

Barovania Character Generation

Stuff you may need

[Mutant Future](#)

[Labyrinth Lord](#)

[Lamentations of the Flame Princess](#)

Determine ability scores

Please choose from one of the following options;

A) Roll 3d6 for each score in the following order; Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. This can result in a character with greater bonuses, but also one who has significant disadvantages

B) Go ahead and use another method, if that's what floats your boat.

Ability Score	Modifier
3 - 8	-1
9 - 12	+0
13 - 18	+1

Choose your class

Barovania is FLAILSNAILS compatible, so nearly any class or sort of character is cool as long as you check with me beforehand. If you want to make a character native to Barovania or its surrounding world, the following classes are native to the setting. (Classes marked with a * have working names)

All – *Pick a homeland from further down the list*

Fighter

Magic User

Thief

Cleric

Wanderer

Lamordia – *Land roamed by bizarre creations of troubled minds*

Mutant Human/Animal

Mutant Plant

Barovania – *The Kingdom of Count Strahd, Master of all Vampires*

Anti-Cleric

Sithicus – *Home of Soth Adder, black knight and usurper of the Dwarfs' Golden Axe*

Dwarf

Murder Princess

Eredane – *Pillaged home of the Elves, now ruled by Izdranon the Devil-Swine*

Elf

Octorock

Akaneia - *A righteous kingdom across the sea, where the just have won and sit in wait*
Battle Princess/Murder Princess (Fallen)

The Dark Capital - *A land ruled by an iron-fisted tyrant, and the eternal enemy to Akania*
Rune Knights

Beyond the Sky – *The sea of stars and the depths of the unknown.*
Guardian Android (Replicant)
Warp Star Knight
Mega Robot

Fighters are identical to their Labyrinth lord counterparts except for the following

- Fighters begin play with an attack bonus of +1. which increases by one each time they level up

Wanderers are a subclass of fighter that differ from a normal fighter in the following instances

- Wanderers may utilize any magic item regardless of the class it was intended for, though level requirements may still apply
- Wanderers may use Small and Normal Melee weapons without penalty, as well as Hand Propelled Missile weapons. At character creation, they may choose one additional group of weapons (Long, Heavy, Reach, Tricky or Mechanical) to be proficient with.

Clerics are identical to their Labyrinth Lord counterparts except for the following

- Clerics begin play with no attack bonus. This increases to +1 at 3rd level, and another +1 at every third level after that.
- Clerics may use Small and Normal melee weapons, as well as Small Hand Propelled weapons.
- Chaotic and Evil Clerics are usually called Anti-Clerics and Command undead instead of turning them. They also have this really aggravating habit of bringing Strahd back whenever he gets destroyed.

Magic Users are identical to their Labyrinth Lord counterparts except for the following

- Magic users begin play with no attack bonus, and it stays that way so live with it.
- Magic users may use Small and Normal Melee weapons, as well Small Hand Propelled weapons.

Thieves are identical to either their Labyrinth Lord counterparts or Lamentations of the Flame Princess Specialists. I prefer the latter but hey, do what you like. Oh yeah-

- Thieves begin play with no attack bonus. This increases to +1 at 3rd level, and another +1 at every third level after that.
- Thieves may use Small and Normal melee weapons, as well as either of the small missile weapon types
- Thieves may wear up to light armor

Elves are as they are represented in Labyrinth Lord, so they fight as fighters as well as being able to cast magic spells, so on and so forth. They differ in the following way.

- Elves native to the setting are not immune to sleep and charm spells, nor do they have any sort of special vision. However, they may communicate with other elves via telepathy (This is attributed to

their large ears) and once a day they may *identify* a magical item by brandishing it above their head proudly.

Dwarves work pretty much the same way they do in Labyrinth Lord, they just don't have a homogeneous look to them. Some are all beardy, some look like little animal people - there is a rumor about a bunch that wear weird mushroom hats, but rumors are just rumors.

- They can carry more than other characters can before becoming encumbered, which will be noted in the encumbrance rules.

Mutants, Mutant Plants and Guardian Android (Replicants) work exactly as they do in the Maze's & Mutants section of Mutant future. Please note that they progress as fighters when it comes to combat at saving throws. It should be noted that I totally intend for Mutants to be horrific versions of Pokemon.

