

ALPENGARD CHARACTER SCROLL GUIDE

Hail, Alpengard Adventurer!

Welcome to the *Alpengard 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!

–Secg

CORE MECHANICS AND DICE

Among the unique features of *Alpengard* is *pneuma*, a point-based energy pool that lets you do everything from invoking powers to upgrading dice rolls. *Alpengard* uses 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.

DESIGNING OR SELECTING A CHARACTER

Whether you design your own character or instead select a pregenerated character, you will need to make two key decisions that will affect every aspect of your character – choosing your folk and your kall. The *Alpengard* folks and kalls are fully described in *Alpengard: Tales and Adventurers*, and the below descriptions are drilled down for simplicity:

- **Folk:** Your folk is your ancestry/race/origin. You have five options...
 - » *Aelf*: Fair, graceful mortals, with slender builds balanced by agility and deftness; they have acutely pointed ears, eyes of vibrant colors, and skin with a subtle translucent or metallic quality that lends them a supernatural appearance – similar to classic fantasy elves.
 - » *Dweorg*: Short, stout, burly, hardy mortals known for their strong, well-muscle constitutions and ability to endure even the most difficult trials; they are tough, physically and mentally, but are not the nimblest folk – similar to classic fantasy dwarves and halflings.
 - » *Faun*: Quick, elusive mortals whose heads and upper torsos are similar to those of humans, but whose waists downwards are hairy and end in hooves, mimicking the lower limbs of deer, goats, ibex, oxen, horses, etc. Many have antlers or horns – similar to classic fantasy satyrs.
 - » *Oerc*: Burly yet often lanky mortals who are commonly tall and stocky with long arms, and fangs jutting over their lips; their hides are tough, yet the texture of their skin varies from coarse to leathery to scaly to hairy – similar to classic fantasy half-orcs and half-goblins.
 - » *Scealc*: The humans of *Alpengard* fantasy worlds, coming in the full range of ethnicities found in the real world.
- **Kall:** Your kall is your calling/class/vocation (all magic-users are considered clerics). You have five options...
 - » *Assaulter*: Warriors – anything from a heavily armored knight or samurai to a lightly armored rogue or harrier; can also take powers to access limited magic and become an assassin, bard, paladin, ranger or sentinel.
 - » *Druid*: Wilderness-cherishing clerics who wield natural magic.
 - » *Exarch*: Divinity-worshipping clerics who wield reverential magic.
 - » *Monk*: Transcendence-seeking clerics who wield mystical magic.
 - » *Wizard*: Tangibility-venerating clerics who wield elemental magic.

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READING THE ALPENGARD CHARACTER SCROLL

The following table quickly defines the entries on your character sheet, to give you a frame of reference before you dive into the game. Your Gamemaster can answer any questions you may have.

CHARACTER SCROLL ENTRIES AND INFORMATION	
Folk = ancestry, race, origin	Level = experience level (range 1-30)
Kindred = heritage, 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, vulnerabilities and immunities 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 kalls 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	