIFESKILL TRAINING LEVELS AND ROOTTRAIT SCORES

- On the calculations scroll, apply your remaining lifeskill training levels, based on your starting level and Smt score, including training modifiers based on training levels. Calculate your roottrait-score contributions to your lifeskills.
  - For every 1 point you put into Smt, you gain 1 additional lifeskill training level and speak 1 additional tongue. Your options for extra tongues are determined by your training in *farlore*, *farm*, *herd* and *nighlore*.
  - Ránulé already assigned folkish and kall lifeskill training levels to *brew*, *landfare*, *smith* and *trick*. Because she has a Smt score of 0, she only has 3 lifeskill training levels left to apply.
- On the character scroll, mark the changes in training levels for affected lifeskills.
- Rulebook References:** Chapter 3 [pages 41–43 (softcover/e-book); pages 42–44 (hardcover)] and Chapter 6 [pages 169–184 (softcover/e-book); pages 175–191 (hardcover)].

### ➤ Character Scroll:

- ❖ *Lifeskills:* I choose to apply her remaining 3 lifeskill training levels to *dive* (from untrained to standard training), *look* (from standard to improved training) and *tumble* (from standard to improved training).
  - As Ránulé is untrained in *writ*, she is illiterate, so I'll take standard *writ* training later as she advances.

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:		
BREW:	Sta	
CHIEF:		
CLOUT:	Sta	
COOK:	Sta	
DEEFARE:		
DIVE:	Sta	
FARLORE:		
FARM:		
FLAUNT:		
HEED:	Sta	
HERD:		
HEW:		
LANDFARE:	Sta	
LOOK:	Imp	
LURK:	Sta	
MASH:		
MEND:		
MINGLE:	Sta	
NIGHLORE:		
SEAFARE:		
SEARCH:	Sta	
SMITH:	Sta	
TAW:		
TOIL:	Sta	
TRICK:	Imp	
TUMBLE:	Imp	
WEAVE:	Sta	
WILE:	Sta	
WRIT:		

### ➤ Calculations Scroll:

- ❖ *Lifeskills Calculations (Roottrait Mods Cells and Training Mod Cells):* Ránulé, now has standard training in *brew*, *clout*, *clout*, *cook*, *dive*, *heed*, *landfare*, *lurk*, *mend*, *mingle*, *search*, *smith*, *toil*, *trick* and *wile*, plus improved training in *look* and *tumble*. I'll go ahead and apply the roottrait mods for these lifeskills, as well as mark 0 for standard training or 1 for improved training, but won't yet complete their scores, since I plan to take at least one power that will let me choose extra bonuses for certain lifeskills. Also, I have to keep in mind that armor or a shield may affect applicable lifeskills (*dive*, *lurk*, *toil*, *tumble*, *wile*).
  - Brew:  $1 \times \text{Smt} = 0$ ;  $\frac{1}{2} \times \text{Wis} (\downarrow) = 0$ ; standard = 0  $\rightarrow 0+0$  and 0
  - Clout:  $1 \times \text{Glt} = 3$ ;  $\frac{1}{2} \times \text{Smt} (\downarrow) = 0$ ; standard = 0  $\rightarrow 3+0$  and 0
  - Cook:  $1 \times \text{Glt} = 3$ ;  $\frac{1}{2} \times \text{Wis} (\downarrow) = 0$ ; standard = 0  $\rightarrow 3+0$  and 0
  - Dive:  $1 \times \text{Brw} = 2$ ;  $\frac{1}{2} \times \text{Lth} (\downarrow) = 1$ ; standard = 0  $\rightarrow 2+1$  and 0
  - Heed:  $1 \times \text{Wis} = 1$ ;  $\frac{1}{2} \times \text{Glt} (\downarrow) = 1$ ; standard = 0  $\rightarrow 1+1$  and 0
  - Landfare:  $1 \times \text{Wis} = 1$ ;  $\frac{1}{2} \times \text{Brw} (\downarrow) = 1$ ; standard = 0  $\rightarrow 1+1$  and 0
  - Look:  $1 \times \text{Wis} = 1$ ;  $\frac{1}{2} \times \text{Glt} (\downarrow) = 1$ ; improved = 1  $\rightarrow 1+1$  and 1
  - Lurk:  $1 \times \text{Lth} = 2$ ;  $\frac{1}{2} \times \text{Wis} (\downarrow) = 0$ ; standard = 0  $\rightarrow 2+0$  and 0
  - Mingle:  $1 \times \text{Glt} = 3$ ;  $\frac{1}{2} \times \text{Smt} (\downarrow) = 0$ ; standard = 0  $\rightarrow 3+0$  and 0
  - Search:  $1 \times \text{Smt} = 0$ ;  $\frac{1}{2} \times \text{Wis} (\downarrow) = 0$ ; standard = 0  $\rightarrow 0+0$  and 0
  - Smith:  $1 \times \text{Smt} = 0$ ;  $\frac{1}{2} \times \text{Brw} (\downarrow) = 1$ ; standard = 0  $\rightarrow 0+1$  and 0
  - Toil:  $1 \times \text{Brw} = 2$ ;  $\frac{1}{2} \times \text{Glt} (\downarrow) = 1$ ; standard = 0  $\rightarrow 2+1$  and 0
  - Trick:  $1 \times \text{Lth} = 2$ ;  $\frac{1}{2} \times \text{Glt} (\downarrow) = 1$ ; standard = 0  $\rightarrow 2+1$  and 0
  - Tumble:  $1 \times \text{Lth} = 2$ ;  $\frac{1}{2} \times \text{Smt} (\downarrow) = 0$ ; improved = 1  $\rightarrow 2+0$  and 1
  - Wile:  $1 \times \text{Glt} = 3$ ;  $\frac{1}{2} \times \text{Wis} (\downarrow) = 0$ ; standard = 0  $\rightarrow 3+0+0$

