

# ALPENGARD CHARACTER-LEVELING GUIDE

Hail, Alpengard Adventurer!

Welcome to the *Alpengard Character-Leveling Guide*, which expands upon the *Character-Building Guide* by taking you step-by-step through the leveling-up process, continuing with the example of Ránulé Direblood (from the *Character-Building Guide*). Ránulé started as a 4th-level character, and this document will regularly be expanded to show how you might level Ránulé to 5th level and beyond.

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

Cheers, and Keep Questing!

-Secg

## ASCENDING TO LEVEL 5

This section shows how to level your character from Level 4 to Level 5. For ascension to Level 5, you gain the following benefits:

- **Rulebook References:** See Table 3.1 in Chapter 3 [page 41 (softcover/e-book); page 42 (hardcover)].
- **Ascend 1 Level:** Ascending 1 level will potentially impact your pneuma, entwine and grit.
- **Remain Same Tier:** Going from Level 4 to Level 5, there is no change in tier, so no tier-related stats will be affected.
- **1 Roottrait Point:** Assign 1 point to any roottrait, up to a maximum score of 4, which is the highest roottrait score for a Beginning-tier character.
- **2 Lifeskills Training Levels:** Assign 2 training levels to any lifeskills, up to a maximum of improved training, since your character won't be able to take advanced training until reaching 16th level (the start of the Helming tier).

### STEP 1: APPLY YOUR LEVEL-CHANGE TO AFFECTED STATISTICS

- Your pneuma, entwine and grit are all affected by your level. Since your entwine is only affected by level and tier, you can complete the entwine calculation, but pneuma and grit may still be affected by your 1 roottrait point.
- On the character scroll, change your level to 5, including your current ascension points (if your GM is using the optional ascension points rule – see Table 3.2 in Chapter 3 [page 47 (softcover/e-book); page 49 (hardcover)]).
  - » I'll mark that Ránulé is now Level 5, with the minimum of 125 ascension points.
- On the calculations scroll, note how the level change affects pneuma, entwine and grit.

#### ➤ Character Scroll:

❖ Level: 5

❖ Ascension: 125

Oerc	Rust	Cold	Assaulter	5	Beginning	2
FOLK	KINDRED	CLIMATE	KALL	LEVEL	TIER	TIER VAL
125	Feminine	5'-11"	167	Deep Rust	Straight Orange	Turquoise
ASCENSION	GENDER	HEIGHT	WEIGHT	SKIN	HAIR	EYES

❖ Entwine: 10

ENTWINE	
MAXIMUM:	10
CURRENT TALLY:	10

#### ➤ Calculations Scroll:

❖ Pneuma [Level Cell]: 5

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
9	5	2	3

❖ Entwine [Half-Level (↑) Cell and Total Score Cell]:  $[\frac{1}{2} \times (5)] (\uparrow) = 3 \rightarrow 3$  and 10

ENTWINE CALCULATIONS			
Total Score:	Base:	Half-Level (↑):	Tier Value:
10	5	3	2

❖ Grit [Level Cell]: 5

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:	27	5	5	2	2	4	10	

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## STEP 2: APPLY YOUR ROOTTRAIT POINT

- On the character scroll, add 1 roottrait point to one of your existing scores, so long as you do not exceed a score of 4. Apply the 1 roottrait point to all affected statistics, including everything from defenses to lifeskills.
- On the calculations scroll, apply the 1 roottrait point to all affected statistics.
  - Ránulé will apply her 1 roottrait point to Glt, raising her Glt score to 4. This will augment her Ftl and Mfl defenses, pneuma, physical attack strike modifier, magical attack strike modifier, and multiple lifeskills.
  - The *aspect of assassin* power lets her use Glt as the strike roottrait for her physical and magical attacks.
- Rulebook References:** Chapter 2 [pages 22–28 (softcover/e-book/hardcover)] and Chapter 6 [page 171 (softcover/e-book); page 177 (hardcover)].

