

CHARACTER CREATION

1 Background

A character's background reflects their parents' profession, or the profession of another guardian or mentor. The background is randomised by rolling a D10 twice on the "Background" table and selecting one of the results. Each result provides the Character with a number of Skill Points as well as a roll on a Life Events Table.

2 Kinship and Nationality

The Characters are all human children of the Vanari kinship. They are Soldarians living in the Eastmarkian barony of Trollbane, in the quiet village of [Vyssaby]. Apply the stats and abilities found in the "Vanari – Soldarian (Eastmark)" page.

3 Archetype – Child

While it is common for children to work, they do not have a profession and may therefore not pick an Archetype. Instead, all children gain the following modifications and bonuses:

Life Events

1 Roll on Any Life Events Table

Skills:

5 General Skill Points

3D6 Games (Expertise)

2D6+2 [Quirk]

Proficiency in a Skill of choice

Gear

1 Tool

1 Set of Clothes

Money

1D6 Silver

Options [Select 1]

1 Craft Point

1 Expertise Point

1 Quirk Point

1 Numbness (any)

Proficiency in a skill.

Cherished Toy*

Common Child's Weapon*

First Aid Kit*

Musical Instrument

**See Section 9 for further information*

4 Environment

While children are too young to have an Archetype, they have had time to be influenced by their environment. However, as they are still too young to have moved

into a chosen field, their environment should match their background and/or the area in which they live.

For Children from [Vyssaby] there are a total of 5 Environmental options available, being: Academy, Countryside, Court, Criminal Underworld, and Wilderness. Each option provides the child with a roll on a Life Events table, 5 Skill Points, Equipment and a number of options to choose from.

Please see sections 4.1-4.5 below for details on the effects of each environmental option.

4.1 Academy

Life Events

1 Lore & Legends

Skills

1 General Skill Point
3 Knowledge Skill Points
1 Social Skill Point

Equipment & Resources

Writing Gear: 6 Crayons, a small notebook, a quill and an inkhorn.

Starting Funds: 10 Silver

Options [Select 1]

2 Language Skill Points
1 Numbness (Supernatural)
Book of Lore*
Holy Item*
1D6x5 Silver

** See Section 9 for further information.*

4.2 Countryside

Life Events

1 Journeys & Adventures; OR
1 Brawls & Battles

Skills

1 Combat Skill Points
1 Movement Skill Point
1 Social Skill Points
2 Wilderness Skill Points

** See Section 9 for further information.*

Equipment & Resources

Camping Gear: A sleeping bag, a small lantern with ½ Litres of lantern oil, a blanket, a water bottle (XL), and a wooden spoon.

Starting Funds: 6 silver

Options [Select 1]

1 Craft Point
1 Expertise Point
1 Numbness (Violence)
Puppy*
1D6x3 Silver

4.3 Court

Life Events

1 Intrigues & Misdeeds

Skills

1 Knowledge Skill Point

1 Movement Skill Point

3 Social Skill Points

Equipment & Resources

** See Section 9 for further information.*

Luxurious Clothes:

Tailored clothes of high quality. The outfit also includes jewellery and accessories worth 10 Silver.

Starting Funds: 20 Silver

Options [Select 1]

1 Numbness (Vulnerability)

Proficient in the Court-Life Skill

Emblem*

Puppy*

1D6x10 Silver

4.4 Criminal Underworld

Life Events

1 Brawls & Battles; OR

1 Intrigues & Misdeeds

Skills

1 Combat Skill Point

1 General Skill Point

2 Movement Skill Points

1 Social Skill Point

Equipment & Resources

** See Section 9 for further information.*

Thieving Gear:

A file, a pocket mirror, a small bag, and soft shoes.

Starting Funds: 4 Silver

Options [Select 1]

1 Numbness (Violence)

Lock-picks

Proficient in the Criminal

Underworld Skill

Carving Knife (Easily Hidden)*

1D6x2 Silver

4.5 Wilderness

Life Events

1 Brawls & Battles; OR
1 Journeys & Adventures

Skills

+1 Combat Skill Point
+1 Movement Skill Point
+3 Wilderness Skill Points

Camping Gear: A sleeping bag, a small lantern with .5l lantern oil, a blanket, a water bottle (XL), and a wooden spoon.