# ALPENGARD CHARACTER-BUILDING GUIDE

Lifeskill:	Total Score:	Folk Mod:	LIFESKILLS CALCULATIONS				Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
			Roottrait Mod (Standard Maximum):	Primary Roottrait:	Secondary Roottrait:	Training Mod (+0 [sta]; +1 [imp]; +2 [adv]):						
Barter				(1*Smst)	(1*Glt) (L)							
Brew			0 + 0	(1*Smst)	(1*Wis) (L)	0						
Chap				(1*Smst)	(1*Lth) (L)							
Clout			3 + 0	(1*Glt)	(1*Smst) (L)	0						
Cook			3 + 0	(1*Glt)	(1*Wis) (L)	0						
Deafstare				(1*Wis)	(1*Brw) (L)							
Disg			2 + 1	(1*Brw)	(1*Lth) (L)	0						
Earlore				(1*Glt)	(1*Smst) (L)							
Farm				(1*Wis)	(1*Smst) (L)							
Flaunt				(1*Glt)	(1*Lth) (L)							
Heed			1 + 1	(1*Wis)	(1*Glt) (L)	0						
Herd				(1*Brw)	(1*Glt) (L)							
Hew				(1*Smst)	(1*Brw) (L)							
Landfare			1 + 1	(1*Wis)	(1*Brw) (L)	0						
Look			1 + 1	(1*Wis)	(1*Glt) (L)	1						
Lurk			2 + 0	(1*Lth)	(1*Wis) (L)	0						
Mash				(1*Glt)	(1*Smst) (L)							
Mend				(1*Smst)	(1*Lth) (L)							
Mingle			3 + 0	(1*Glt)	(1*Smst) (L)	0						
Nighlore				(1*Smst)	(1*Wis) (L)							
Seafare				(1*Glt)	(1*Brw) (L)							
Search			0 + 0	(1*Smst)	(1*Wis) (L)	0						
Smith			0 + 1	(1*Smst)	(1*Brw) (L)	0						
Taw				(1*Wis)	(1*Brw) (L)							
Toil		1	2 + 1	(1*Brw)	(1*Glt) (L)	0						
Trick		1	2 + 1	(1*Lth)	(1*Glt) (L)	0						
Tumble			2 + 0	(1*Lth)	(1*Smst) (L)	1						
Weave				(1*Wis)	(1*Lth) (L)							
Wile			3 + 0	(1*Glt)	(1*Wis) (L)	0						
Writ				(1*Smst)	(1*Lth) (L)							

## STEP 9: CHOOSE YOUR SPECIAL POWERS AND (IF APPLICABLE) MAGICAL ATTACKS

- On the character scroll, fill in abbreviated reference information for your chosen special powers and magical attacks.
  - Note that all characters also automatically receive the *grappling – standard* power.
  - It is beneficial to choose a *way* power for your kall, like *way of the shaman* (druid) or *way of the ascetic* (monk).
  - If you're not playing a cleric (druid, exarch, monk, wizard) or clerical-assaulter, you do not have to use any portion of the character or calculations scroll pertaining to magical attacks (discard page 2 of the character scroll).
  - If you choose to use the character scroll PDF, you can enter lengthier power descriptions within cells that will not entirely show up when printed, but can be viewed by scrolling when viewing the PDF electronically.
  - Since Ránulé is 4th level, she has 6 universal or kall Dawning-tier powers to choose, and 2 universal or kall Beginning-tier (or lower-tier) powers to choose. Table 5.10 (in Chapter 5) provides a reference list of powers.
- On the calculations scroll, mark down any mods (bonuses or penalties) that your chosen powers generate for stats such as defenses, hasten, grit, strive, combat and travel speeds, jump distances, burden weights, physical attacks, magical attacks, or lifeskills.
- Rulebook References:** Chapter 3 [pages 41–43 (softcover/e-book); pages 42–44 (hardcover)] and Chapter 5 [pages 82–168 (softcover/e-book); pages 84–174 (hardcover)].
  - Character Scroll:
    - Powers:* In looking at Table 5.10, I choose the following Dawning-tier powers—*way of the skirmisher*, *aspect of assassin*, *yoked musculature*, *honed anticipation*, *facilitate willpower*, *arcane shadow*. I also choose the following Beginning-tier powers—*wrecking blows*, *arcane acidray*. Normally as an assaulter, Ránulé could not have accessed *arcane shadow* or *arcane acidray*, but since she took *aspect of assassin*, she was able to then use two instances of *aspect procurement* to access *arcane shadow* and *arcane acidray*. Further, as a clerical-assaulter, she automatically gains access to *magic channeling*, *magic countering*, *magic deciphering* and *magic sensing*, which I will mark right after *grappling – standard*. However, for *magic channeling*, *magic countering*, *magic deciphering*, *magic sensing*, *arcane shadow* and *arcane acidray*, she will have to expend 1 extra pneuma to execute each of those powers (compared to a true cleric). Some of her powers grant her statistical power bonuses...
      - Way of the Skirmisher: Allows multiple options for +1 power bonuses. She chooses to gain a +1 to strike with melee and barrage weapon attacks, as well as a +1 power bonus to maximum walking speed.
      - Aspect of Assassin: Allows multiple options for roottrait scores for physical and magical attacks. She chooses her Glt score for both physical and magical attack strikes, with Lth for her physical attack harm and Wis for her magical attack harm. This power grants +1 power bonuses to *lurk*, *toil*, *tumble* and *wile*.
      - Yoked Musculature: Provides a bonus 19 pounds to her unburdened carrying capacity. When added to the existing 13 pounds for being an oerc with a Brw score of 2, she can carry up to 32 pounds before she starts incurring burden penalties to affected statistics (Nml, speed, certain lifeskills.).
      - Honed Anticipation: Grants her a +2 power bonus to Nml.

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- ❖ *Hasten*: +1

HASTEN	
SCORE:	+1

- ❖ *Grit*: 27 maximum; 13 impaired; 6 traumatized; 3 healing mod

GRIT	
MAXIMUM:	27
IMPAIRED:	13
TRAUMATIZED:	6
HEALING MOD:	3
CURRENT TALLY:	27

- ❖ *Strive*: 15 maximum; 7 fatigued; 3 exhausted; 45 hold breath

STRIVE	
MAXIMUM:	15
FATIGUED:	7
EXHAUSTED:	3
CURRENT TALLY:	15
HOLD BREATH:	45

- ❖ *Jump Distance*: 3 stand hop; 4 run hop; 6 stand leap; 10 run leap

JUMP DISTANCE	
STAND HOP:	3
RUN HOP:	4
STAND LEAP:	6
RUN LEAP:	10

- ❖ *Burden Weight*: 32 unburdened; 208 press lift; 144 thrust lift; 320 dead lift

BURDEN WEIGHT	
BURDEN LOAD:	
UNBURDENED:	32
PRESS LIFT:	208
THRUST LIFT:	144
DEAD LIFT:	320
BURDEN PENALTY:	

- ❖ *Physical Attacks*: Ránulé will use Glt for her strike roottrait and Lth for her harm roottrait, yielding a +4 melee strike mod; +4 barrage strike mod; +2 melee harm mod [ $\times 1$ ]; +1 melee harm mod [ $\times \frac{1}{2}$ ] ( $\uparrow$ ); +2 barrage harm mod [ $\times 1$ ]; +1 barrage harm mod [ $\times \frac{1}{2}$ ] ( $\uparrow$ ).