### ➤ Character Scroll:

- ❖ *Roottraits:* Glt = 4

ROOTTRAITS	
BRW:	2
LTH:	2
SMT:	0
WIS:	1
GLT:	4

- ❖ *Defenses:* Ftl = 21; Mfl = 17

DEFENSES	
NML:	21
FTL:	21
MFL:	17

- ❖ *Grit:* Maximum = 28; Impaired = 14; Traumatized = 7

GRIT	
MAXIMUM:	28
IMPAIRED:	14
TRAUMATIZED:	7
HEALING MOD:	3
CURRENT TALLY:	28

- ❖ *Pneuma:* 11

PNEUMA	
MAXIMUM:	11
CURRENT TALLY:	11

- ❖ *Lifeskills:* Since I haven't applied my training levels yet, I'll hold off on adjusting the lifeskills entries on the character scroll.

- ❖ *Physical Attacks:* Melee Strike Mod = +5; Barrage Strike Mod = +5

STRIKE ROOTTRAIT: <u>Glt</u>		PHYSICAL ATTACKS				HARM ROOTTRAIT: <u>Lth</u>			
MELEE STRIKE MOD:	+5	MELEE HARM MOD [xi]:		+2	MELEE HARM MOD [x½](†):		+1		
BARRAGE STRIKE MOD:	+5	BARRAGE HARM MOD [xi]:		+2	BARRAGE HARM MOD [x½](†):		+1		
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	+5	1d8+1d6	9	14	+2	
Mainhand staff: melee 1	Transitive	-3	Nml	+5	1d12	8	12	+2	
Mainhand staff: melee 1 (paired***)	Aggressive	-1	Nml	+5	1d8	5	8	+1	
Offhand spikepick: melee 1 (paired***)	***	***	Nml	+5	1d8	5	8	+1	
Bothhand spikepick: melee 1	Offensive	-2	Nml	+5	1d8+1d6	9	14	+2	
Mainhand spikepick: melee 1	Transitive	-3	Nml	+5	1d12	8	12	+2	
Bothhand quickbow: barrage 15/30/45	Transitive	—	Nml	+5	1d12	8	12	+2	

- ❖ *Magical Attacks:* Strike Mod = +4

MAGICAL ATTACKS											
STRIKE ROOTTRAIT: <u>Glt</u>		HARM MOD [xi]:				HARM MOD [x½](†):				HARM ROOTTRAIT: <u>Wis</u>	
STRIKE MOD: +4		+1				+1				+1	
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	+4	1d8	5	8	+1		

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➤ Calculations Scroll:

- ❖ *Defenses Calculations [Roottrait Mod Cells – Ftl and Mfl]: 4 and 4*

OERC ASSASSIN-ASSAULTER						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	21	10	2	2	1	2	4							
Mfl	17	10	2	0	0	1	4							Armor, shield, and burden penalties only apply to Nml

- ❖ *Pneuma Calculations [Glt Mod Cell and Total Score Cell]: 4 and 11*

PNEUMA CALCULATIONS			
Total Score:	Level:	Tier Value:	Glt Mod:
11	5	2	4

- ❖ *Grit [Total Score Cells]: 28 and 14 and 7*

GRIT CALCULATIONS								
	Total Score:	Base:	Level:	Tier Value:	Brw Mod:	Folk Mod:	Kall Mod:	Power Mod:
Maximum:	28	5	5	2	2	4	10	
Impaired:	14	Impaired Threshold = $\lceil \frac{1}{2} \times (\text{max grit}) \rceil$ (I)						
Traumatized:	7	Traumatized Threshold = $\lceil \frac{1}{4} \times (\text{max grit}) \rceil$ (I)						
Healing Mod:	3	Healing Modifier = $\lceil \frac{1}{2} \times (\text{tier} + \text{Brw}) \rceil$ (I)						