Hunting Gear: 12 Snares and a bugle

Starting Funds: 4 Silver

Options [Select 1]

1 Numbness (Violence)
Camouflaged Clothes*
Child's Bow
Proficient in the Survival Skill
1D6x2 Silver

Equipment & Resources

* See Section 9 for further information.

5 Life Events

Throughout the Character Creation process, players will accrue Life Events. These can belong to 5 different categories, being: Journeys & Adventures, Intrigues & Misdeeds, Lore & Legends, and Brawls & Battles. The number of Life Events connected to each category reflects 1 roll on the Life Events Table with the same name. These will provide an insight to the character's past experiences, and provide them with a number of different bonuses.

6 Attributes

As children are smaller, weaker, and more inexperienced than adult characters, they are subjected to a few disadvantages as a result. They do not get the standard 10D6 to distribute amongst their attributes; very young children may even be forced to deduct D6s from their Attributes to reflect their physical and mental immaturity. The number of D6s they can distribute is determined by their age (see table below).

The table only includes details for children aged 8-11, as younger children are not recommended as player characters due to their vulnerability and lack of independence.

Age	Attribute Modifiers	Age	Attribute Modifiers
8	±0D6 to Distribute	10	+2D6 to Distribute
9	+1D6 to Distribute	11	+3D6 to Distribute

7 Spending Points

When creating the character, the player will accrue a number of different types of Skill Points. There are a total of 12 Skill Point types:

- Combat Skill Points;
- Craft Points;
- Expertise Points;
- General Skill Points;
- Knowledge Skill Points;
- Language Skill Points;
- Movement Skill Points;
- Mystic Skill Points;
- Mystery Points;
- Quirk Points;
- Social Skill Points; and
- Wilderness Skill Points

Each of these correspond to a specific category of skills or abilities. Except for the General Skill Points, these can be used for any purpose.

No Skill can be raised above 3D6+2 at this stage. Proficient skills can be raised up to 4D6.

7.1 Skills

Skills are purchased as normal. See the table below for a chart outlining the number of points needed to raise a skill from and to a specific value.

From/ To	2D6	3D6	4D6	5D6
0D6	1	2	4	8
2D6	-	1	3	7
3D6	-	-	2	6
4D6	-	-	-	4

7.2 Crafts, Expertises and Quirks

Craft, Expertise, and Quirk points are spent as normal Skill Points, but can only be used to purchase and raise the particular category of 'special' skill it is connected to. Characters are automatically considered to be 'Proficient' in Crafts, Expertises, and Quirks.

7.3 Mystery Points

Players can buy 1 Prayer or Spell per Mystery Point. Mysteries can also be purchased by spending 1 Mystic Skill Point or 2 General Skill Points.

See section 10 for a list of available Mysteries.

8 Skill Bonuses

Once skills have been purchased, the player can add the following skill bonuses to their Character's skills:

- One +3 bonus;
- Two +2 bonuses;
- Three +1 bonuses;

Each bonus must be added to a different skill, they cannot be stacked.

9 Equipment

Tally up whatever money the Character has, players are free to spend this money as they please in order to purchase equipment for the Character. However, please note that Children cannot buy normal weapons, drugs, poison, or alcohol at the Character Creation stage. They may try to acquire such items in game, but this can be dangerous and getting caught with the items will likely get them into plenty of trouble.

In addition to any equipment bought or gained throughout the character creation process, all Characters also receive the following equipment.

Basic Equipment: 2 sets of common clothes, a cape or other outerwear, a backpack, a coin purse, a tinderbox with 10 matches, provisions for 3 days (dry), a water bottle, a wooden spoon, and a wooden bowl.

9.1 Weapons

While most countries have restrictions on children's rights to carry weapons, they are not necessarily banned from owning weapons or carrying them under specific circumstances. However, as children are much smaller and weaker than adults, they are not able to wield any of the weapons presented in the core rulebook; instead, they might own what is usually known as 'training weapons'. These are smaller, lighter, and blunt versions of normal weapons; specifically designed so that children may practice to use them without any significant risk of causing injury to themselves or others in the process. That said; a 'training weapon' might still cause harm, injury, or death if used carelessly. As such, children are rarely allowed to carry or use these without adult supervision.

Additionally, Children can also have access to tools, such as small carving knives and hand axes, which could be used as a weapon if needed. Children can usually carry these around freely as they are deemed as necessary tools for work and survival.