Octoroks are here - <http://reynaldogamingsoap.blogspot.com/2012/06/cant-stop-octorok.html>

Warp Star Knights are here - <http://monstroustelevision.blogspot.com/2012/06/warpstar-knights.html>

Battle Princess and Murder Princess are here - <http://reynaldogamingsoap.blogspot.com/2012/07/queens-of-battle-monarchs-of-murder.html>

Mega Robots are here - <http://lotbieth.blogspot.com/2012/07/ll-class-mega-robot.html>

Rune Knights are here - <http://save.vs.totalpartykill.ca/blog/rune-knight/>

Starting Equipment

All characters begin with 3d6 x 10 Gold Pieces. I know all the cool kids are using silver these days, but whatever.

Type Of Armor	AC Bonus	Cost
Shield	+1	10 GP
Light Armor	+2	15 GP
Medium Armor	+4	30 GP
Heavy Armor	+6	60 GP

Notes: All armor types give a *penalty* equal to their AC bonus on checks for certain tasks such as moving silently, swimming, climbing etc

Type Of Weapon	Damage	Cost	Example
Normal	1d6 + Str Mod	10 GP	Mace, Arming Sword, Hand Axe
Long	1d8 + Str Mod	15 GP	Longsword, Battleaxe, Morning Star
Heavy	1d12 + Str Mod	20 GP	Two-Handed Sword, Great Axe, Maul
Reach	1d6 + Str Mod	15 GP	Spear, Pole-Axe, Chain
Small	1d4	5 GP	Dagger, Knife, Club
Tricksy	1d6	10 GP	Whip, Man-Catcher, Net

Any weapon can be nominated as “Dangerous” with no extra cost. These weapons dice up their damage value (1d4 - 1d6 - 1d8 - 1d10 - 1d12) except for heavy weapons, which simply do an additional two points of damage. However, on a natural roll of one or two, these weapons do damage to the wielder **in addition** to any fumbles rolled.

Notes: *Heavy* weapons require two hands to use. *Long* weapons may be used one handed or two, if used with two weapons they do an additional +1 to damage. *Reach Weapons* require two hands but allow the user to attack from behind an ally or cover. *Tricky* weapons provide a +2 bonus for one type of maneuver (choose one) and *Small* weapons can be hidden on someones person with little effort and used even when someone doesn’t have a lot of room to fight

Missile Weapon	Damage	Cost	Example
Hand Propelled (Small)	1d4 + Str Mod	5 GP	Sling, Throwing Knife(x5)
Hand Propelled	1d6 + Str Mod	20 GP	Bow, Cross Boomerang
Mechanical (Small)	1d4 + 2	25 GP	Pistol, Light Crossbow
Mechanical	1d6 + 2	35 GP	Rifle, Arbalest

Notes: Mechanical weapons require one round to reload after firing. Missile weapons are fired before Melee weapon attacks are resolved, unless the wielder of the missile weapon is engaged in close combat, in which initiative is resolved as normal.

Item	Cost	Item	Cost	Item	Cost
Rope (50’)	5 GP	Lantern	10 GP	Bedroll	15 GP

Mirror	3 GP	Backpack	3 GP	Pole (10')	5 GP
Shovel	4 GP	Spikes (3)	4 GP	Hammer	2 GP
Flint & Steel	4 GP	Torches (5)	1 GP	Bottle	6 GP
Ammunition, Small (x5)	1 GP	Ammunition (x5)	3 GP	Useful Animal of some kind	25 GP

Also, Please see Puella's Potions and Miscellany:

<https://docs.google.com/document/d/1YxgZbW7wxsZET5K8v7J7OXJp9uhSlbWpQa33ok24SDQ>

Additional Notes

Alignment: Generally, Barovania will use a 5 point alignment scale; Law, Good, Balance, Evil and Chaos. If a PC has one of these alignments, that means that particular abstract has profound significance to them. Certain characters must be of a certain alignment; Paladins must be Lawful or Good, for example.

Alternatively, the PC may decide to be Neutral - meaning they have not or will not choose a side or their alignment may be tied to a different force not associated with morality; Nature, the Cosmos, etc.