- ❖ *Physical Attacks Calculations [Roottrait Mod Cell and Total Score Cell – Melee Strike Mod and Barrage Strike Mod]: 4 and +5; 4 and +5*

PHYSICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Melee Strike Mod:	+5	4	1		
Barrage Strike Mod:	+5	4	1		
Melee Harm Mod [x1]:	+2	2			
Barrage Harm Mod [x1]:	+2	2			
Melee Harm Mod [x½] (f):	+1	For dual/paired physical attacks, the normal harm mods are halved (rounded up)			
Barrage Harm Mod [x½] (f):	+1				

- ❖ *Magical Attacks Calculations [Roottrait Mod Cell and Total Score Cell – Strike Mod]: 4 and +4*

MAGICAL ATTACKS CALCULATIONS					
	Total Score:	Roottrait Mod:	Power Mod:	Power Mod:	Object Mod:
Strike Mod:	+4	4			
Harm Mod [x1]:	+1	1			
Harm Mod [x¾] (f):	+1	For some magical attacks, the normal harm mods are three-quartered, halved, or quartered (rounded up)			
Harm Mod [x½] (f):	+1				
Harm Mod [x¼] (f):	+1				

- ❖ *Lifeskills Calculations [Roottrait Mods Cells and Total Score Cells]: Adjust All Glt-Affected Lifeskills*

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:
Barber				(1×Smt)	(½×Glt) (4)							
Brew	±0		0 + 0	(1×Smt)	(½×Wis) (4)	0						
Chp				(1×Smt)	(½×Lth) (4)							
Clout	+4		4 + 0	(1×Glt)	(½×Smt) (4)	0						
Cook	+4		4 + 0	(1×Glt)	(½×Wis) (4)	0						
Deepfare				(1×Wis)	(½×Brw) (4)							
Dive	+1		2 + 1	(1×Brw)	(½×Lth) (4)	0				-2		
Farlore				(1×Glt)	(½×Smt) (4)							
Farm				(1×Wis)	(½×Smt) (4)							
Flaunt				(1×Glt)	(½×Lth) (4)							
Heed	+3		1 + 2	(1×Wis)	(½×Glt) (4)	0						
Herd				(1×Brw)	(½×Glt) (4)							
Hew				(1×Smt)	(½×Brw) (4)							
Landfare	+2		1 + 1	(1×Wis)	(½×Brw) (4)	0						
Look	+4		1 + 2	(1×Wis)	(½×Glt) (4)	1						
Lurk	+1		2 + 0	(1×Lth)	(½×Wis) (4)	0	1			-2		
Mash				(1×Glt)	(½×Smt) (4)							
Mend				(1×Smt)	(½×Lth) (4)							
Mingle	+4		4 + 0	(1×Glt)	(½×Smt) (4)	0						
Nighlore				(1×Smt)	(½×Wis) (4)							
Seafare				(1×Glt)	(½×Brw) (4)							
Search	±0		0 + 0	(1×Smt)	(½×Wis) (4)	0						
Smith	+1		0 + 1	(1×Smt)	(½×Brw) (4)	0						
Taw				(1×Wis)	(½×Brw) (4)							
Toil	+4	1	2 + 2	(1×Brw)	(½×Glt) (4)	0	1			-2		
Trick	+5	1	2 + 2	(1×Lth)	(½×Glt) (4)	0						
Tumble	+2		2 + 0	(1×Lth)	(½×Smt) (4)	1	1			-2		
Weave				(1×Wis)	(½×Lth) (4)							
Wile	+3		4 + 0	(1×Glt)	(½×Wis) (4)	0	1			-2		
Writ				(1×Smt)	(½×Lth) (4)							

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## STEP 3: APPLY YOUR LIFESKILL TRAINING LEVELS

- On the character scroll, apply the final adjusted training level changes from the calculations scroll.
- On the calculations scroll, apply the 2 lifeskill training levels and note any statistical changes.
  - Ránulé will apply the first of her lifeskill training levels to take *writ* (untrained to standard), so she can become literate. Then she'll apply the other training level to *trick* (standard to improved), which will come in handy if she ever needs to pick a lock or pilfer a pocket.
- Rulebook References: Chapter 6 [page 171 (softcover/e-book); page 177 (hardcover)].