» Per Chapter 5 [pages 69–70 (softcover/e-book); pages 71–72 (hardcover)], physical attacks are normally governed by a combination of Brw and Lth, while magical attacks are governed by a combination of Smt, Wis or Glt—in each case, a different roottrait contributes to the total attack strike mod and total attack harm mod. However, since Ránulé’s highest roottrait is Glt (a score of 3), *aspect of assassin* benefits her by letting her use Glt along with either Brw or Lth for her physical attacks. For physical attacks, she chooses Glt and Lth (substituting Glt for Brw), as she plans to focus mainly on stacking Glt and Lth in the future.

PHYSICAL ATTACKS			
STRIKE ROOTTRAIT:	Glt	HARM ROOTTRAIT:	Lth
MELEE STRIKE MOD:	+4	MELEE HARM MOD [ $\times 1$ ]:	+2
BARRAGE STRIKE MOD:	+4	BARRAGE HARM MOD [ $\times 1$ ]:	+2
		MELEE HARM MOD [ $\times \frac{1}{2}$ ] ( $\uparrow$ ):	+1
		BARRAGE HARM MOD [ $\times \frac{1}{2}$ ] ( $\uparrow$ ):	+1

- ❖ *Magical Attacks*: She’ll use Glt for her strike roottrait and Wis for her harm roottrait, yielding a +3 strike mod; +1 harm mod [ $\times 1$ ]; +1 harm mod [ $\times \frac{3}{4}$ ] ( $\uparrow$ ); +1 harm mod [ $\times \frac{1}{2}$ ] ( $\uparrow$ ); +1 harm mod [ $\times \frac{1}{4}$ ] ( $\uparrow$ ).

» Per the above note, Ránulé must focus on some combination of Smt, Wis and Glt as the attack strike and attack harm roottraits for her magical attacks. She chooses Glt and Wis. To maximize her attack strike and harm mods for both physical and magical attacks, she’d normally have to focus on four roottraits (Brw, Lth, Wis, Glt). However, since *aspect of assassin* lets her incorporate Glt into both types of attacks, she can now focus on only three roottraits (Lth, Wis, Glt) while still maximizing her physical and magical attacks.

MAGICAL ATTACKS					
STRIKE ROOTTRAIT:	Glt	HARM ROOTTRAIT:	Wis		
STRIKE MOD:	+3	HARM MOD [ $\times 1$ ]:	+1		
		HARM MOD [ $\times \frac{3}{4}$ ] ( $\uparrow$ ):	+1		
		HARM MOD [ $\times \frac{1}{2}$ ] ( $\uparrow$ ):	+1		
		HARM MOD [ $\times \frac{1}{4}$ ] ( $\uparrow$ ):	+1		

- *Arcane Acidray*: I’ll fill in the information for *arcane ray*, having chosen the *arcane acidray* version of the power. For the harm mod, *arcane ray* uses the [harm mod [ $\times \frac{3}{4}$ ] ( $\uparrow$ )] calculation, which is +1 for Ránulé.

POWER:	TYPE / RANGE / TARGETS OR AREA:	PNEUMA:	HARM CATEGORY:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
						STA:	IMP:	ADV:	
Arcane Acidray	Targeted Barrage 40	1	Rasp	Nml	+3	1d8	5	8	+1
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):									

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- ❖ **Special Powers:** As noted previously, the entire power descriptions may not be visible if I print the character scroll, but the black-highlighted plus **+** signs show where the PDF will scroll if I'm viewing it electronically.

SPECIAL POWERS			
POWER:	PNEUMA:	ACTION:	EFFECTS:
Tough Chassis	0	None	If impaired, only suffers a -2 penalty to affected statistics; if traumatized, only suffers a -4 penalty to affected statistics. Can fall a base of 4 cubes before starting to suffer falling harm, instead of a base of 2 cubes (like other mortals).
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant   2 pneuma   Grants bonus resistant wreck 1; +1 power bonus to walking speed; and avail:1 on dive and fall checks.   Duration 1 encounter.		
Wakeful Slumber [Pending 16th Level]	1 or 2	Ritual	Can simultaneously sleep and keep watch. By expending 1 pneuma, can make inattentive look and search checks while sleeping; by expending 2 pneuma, can make attentive look and search checks.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Grappling--Standard	0	Utilization	Grants the ability to wrestle a target; this employs a utilization action and a standard grappling strike roll to try to initiate a counter-grapple challenge; cannot escalate an improved or advanced grappling strike roll. Grappling strike has range 0, so
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Magic Channeling	4	Ceremony	Can wield magical powers through the aid of a conduit. To wield conduit safely, must entwine conduit through self. Can at most entwine three conduits at a time.   Duration indefinite.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Magic Countering	2	Adjuvant	Initiate a counter-magic challenge, pitting the magic within self versus that of another creature. Challenge begins upon own turn and assails a susceptible ongoing magical effect, per the trial-resolution system. The ongoing effect could be anything
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Magic Deciphering	2	Ambulation or Utilization	Try to read and write magical symbols for the duration; magical languages are wholly symbolic or pictographic (rather than phonetic), based on markings that each have individual meaning, so basic literacy is not required.   Duration 1 hour.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Magic Sensing	2	Ritual	Feel magic within objects that are imbued with magical power. Cannot sense or evaluate magic contained within other creatures, such as the scope of a rival cleric's magical prowess and powers. Affects an aura of range 5. Within affected aura
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Way of the Siskrisher	0	None	Grants +1 power bonus to strike with melee and barrage weapon attacks; +1 power bonus to maximum walking speed.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Aspect of Assassin	0	None	Under the authority of all clerics, assaulter studies and gains access to universal magic; can only use staves as conduits. Bestows the following benefits:
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Yoked Musculature	0	None	Increases unburdened carrying capacity by 19 pounds.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Honed Anticipation	0	None	Grants +2 power bonus to Nml defense.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Facilitate Willpower	3	Adjuvant	Using calm words to help his allies stay focused, assaulter promotes mental toughness and unbreakable concentration, allowing them to better guard their minds against attacks that undermine their thoughts. Affects up to 5 creatures. Grants
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Arcane Shadow	2	Ambulation or Utilization	Designates a tiny emanation point for tendrils of darkness that reach out in all directions, shadowing an orb. Chooses darkness's intensity, which can range from that of faint dimness to total blackness, producing weak to full obscurement.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Wrecking Blows	2	Adjuvant	This power can be executed with any weapon. Any time assaulter inflicts wreck harm with a weapon attack, whether beating, chopping, rending or stabbing, adds necmagic 1d4 wreck harm to each hit.   Duration 1 encounter.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			

## ➤ Calculations Scroll:

- ❖ **Defenses Calculations (Power Mod Cell - Nml):** 2 (per honed anticipation)

OERC ASSAULTER-ASSASSIN						DEFENSES CALCULATIONS								
Defense:	Total Score:	Base:	Tier Value:	Folk Mod:	Kall Mod:	Roottrait Mod:	Roottrait Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Nml		10	2	1	2	2	2	2						
Ftl		10	2	2	1	2	3							
Mfl		10	2	0	0	1	3							

- ❖ **Hasten Calculations (Total Score Cell):** No chosen power grants a bonus to hasten, so this section can be completed for the character scroll.

