

Character Creation

1. Choose lineage: Dwarf, Halfling, Human.
2. Assign 5, 6, 7, 8, 9 to your attributes as desired. If a Dwarf, modify attributes: -2 AGI, +2 RES. If a Halfling, modify attributes: +2 AGI, -2 RES. Refer to Non-Humans sourcebook for all other benefits.
3. Calculate derived attributes.
4. Gain the following skills at +0: Archery, Athletics, Awareness, Initiative, Melee.
5. Choose a career, gain all Service Skills at +0.
6. Make three rolls on the skills table for your chosen career, you may choose the column after your roll. No skill may be higher than 2.
7. Choose a skill from your career table to raise to +2. You may not choose a skill already at +2. If the skill was already at +1 make an extra roll on the skills table per step 6.
8. Choose any two skills to raise to +1. You may not raise a skill that is already +1 or higher.
9. If Human, you may add an additional +1 to any skill that is at least +0 and not already at +2.
10. If Human, pick one Trait.
11. Roll 18+1d6. If a Halfling, add 8. If a Dwarf, multiply by 2. This is your age.
12. Start with 3 Fate Points.

Attributes

Base Attributes

AGI - Agility

CHA - Charisma

PER - Perception

RES - Resolve

STR - Strength

Derived Attributes

WND - Wounded = Agility

HWD - Heavily Wounded = Strength + Agility

DED - Dead = Strength + Agility + Resolve

Attribute Bonuses

0-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+2
15-17	+3

Lineage

Dwarf

- Dwarves gain +2 to their RES and -2 to their AGI attributes.
- Dwarves enjoy a DM+2 to all throws to resist poison, disease, and fear.
- Dwarves see well in the dark, allowing them to see in dim light as in daylight, and only suffer DM-1 to sight-related actions in darkness.
- On a successful Craft throw, a dwarf can gain significant information about any masonry, underground construction, or excavation.

Halfling

- Halflings gain +2 to their AGI and -2 to their RES attributes.
- Halflings are adept at not being seen and thus enjoy DM+1 to Stealth or Surprise rolls in any environment.
- Halflings are excellent pickpockets and thus enjoy DM+2 to Stealth throws aimed at picking someone's pockets.
- Halflings are generally good-natured and gain a DM+2 to any reaction rolls in non-threatening situations. However, they also suffer a DM-2 penalty to any attempts at intimidation.
- Halflings are short-statured. They may not use two-handed weapons or long bows and must use medium-sized weapons, such as swords and war axes, in two hands. They may still use crossbows of any kind, though.

Human

- Humans gain one additional skill point during character creation.
- Humans gain a single trait during character creation.

Careers

Academic

Academics are the educated persons of society. They can read and write (which practically no-one else can), and they often have lucrative jobs amongst the professions or skilled crafts. Many Academics will have started out as Artisans, Clerics, Lawyers or Wizard.

	Service Skills	Specialist Skills
1	Rulership	Religion
2	Craft	Deception
3	Medicine	Riding
4	Persuasion	Alchemy
5	Investigation	Leadership

6	Science	Sorcery
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Ranger

Rangers are independent rural characters. Their lives may have been spent tending animals, or roaming the woodlands or mountains. Such characters might have been Herdsmen, Gamekeepers or Trappers.

	Service Skills	Specialist Skills
1	Survival	Athletics
2	Riding	Investigation
3	Melee	Watercraft
4	Archery	Initiative
5	Stealth	Persuasion
6	Awareness	Animal Handling

Rogue

Rogues live largely by their wits, usually in the cities where they can make a living from the mass of common and gullible people. Typically, they will have been Thieves, Entertainers or Beggars.

	Service Skills	Specialist Skills
1	Streetwise	Archery
2	Craft	Melee
3	Carousing	Rulership
4	Deception	Streetwise
5	Stealth	Jack of All Trades
6	Awareness	Persuasion

Warrior

Warriors come from a fighting background. This is not necessarily the military, but will almost always have involved combat skills of some kind. Warrior characters might have been Pit Fighters, Bodyguards or Mercenaries.

	Service Skills	Specialist Skills
1	Melee	Initiative

2	Archery	Melee
3	Artillery	Athletics
4	Initiative	Leadership
5	Riding	Streetwise
6	Carousing	Animal Handling

Master Skills List

The skills listed here differ slightly from those in the main Sword of Cepheus book, a few have been renamed and a few have been removed. In addition the attribute usually associated with checks against the skill is listed; whenever a skill is tested you will add an attribute to it. Note that it is entirely possible to use a different attribute with any given skill, they are not bound to the usual listed attribute and whether another is appropriate can be determined by the situation within the game.

Alchemy PER

The esoteric art of combining and creating alchemical and chemical substances. Also covers herbalism and poison-making.

Animal Handling CHA

The care and training of animals. Also covers general agriculture.

Archery AGI

Using bows, crossbows, javelins, and other ranged weapons including firearms.

Artillery PER

The use of siege engines such as ballistae, catapults, and cannons.

Athletics STR

The ability to exert oneself physically, used for jumping, climbing, and swimming.

Awareness PER

General situational awareness, usually passive but can be used actively for scouting and shadowing.

Carousing CHA

The art of mingling in social settings to achieve your goals. Also covers gambling.

Craft PER

The ability to maintain, repair, and build mechanical devices of all sorts, from crossbows to cartwheels. Also covers lockpicking.

Deception CHA

Convincingly avoiding the truth and misleading other people.

Initiative PER

Tactical planning and decision making, also used to determine combat order.

Investigation PER

This skill combines keen observation, forensics, research, and detailed analysis.

Jack of all Trades RES

This special skill reduces the unskilled penalty (DM-3) by its level. For example, a character with Jack of all Trades at level 2 would only suffer DM-1 to unskilled rolls. You may not gain more than 3 levels in this skill.

Leadership CHA

Motivating and directing others, often in times of crisis.

Medicine PER

Training in the art of healing, from diagnosis to binding wounds to surgery.

Melee STR

Fighting hand-to-hand, either with a weapon or unarmed.

Religion PER

Knowledge of gods and demons – and the ways to worship them.

Riding AGI

Using animals for transportation, from riding a horse to driving a chariot to riding an elephant.

Rulership CHA

Administration and dealing with realms, bureaucracies, and the law. Also covers forgery.

Persuasion CHA

The art and practice of negotiation and diplomacy in a myriad of social situations. This skill covers diplomatic meetings, haggling with merchants, or diffusing a situation before blades start flashing.

Science PER

The study of nature and technology.

Sorcery CHA

The dark arts of magic, from ritual spells to identifying and creating magical items.

Stealth AGI

Training in being unseen and unheard.

Streetwise PER

Familiarity with underworld society and the ways of working with it.

Survival RES

Staying alive in the wilderness. This also covers “outdoor” skills such as tracking, foraging, and fishing.

Watercraft PER

Controlling and using boats and ships, including navigation.

Advancements

As characters gain experience they gain advances. Every 200 experience gained earns one advance.

Advance	Skill Points	Skill Max	Attribute	Trait
1	+1	+3		
2	+1	+3	+1	

3	+1	+3		+1
4	+1	+4	+1	
5	+1/+1	+4		
6	+1	+4	+1	+1
7	+1	+5		
8	+1	+5	+1	
9	+1	+5		+1
10	+1/+1	+5	+1	