Finally, toys such as wooden swords and shields, may also be used as a weapon in a fight. However, as these have not been designed to be used in actual combat, they are not especially functional and break easily.

9.1.1 Shields (Child)

Shield	Rarity	1H	2H	Melee	Range	Def	Type	DMG	Properties
Wooden Shield	Common	1D6	-	+1	+1	+1	Crush	B+1	Brittle

9.1.2 Melee Weapons (Child)

Weapon	Rarity	1H	2H	Crush	Pierce	Slash	Properties
Blunt Sword	Uncommon	2D6	1D6	B+1	B+3	B+1D6	Limited, Precise
Carving Knife	Common (Tool)	1D6	-	Base	B+2	B+2	Limited, Quick, Precise
Child's Staff	Common	1D6	-	B+2	-	-	Brittle, Limited, Quick
Small Hammer	Common (Tool)	1D6	-	B+3	-	-	Brittle, Limited
Small Hand Axe	Common	1D6	-	B+1	-	B+3	Brittle, Limited
Wooden Sword	Common	1D6	-	B+1	-	-	Brittle, Limited

9.1.3 Ranged Weapons (Child)

Weapon	Rarity	2H	Range	Type	Damage	Properties
Child's Bow	Uncommon	2D6	Mid-length	Piercing	2D6+2	Arrow, Brittle, Limited
Slingshot	Common	1D6	Mid-length	Crushing	Base+2	Brittle, Limited, Quick, Stone

9.2 Equipment Information

There are a number of special items available at the Character creation stage that a player might select. These include everything from musical instruments to domesticated animals. Each of these special items and their properties will be explained below.

9.2.1 Book of Lore

The child has a book of lore covering the basics of a large range of different subjects. The book can be used to allow the child to advance to up to 3D6 in all Knowledge Skills (and Nature Lore), without requiring a mentor. Additionally, the Character can use the book in order to gain a +1D6 bonus to any Knowledge Skill roll (and Nature Lore) with a base value of 2D6+3 or less. However, the character must be able to spend at least 30 minutes to read the book in order to gain this bonus. The book provides no bonus to characters that cannot read (in or out of play).

9.2.2 Camouflaged Clothes

The child owns a set of clothes that are made to blend in with a certain environment. The character receives a +1D6 bonus to all attempts to hide themselves while wearing the clothes and they are in the correct environment.

9.2.3 Carving Knife (Easily Hidden)

The child has a Carving Knife (see 9.1.1) that has been modified in some manner to make it easy to hide under their clothes. Noticing the hidden weapon requires a Search roll against Difficulty 18.

9.2.4 Holy Item

The character has a holy item connected to their religion. A religious official has also blessed the item.

9.2.5 Cherished Toy

The child has a doll, a ball, or some other type of small toy that they hold very dear. The toy provides them with a sense of comfort, and can help calm them down when frightened or sad. The character receives a +1D6 bonus to Sanity to resist Fear and Grief while holding the toy. Additionally, by hugging the toy and spending 1 Focus, they can ignore the effects of the following Mental Aftershocks by one Scene:

- Breakdown
- Outrage

Note that activating this effect does not heal the Aftershock; it only delays it until the following Scene. If the toy is lost or destroyed, the character is immediately subjected to Grief 15.

9.2.6 Emblem

The Child is part of an important family and is able to use this to their advantage when interacting with people who respect the family's authority and status. By showing the family's emblem, the child gains +1D6 to all Social Skills against targets that knows and respects the family's status.

9.2.7 First Aid Kit

The character has a first aid kit containing the following: 6 textile bandages, a bottle of rubbing alcohol, a scalpel and a needle and thread. The kit provides the character with a +1D6 bonus to Medicine rolls when attempting to treat a bleeding.

9.2.8 Musical Instrument

The character has been given a musical instrument. The instrument is well made and provides them with a +1D6 bonus to Song & Music rolls when used.

9.2.9 Puppy

The Character has a puppy; please refer to the separate 'Puppy' character sheet for its stats and abilities. If the puppy dies, the character is immediately subjected to Grief 30.

The character has trained the puppy to carry out a number of basic tricks and commands. Roll 1D6, the result reflects how many points the Player gains to spend on Commands and Tricks. See the Commands & Tricks table for a list of commands and their cost.

10 Mysteries