HASTEN CALCULATIONS				
Total Score:	Wis Mod:	Power Mod:	Power Mod:	Object Mod:
+1	1			

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- ❖ **Grit Calculations (Total Score Cells):** No chosen power grants a bonus to grit, so this section can be completed for the character scroll.

GRIT CALCULATIONS									
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:	
Maximum:	27	5	4	2	2	4	10		
Impaired:	13	Impaired Threshold = $[\frac{1}{2} \times (\text{max grit})]$ (↓)							
Traumatized:	6	Traumatized Threshold = $[\frac{1}{4} \times (\text{max grit})]$ (↓)							
Healing Mod:	3	Healing Modifier = $[\frac{1}{2} \times (\text{tier} + \text{Brw})]$ (↑)							

- ❖ **Strive Calculations (Total Score Cells):** No chosen power grants a bonus to strive, so this section can be completed for the character scroll, including bonuses from *dive* (+1 for standard), *toil* (+1 for standard) and *tumble* (+2 for improved).

STRIVE CALCULATIONS									
Relevant Lifeskills = Dive; Toil; Tumble	Total Score:	Base:	Brw Mod:	Folk Mod:	Power Mod:	Object Mod:	Dive Mod: +1 [sta] +4 [imp]; +7 [adv]	Toil Mod: +1 [sta] +3 [imp]; +5 [adv]	Tumble Mod: +1 [sta]; +2 [imp]; +3 [adv]
Maximum:	15	5	2	4			1	1	2
Fatigued:	7	Fatigued Threshold = $[\frac{1}{2} \times (\text{max strive})]$ (↓)							
Exhausted:	3	Exhausted Threshold = $[\frac{1}{4} \times (\text{max strive})]$ (↓)							
Hold Breath:	45	Hold Breath = $[3 \times (\text{max strive})] + \text{Mods}$							

- ❖ **Combat and Travel Speed Calculations (Power Mod Cell):** 1 (per way of the skirmisher)

COMBAT AND TRAVEL SPEED CALCULATIONS										
Relevant Lifeskills = Tail (Walk/Climb); Dive (Swim)	Total Score:	Folk Base:	Lth Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Sprint Walk:		2	2	1						

- ❖ **Jump Distance (Total Score Cells):** Due to improved *tumble*, she starts with a base of 2 feet for stand hop, 3 for run hop, 4 for stand leap and 7 for run leap, plus fractions/multipliers of her Lth score based on improved *tumble*. This section can be completed for the character scroll.

JUMP DISTANCE CALCULATIONS											
Relevant Lifeskills = Tumble	Total Score:	Standard Base:	Improved Base:	Advanced Base:	Faun Mod:	Lth Mod:			Power Mod:	Power Mod:	Object Mod:
Stand Hop:	3	1	2	3	1	1	$+\frac{1}{2} \times \text{Lth}$ (↑) [sta]	$+\frac{1}{2} \times \text{Lth}$ (↑) [adv]			
Run Hop:	4	2	3	4	2	1	$+\frac{1}{4} \times \text{Lth}$ (↑) [sta]	$+\frac{1}{4} \times \text{Lth}$ (↑) [adv]			
Stand Leap:	6	3	4	5	3	2	$+\frac{1}{2} \times \text{Lth}$ (↑) [sta]	$+\frac{1}{2} \times \text{Lth}$ (↑) [imp]	$+\frac{1}{4} \times \text{Lth}$ (↑) [adv]		
Run Leap:	10	5	7	10	5	3	$+(1 \times \text{Lth})$ [sta]	$+(1 \frac{1}{2} \times \text{Lth})$ (↑) [imp]	$+(2 \times \text{Lth})$ [adv]		

- ❖ **Burden Weight (Total Score Cells):** Due to *yoked musculature*, this section can now be mostly completed.

BURDEN WEIGHT CALCULATIONS							
	Total Score:	Folk Mod:				Power Mod:	Object Mod:
Unburdened:	32	13					19
Press Lift:	208	Press Lift = $[6 \frac{1}{2} \times (\text{unburdened carrying capacity})]$ (↑)					
Thrust Lift:	144	Thrust Lift = $[4 \frac{1}{2} \times (\text{unburdened carrying capacity})]$ (↑)					
Dead Lift:	320	Dead Lift = $[10 \times (\text{unburdened carrying capacity})]$					
Burden Penalty:		* Burden Penalty = -1 penalty for each 5% excess weight increment above unburdened carrying capacity * Total Excess Weight = (weapons + conduits + armors + shields + donned or carried combat gear) - (unburdened carrying capacity) * Excess Weight Penalty Increment = (dead lift maximum) - (unburdened carrying capacity) * 0.05 * Based upon excess weight carried, calculate number of 5% excess weight increments above unburdened carrying capacity					

- ❖ **Physical Attacks Calculations (Roottrait Mod Cells):** 3 melee strike mod; 3 barrage strike mod; 2 melee harm mod [×1]; 2 barrage harm mod [×1]
- ❖ **Physical Attacks Calculations (Power Mod Cells):** 1 melee strike mod; 1 barrage strike mod
- ❖ **Physical Attacks Calculations (Total Score Cells):** +4 melee strike mod; +4 barrage strike mod; +2 melee harm mod [×1]; +2 barrage harm mod [×1]; +1 melee harm mod [×½] (↑); +1 barrage harm mod [×½] (↑); this section can be completed for the character scroll.

PHYSICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Melee Strike Mod:	+4	3	1		
Barrage Strike Mod:	+4	3	1		
Melee Harm Mod [×1]:	+2	2			
Barrage Harm Mod [×1]:	+2	2			
Melee Harm Mod [×½] (↑):	+1	For dual/paired physical attacks, the normal harm mods are halved (rounded up)			
Barrage Harm Mod [×½] (↑):	+1				

- ❖ **Magical Attacks Calculations (Roottrait Mod Cells):** 3 strike mod; 1 harm mod [×1]
- ❖ **Magical Attacks Calculations (Total Score Cells):** +3 strike mod; +1 harm mod [×1]; +1 harm mod [×¾] (↑); +1 harm mod [×½] (↑); +1 harm mod [×¼] (↑); this section can be completed for the character scroll.