### ➤ Character Scroll:

#### ❖ Lifeskills:

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:		
BREW:	Sta	±0
CHIP:		
CLOUT:	Sta	+4
COOK:	Sta	+4
DEEPPARE:		
DIVE:	Sta	+1
FARLORE:		
FARM:		
FLAUNT:		
HEED:	Sta	+3
HERD:		
HEW:		
LANDFARE:	Sta	+2
LOOK:	Imp	+4
LURK:	Sta	+1
MASH:		
MEND:		
MINGLE:	Sta	+4
NIGHTLORE:		
SEAFARE:		
SEARCH:	Sta	±0
SMITH:	Sta	+1
TAW:		
TOIL:	Sta	+4
TRICK:	Imp	+6
TUMBLE:	Imp	+2
WEAVE:		
WILE:	Sta	+3
WRIT:	Sta	+1

### ➤ Calculations Scroll:

#### ❖ Lifeskills Calculations [Roottrait Mod Cells, Training Mod Cells and Total Score Cells]: Adjust Trick and Writ

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)	(5×Glt) (↓)							
Brew	±0		0 + 0	(1×Smt)	(5×Wis) (↓)	0						
Chip				(1×Smt)	(5×Lth) (↓)							
Clout	+4		4 + 0	(1×Glt)	(5×Smt) (↓)	0						
Cook	+4		4 + 0	(1×Glt)	(5×Wis) (↓)	0						
Deeppare				(1×Wis)	(5×Brew) (↓)							
Dive	+1		2 + 1	(1×Brew)	(5×Lth) (↓)	0				-2		
Farlore				(1×Glt)	(5×Smt) (↓)							
Farm				(1×Wis)	(5×Smt) (↓)							
Flaunt				(1×Glt)	(5×Lth) (↓)							
Heed	+3		1 + 2	(1×Wis)	(5×Glt) (↓)	0						
Herd				(1×Brew)	(5×Glt) (↓)							
Hew				(1×Smt)	(5×Brew) (↓)							
Landfare	+2		1 + 1	(1×Wis)	(5×Brew) (↓)	0						
Look	+4		1 + 2	(1×Wis)	(5×Glt) (↓)	1						
Lurk	+1		2 + 0	(1×Lth)	(5×Wis) (↓)	0	1			-2		
Mash				(1×Glt)	(5×Smt) (↓)							
Mend				(1×Smt)	(5×Lth) (↓)							
Mingle	+4		4 + 0	(1×Glt)	(5×Smt) (↓)	0						
Nightlore				(1×Smt)	(5×Wis) (↓)							
Seafare				(1×Glt)	(5×Brew) (↓)							
Search	±0		0 + 0	(1×Smt)	(5×Wis) (↓)	0						
Smith	+1		0 + 1	(1×Smt)	(5×Brew) (↓)	0						
Taw				(1×Wis)	(5×Brew) (↓)							
Toil	+4	1	2 + 2	(1×Brew)	(5×Glt) (↓)	0	1			-2		
Trick	+6	1	2 + 2	(1×Lth)	(5×Glt) (↓)	1						
Tumble	+2		2 + 0	(1×Lth)	(5×Smt) (↓)	1	1			-2		
Weave				(1×Wis)	(5×Lth) (↓)							
Wile	+3		4 + 0	(1×Glt)	(5×Wis) (↓)	0	1			-2		
Writ	+1		0 + 1	(1×Smt)	(5×Lth) (↓)	0						

## STEP 4: DOUBLE CHECK EVERYTHING FOR ACCURACY

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