# ALPENGARD CHARACTER-BUILDING GUIDE

MAGICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Strike Mod:	+3	3			
Harm Mod [ $\times 1$ ]:	+1	1			
Harm Mod [ $\times \frac{3}{4}$ ] (f):	+1				
Harm Mod [ $\times \frac{1}{2}$ ] (f):	+1				
Harm Mod [ $\times \frac{1}{4}$ ] (f):	+1				

For some magical attacks, the normal harm mods are three-quartered, halved, or quartered (rounded up)

## ❖ Lifeskills Calculations (Power Mod Cells): 1 lurk; 1 toil; 1 tumble; 1 wile

LIFESKILLS CALCULATIONS												
Lifeskill:	Total Score:	Folk Mod:	Roottrait Mod: (Combined Maximum 12)	Primary Roottrait:	Secondary Roottrait:	Training Mod (+0 [sta], +1 [imp], +2 [adv]):	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Barter				(1×Smt)	(1×Glt) (↓)							
Brew			0 + 0	(1×Smt)	(1×Wis) (↓)	0						
Chop				(1×Smt)	(1×Lth) (↓)							
Clout			3 + 0	(1×Glt)	(1×Smt) (↓)	0						
Cook			3 + 0	(1×Glt)	(1×Wis) (↓)	0						
Deepfare				(1×Wis)	(1×Brw) (↓)							
Dive			2 + 1	(1×Brw)	(1×Lth) (↓)	0						
Farlore				(1×Glt)	(1×Smt) (↓)							
Farm				(1×Wis)	(1×Smt) (↓)							
Flaunt				(1×Glt)	(1×Lth) (↓)							
Heed			1 + 1	(1×Wis)	(1×Glt) (↓)	0						
Herd				(1×Brw)	(1×Glt) (↓)							
Hew				(1×Smt)	(1×Brw) (↓)							
Landfare			1 + 1	(1×Wis)	(1×Brw) (↓)	0						
Look			1 + 1	(1×Wis)	(1×Glt) (↓)	1						
Lurk			2 + 0	(1×Lth)	(1×Wis) (↓)	0		1				
Mish				(1×Glt)	(1×Smt) (↓)							
Mend				(1×Smt)	(1×Lth) (↓)							
Mingle			3 + 0	(1×Glt)	(1×Smt) (↓)	0						
Nighlore				(1×Smt)	(1×Wis) (↓)							
Seafare				(1×Glt)	(1×Brw) (↓)							
Search			0 + 0	(1×Smt)	(1×Wis) (↓)	0						
Smith			0 + 1	(1×Smt)	(1×Brw) (↓)	0						
Tau				(1×Wis)	(1×Brw) (↓)							
Toil		1	2 + 1	(1×Brw)	(1×Glt) (↓)	0		1				
Trick		1	2 + 1	(1×Lth)	(1×Glt) (↓)	0						
Tumble			2 + 0	(1×Lth)	(1×Smt) (↓)	1		1				
Weave				(1×Wis)	(1×Lth) (↓)							
Wile			3 + 0	(1×Glt)	(1×Wis) (↓)	0		1				
Writ				(1×Smt)	(1×Lth) (↓)							

## STEP 10: CHOOSE YOUR ARMOR AND SHIELD (IF ANY)

- With your starting money, purchase your character's armor and shield, if you want to use any. This is the best place to start your purchases, since it will allow you complete statistics for your defenses, speed and lifeskills. Technically, you could still end up with an extra burden penalty to your Nml defense, speed, and *dive*, *lurk*, *toil*, *tumble* and *wile* lifeskills, but if you plan carefully, your character will not directly carry too much weight – it is wise to buy a pack animal that can carry extra gear, especially if your character is part of a PC party that can pool monetary resources.
- On the character scroll, mark your armor and shield.
  - » Per Chapter 7, you start with  $[30 \times \text{tier}] + [9 \times (1 \times \text{tier})^2]$  golds.
  - » As Ránulé is 4th level, the start of the Beginning tier (tier 2), she starts with 96 golds. Assuming superior- and exceptional-quality items are unavailable to her, she'll purchase common-quality armor (I've decided not to give her a shield, as I want her to be able to wield weapons with both hands). To strike a balance between the protection afforded by armor and the penalties from armor restricting motion (as well as to ensure the armor isn't too heavy, since her unburdened maximum is 32 pounds), I decide that Ránulé will wear common-quality leather armor, costing her 30 golds and granting bonus resistant *wreck* 5 and resistant *whelm* 1, with a -2 penalty to affected lifeskills (weighing 14 pounds). For flavor, I'll assume the common-quality leather armor is made of yakhide (mediocre craftsmanship + midgrade materials). To leave room for weapons in this portion of my character scroll, I'll mark down the armor at the bottom of the Weapons • Conduits • Armors • Shields section.
- Rulebook References:** Chapter 7 [pages 186–188 (softcover/e-book); pages 193–195 (hardcover)].

### ➤ Character Scroll:

- ❖ Defenses: 21 Nml; 20 Ftl; 16 Mfl

DEFENSES	
NML:	21
FTL:	20
MFL:	16

# ALPENGARD CHARACTER-BUILDING GUIDE

- ❖ *Combat Speed and Travel Speed*: 5 sprint walk; 1 stride walk; 2 sprint swim; 1 stride swim; 1 sprint climb; 1 stride climb; 3 jog walk; 2 march walk; 1 jog swim; 1 march swim; 1 jog climb; 1 march climb

COMBAT SPEED		TRAVEL SPEED	
SPRINT WALK:	5	JOG WALK:	3
STRIDE WALK:	1	MARCH WALK:	2
SPRINT SWIM:	2	JOG SWIM:	1
STRIDE SWIM:	1	MARCH SWIM:	1
SPRINT CLIMB:	1	JOG CLIMB:	1
STRIDE CLIMB:	1	MARCH CLIMB:	1

- ❖ *Harm Yields*: -6 wreck; -2 whelm; ±0 flare; -1 frost; ±0 gleam; ±0 gloom; ±0 rasp; -1 rot; ±0 shake; ±0 shock

HARM YIELDS			
CATEGORY:	SCORE:	CATEGORY:	SCORE:
WRECK:	-6	LOGOS:	±0
WHELM:	-2	CHAOS:	•
FLARE:	±0	CHARIS:	•
FROST:	-1	HUBRIS:	±0
GLEAM:	±0	HALLOW:	•
GLOOM:	±0	HEINOUS:	±0
RASP:	±0		
ROT:	-1		
SHAKE:	±0		
SHOCK:	±0		

±0 = SUSCEPTIBLE  
 -(NUMBER) = RESISTANT  
 +(NUMBER) = VULNERABLE  
 • = IMMUNE

- ❖ *Lifeskills*: ±0 brew; +3 clout; +3 cook; +1 dive; +2 heed; +2 landfare; +3 look; +1 lurk; +3 mingle; ±0 search; +1 smith; +3 toil; +4 trick; +2 tumble; +2 wile

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:		
BREW:	Sta	±0
CHIP:		
CLOUT:	Sta	+3
COOK:	Sta	+3
DEEPPARE:		
DIVE:	Sta	+1
FARLORE:		
FARM:		
FLAUNT:		
HEED:	Sta	+2
HERD:		
HEW:		
LANDFARE:	Sta	+2
LOOK:	Imp	+3
LURK:	Sta	+1
MASH:		
MEND:		
MINGLE:	Sta	+3
NIGHLORE:		
SEAFARE:		
SEARCH:	Sta	±0
SMITH:	Sta	+1
TAW:		
TOIL:	Sta	+3
TRICK:	Sta	+4
TUMBLE:	Imp	+2
WEAVE:		
WILE:	Sta	+2
WRIT:		

- ❖ *Weapons • Conduits • Armors • Shields*: Transcribe leather armor and related stats.

WEAPONS • CONDUITS • ARMORS • SHIELDS	ENTWINE SLOTS:	RESISTANT BONUSES		PENALTIES			STRIKE BONUS:	HARM BONUS:	WEIGHT:
		WRECK:	WHELM:	LIFESKILLS:	SPEED:	NML:			
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:									
Mediocre yakhide leather armor (common)	0	-5	-1	-2	±0	±0	-	-	14

➤ Calculations Scroll:

- ❖ *Defenses (Total Score Cells)*: With no armor, shield or burden penalties, this section can be completed for the character scroll.

# ALPENGARD CHARACTER-BUILDING GUIDE

OERC ASSAULTER-ASSASSIN					DEFENSES CALCULATIONS									
Defense:	Total Score:	Base:	Tier Value:	Folk Mod:	Kall Mod:	Roottrait Mod:	Roottrait Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Nml	21	10	2	1	2	2	2	2						
Ftl	20	10	2	2	1	2	2	3						
Mfl	16	10	2	0	0	1	1	3						
Nml Roottrait Score Combinations [Highest Total] = (Lth + Smt) or (Lth + Wis) or (2×Lth)														
Ftl Roottrait Score Combinations [Highest Total] = (Brw + Lth) or (Brw + Glt) or (2×Brw)														
Mfl Roottrait Score Combinations [Highest Total] = (Smt + Wis) or (Smt + Glt) or (Wis + Glt)														

❖ **Combat and Travel Speed Calculations (Total Score Cells):** With no armor, shield or burden penalties, this section can be completed for the character scroll.

COMBAT AND TRAVEL SPEED CALCULATIONS											
Base/Resistant Lifeskill = Tot (Walk/Climb); Dice (Swim)	Total Score:	Folk Base:	Lth Mod:	Power Mod:	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:	
Sprint Walk:	5	2	2	1							
Jog Walk:	3	Jog Walk = $\frac{1}{2} \times (\text{sprint walk}) \times (\text{sta})$ ; $\frac{1}{3} \times (\text{sprint walk}) \times (\text{imp})$ ; $\frac{1}{4} \times (\text{sprint walk}) \times (\text{adv})$									
March Walk:	2	March Walk = $\frac{1}{4} \times (\text{sprint walk}) \times (\text{sta; imp})$ ; $\frac{1}{8} \times (\text{sprint walk}) \times (\text{adv})$									
Stride Walk:	1	Stride Walk = $\frac{1}{8} \times (\text{sprint walk}) \times (\text{adv})$									
Sprint Swim:	2	Sprint Swim = $\frac{1}{2} \times (\text{sprint swim}) \times (\text{sta})$ ; $\frac{1}{3} \times (\text{sprint swim}) \times (\text{imp})$ ; $\frac{1}{4} \times (\text{sprint swim}) \times (\text{adv})$									
Jog Swim:	1	Jog Swim = $\frac{1}{4} \times (\text{sprint swim}) \times (\text{sta; imp})$ ; $\frac{1}{8} \times (\text{sprint swim}) \times (\text{adv})$									
March Swim:	1	March Swim = $\frac{1}{8} \times (\text{sprint swim}) \times (\text{sta; imp})$ ; $\frac{1}{16} \times (\text{sprint swim}) \times (\text{adv})$									
Stride Swim:	1	Stride Swim = $\frac{1}{16} \times (\text{sprint swim}) \times (\text{adv})$									
Sprint Climb:	1	Sprint Climb = $\frac{1}{2} \times (\text{sprint climb}) \times (\text{sta; imp})$ ; $\frac{1}{4} \times (\text{sprint climb}) \times (\text{adv})$									
Jog Climb:	1	Jog Climb = $\frac{1}{4} \times (\text{sprint climb}) \times (\text{sta; imp})$ ; $\frac{1}{8} \times (\text{sprint climb}) \times (\text{adv})$									
March Climb:	1	March Climb = $\frac{1}{8} \times (\text{sprint climb}) \times (\text{sta; imp})$ ; $\frac{1}{16} \times (\text{sprint climb}) \times (\text{adv})$									
Stride Climb:	1	Stride Climb = $\frac{1}{16} \times (\text{sprint climb}) \times (\text{adv})$									

❖ **Harm Yield Calculations (Object Mod Cells and Total Score Cells):** Mark down the resistant *wreck* and *whelm* bonuses from the leather armor; this section can be completed for the character scroll.

HARM YIELD CALCULATIONS				
Category:	Total Score:	Kindred Mod:	Power Mod:	Object Mod:
Wreck	-6	-1		-5
Whelm	-2	-1		-1
Flare	±0			
Frost	-1	-1		
Gloom	±0			
Gloom	±0			
Rasp	±0			
Rot	-1	-1		
Shake	±0			
Shock	±0			
Logos	±0			
Chaos	•	There is no resistance or vulnerability to soulful or spiritual harm; susceptibility and immunity to soulful harm [logos, chaos, zhoru, hubris] and spiritual harm [fellow and hallow] are determined by interview and relationship to Ultimate Truth.		
Hubris	±0			
Hallow	•			
Heinous	±0			

❖ **Lifeskill Calculations (Armor Penalty Cells and Total Score Cells):** With the lifeskills penalty from the armor, this section can be completed for the character scroll.

LIFESKILLS CALCULATIONS												
Lifeskill:	Total Score:	Folk Mod:	Roottrait Mod (Combined Maximum 10):	Primary Roottrait:	Secondary Roottrait:	Training Mod (+0 [sta], +1 [imp], +2 [adv]):	Power Mod:	Power Mod:	Object Mod:	Armor Penalty:	Shield Penalty:	Burden Penalty:
Barter				(1×Smt)	(½×Glt) (↓)							
Brew	±0		0 + 0	(1×Smt)	(½×Wis) (↓)	0						
Chop				(1×Smt)	(½×Lth) (↓)							
Clout	+3		3 + 0	(1×Glt)	(½×Smt) (↓)	0						
Cook	+3		3 + 0	(1×Glt)	(½×Wis) (↓)	0						
Deepfare				(1×Wis)	(½×Brw) (↓)							
Dive	+1		2 + 1	(1×Brw)	(½×Lth) (↓)	0				-2		
Farlore				(1×Glt)	(½×Smt) (↓)							
Farm				(1×Wis)	(½×Smt) (↓)							
Flaunt				(1×Glt)	(½×Lth) (↓)							
Heed	+2		1 + 1	(1×Wis)	(½×Glt) (↓)	0						
Herd				(1×Brw)	(½×Glt) (↓)							
Hew				(1×Smt)	(½×Brw) (↓)							
Landfare	+2		1 + 1	(1×Wis)	(½×Brw) (↓)	0						
Look	+3		1 + 1	(1×Wis)	(½×Glt) (↓)	1						
Lurk	+1		2 + 0	(1×Lth)	(½×Wis) (↓)	0				-2		
Mash				(1×Glt)	(½×Smt) (↓)							
Mend				(1×Smt)	(½×Lth) (↓)							
Mingle	+3		3 + 0	(1×Glt)	(½×Smt) (↓)	0						
Nighlore				(1×Smt)	(½×Wis) (↓)							
Seafare				(1×Glt)	(½×Brw) (↓)							
Search	±0		0 + 0	(1×Smt)	(½×Wis) (↓)	0						
Smith	+1		0 + 1	(1×Smt)	(½×Brw) (↓)	0						
Taw				(1×Wis)	(½×Brw) (↓)							
Toil	+3	1	2 + 1	(1×Brw)	(½×Glt) (↓)	0	1			-2		
Trick	+4	1	2 + 1	(1×Lth)	(½×Glt) (↓)	0						
Tumble	+2		2 + 0	(1×Lth)	(½×Smt) (↓)	1	1			-2		
Weave				(1×Wis)	(½×Lth) (↓)							
Wile	+2		3 + 0	(1×Glt)	(½×Wis) (↓)	0	1			-2		
Writ				(1×Smt)	(½×Lth) (↓)							

# ALPENGARD CHARACTER-BUILDING GUIDE

## STEP 11: CHOOSE YOUR WEAPONS, CONDUITS AND REMAINING EQUIPMENT

- With your remaining money, purchase the equipment you need for your adventuring career.
- On the character scroll, write down all your equipment, splitting your gear between Donned or Carried Combat Gear (i.e. what your character directly wears or carries at all times) and Hauled or Stowed Travel Gear (i.e. what your character hauls but drops before combat, or stows on a pack animal).
  - » After purchasing her armor, Ránuléf has 66 golds remaining. To avoid a burden penalty, I'll need to make sure she carries at most 32 pounds (including her armor). I'll choose a wide variety of gear to ensure she's well equipped, starting with her weapons and conduit. Although she has a barrage magical attack (*arcane acidray*), it costs her 1 pneuma to execute that power, so in addition to buying weapons for melee attacks, I'll want to make sure she has at least one weapon that can be used for barrage attacks at a decent range, so she can conserve pneuma. She will also purchase some magical *scaldsalt balm* for emergency healing (a common magical healing item most GMs will allow to be purchased at the start of an adventurer's career).
  - » Although I won't list the process of every last purchase here in the *Alpengard Character-Building Guide*, I will keep careful track of my character's money (starting with the remaining 66 golds and deducting each item), as well as the weight of each object so I can ensure she doesn't exceed her 32-pound unburdened threshold.
- **Rulebook References:** Chapter 7 [pages 189–199 (softcover/e-book); pages 196–206 (hardcover)] and Chapter 8 [pages 213–214 (softcover/e-book); pages 221 (hardcover)].

### ➤ Character Scroll:

- ❖ **Burden Weight:** 32 burden load; ±0 burden penalty

BURDEN WEIGHT	
BURDEN LOAD:	32
UNBURDENED:	32
PRESS LIFT:	208
THRUST LIFT:	144
DEAD LIFT:	320
BURDEN PENALTY:	±0

- ❖ **Coins:** 1 gold; 2 silvers; 5 coppers (to save weight, I converted 7 golds to a blue agate gem worth 7 golds and marked it under Donned or Carried Combat Gear, along with the "coins" weight)

COINS	
GOLDS:	1
SILVERS:	2
COPPERS:	5
PLATINUMS:	0
ELECTRUMS:	0
BRASSES:	0

- ❖ **Weapons • Conduits • Armors • Shields:** Staff, spikepick, quickbow.

WEAPONS • CONDUITS • ARMORS • SHIELDS	ENTWINE SLOTS:	RESISTANT BONUSES			PENALTIES			STRIKE BONUS:	HARM BONUS:	WEIGHT:
		WRECK:	WHELM:	LIFESKILLS:	SPEED:	NML:				
Mediocre pinewood staff (common)	0	–	–	–	–	–	±0	±0	3	
Mediocre iron-oakwood spikepick (common)	0	–	–	–	–	–	±0	±0	5	
Mediocre yewwood quickbow (common)	0	–	–	–	–	–	±0	±0	2	
Mediocre yakhide leather armor (common)	0	-5	-1	-2	±0	±0	–	–	14	

- ❖ **Donned or Carried Combat Gear and Hauled or Stowed Travel Gear:** Assorted items.

DONNED OR CARRIED COMBAT GEAR			HAULED OR STOWED TRAVEL GEAR		
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:	ENTWINE SLOTS:	WEIGHT:	OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:	ENTWINE SLOTS:	WEIGHT:
Extraordinary garments; pouches (3)	0	3.75	Backpack; bedroll; blanket	0	8
Quiver; 20 arrows	0	3.5	Waterskins (3); waymeat (24)	0	21
Scaldsalt balm [apex]: 2 doses	0	0.5	Flint and iron; whetstone; torches (4)	0	5.75
Coins; blue agate (7 golds)	0	0.25	Hempen rope [100 feet]; grappling hook	0	22

### ➤ Calculations Scroll:

- ❖ **Burden Weight Calculations (Total Score Cell – Burden Penalty): ±0**

BURDEN WEIGHT CALCULATIONS								
	Total Score:	Folk Mod:				Power Mod:	Object Mod:	
		$A_{eff} = [4 + (1 \times Brw^2)] (1) + D_{weorg} = [10 + (1 \times Brw^2)] (1) + F_{aim} = [2 + (1 \times Brw^2)] (1) + O_{erc} = [8 + (1 \times Brw^2)] (1) + S_{eak} = [6 + (1 \times Brw^2)] (1)$						
Unburdened:	32		13			19		
Press Lift:	208	Press Lift = $[6 \times (unburdened\ carrying\ capacity)] (1)$						
Thrust Lift:	144	Thrust Lift = $[4 \times (unburdened\ carrying\ capacity)] (1)$						
Dead Lift:	320	Dead Lift = $[10 \times (unburdened\ carrying\ capacity)] (1)$						
Burden Penalty:	±0	• Burden Penalty = -1 penalty for each 3% excess weight increment above unburdened carrying capacity • Total Excess Weight = (weapons + conduits + armors + shields + donned or carried combat gear) - (unburdened carrying capacity) • Excess Weight Penalty Increment = [(dead lift maximum) - (unburdened carrying capacity)] × 0.05 • Based upon excess weight carried, calculate number of 3% excess weight increments above unburdened carrying capacity						

# ALPENGARD CHARACTER-BUILDING GUIDE

## STEP 12: FILL IN YOUR WEAPONS AND STANCES

- On the character scroll, fill in your physical attack options (including weapon ranges) with your weapons and related stances. You may need to list each weapon multiple times, as it could be usable in more than one stance. It may be helpful to list weapons with notes like “bothhand”, “mainhand” or “offhand” to keep track of the hands that each weapon-stance combination requires, especially if you use a double held weapon or paired held/heaved weapons in a dual-weapon attack.
  - With her selection of weapons, Ránulé has a lot of attack options. The staff is a both a heavy held weapon and a conduit for her magic powers. Her spikepick is a heavy held weapon, and her quickbow is a heavy hurled weapon. Held weapons are usable for melee attacks, while hurled weapons are usable for barrage attacks; heaved weapons can be used for melee and barrage attacks, but Ránulé is not carrying any heaved weapons.
    - Staff:** Anytime she needs to maximize the harm she inflicts to single targets while making sure she can still invoke her magic, she’ll wield her staff in both hands (offensive stance). But if she wants to take a more guarded posture and lessen the harm she can inflict while improving her parrying option, she can instead wield the staff in her mainhand (transitive stance). Per Table 7.2, her staff has melee range 1.
    - Staff + Spikepick:** She will also frequently wield her staff in her mainhand alongside her spikepick in her offhand (aggressive stance; 2 strikes per turn instead of 1, with harm split for paired weapons), so she can keep the staff in-hand to execute *acidray* and her other magic powers without having to sheathe (or otherwise switch out) the weaponry she carries, while allowing her to attack more targets each turn.
    - Spikepick:** Occasionally, she will wield her spikepick on its own in both hands (offensive stance) or adopt a more guarded posture with the spikepick in her mainhand (transitive stance), but she would likely only do this if she loses her staff, since it’s more advantageous to hold her staff so she can fight in the melee or invoke her magic powers without having to switch between weapons. Per Table 7.2, her spikepick has melee range 1.
    - Quickbow:** Anytime she needs to launch barrage weapon attacks, she’ll wield her quickbow (transitive stance). Per table 7.2, her quickbow has barrage range 15 (short), 30 (medium), 45 (long).
    - Since Ránulé is an assaulter wielding common-quality weapons, I’ll check Table 5.7 to verify the standard, improved and advanced harm for each weapon and stance. Because she is not 16th+ level, she cannot execute advanced harm yet, but I’ll put the numbers there as placeholders. Per Table 5.7, I’ll verify the stance-based resistant *wreck* gained from parrying (if she burns 1 pneuma to parry when wielding her staff or spikepick, or both). Since her quickbow is a hurled weapon (usable only for barrage attacks), she cannot parry with it.
- Rulebook References:** Chapter 5 [pages 69–71, 79, 190 (softcover/e-book); pages 71–73, 81, 197 (hardcover)].

STRIKE ROOTTRAIT: <u>Glt</u>		PHYSICAL ATTACKS				HARM ROOTTRAIT: <u>Lth</u>		
MELEE STRIKE MOD: <u>+4</u>		MELEE HARM MOD [x1]: <u>+2</u>		MELEE HARM MOD [x½] (†): <u>+1</u>			BARRAGE HARM MOD [x½] (†): <u>+1</u>	
BARRAGE STRIKE MOD: <u>+4</u>		BARRAGE HARM MOD [x1]: <u>+2</u>		BARRAGE HARM MOD [x½] (†): <u>+1</u>				
HAND-TO-WIELD / WEAPON / RANGE:	STANCE:	PARRY— WRECK:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
					STA:	IMP:	ADV:	
Bothhand staff: melee 1	Offensive	-2	Nml	<b>+4</b>	1d8+1d6	9	14	<b>+2</b>
Mainhand staff: melee 1	Transitive	-3	Nml	<b>+4</b>	1d12	8	12	<b>+2</b>
Mainhand staff: melee 1 (paired <sup>***</sup> )	Aggressive	-1	Nml	<b>+4</b>	1d8	5	8	<b>+1</b>
Offhand spikepick: melee 1 (paired <sup>***</sup> )	***	***	Nml	<b>+4</b>	1d8	5	8	<b>+1</b>
Bothhand spikepick: melee 1	Offensive	-2	Nml	<b>+4</b>	1d8+1d6	9	14	<b>+2</b>
Mainhand spikepick: melee 1	Transitive	-3	Nml	<b>+4</b>	1d12	8	12	<b>+2</b>
Bothhand quickbow: barrage 15/30/45	Transitive	–	Nml	<b>+4</b>	1d12	8	12	<b>+2</b>

## STEP 13: APPLY ENTWINE SLOTS FOR MAGIC OBJECTS

- On the character scroll, apply any entwine slots needed to empower magic objects; note their effects (if applicable).
  - Ránulé is not starting with any magic objects that require entwine slots, so this section does not apply to her. The only magic objects she possesses are doses of *scaldsalt balm*. Most GMs allow starting characters to buy this item.

## STEP 14: DOUBLE CHECK EVERYTHING FOR ACCURACY

- Thoroughly check both scrolls to ensure your numbers are accurate and fill in any remaining blanks.