



Character Creation

The basis of “Chronicles of Demgard”’s character creation is writing a character description (primarily about the character’s origin, backstory, goals and motivation) which fits into the game world - a blank “character sheet” will be sent to everyone after their signup is accepted. During the process the organizers will give constant support and feedback about the description’s current status.

Archetypical characters

If the player settles for a simpler, so-called “archetypical” character, like “halberdier city guard” or “errand boy of XY merchant”, a short description will be enough. Usually these characters do not have serious background, influence, secret goals or special skills - their identity is defined mostly by the organization they belong to or the character they serve.

Non-human races

It is possible to play a character of non-human race, but the selection is limited - as characters belonging to a human nation far away from the current game’s ingame location can only appear with serious justification, not all non-human characters are acceptable either. Regarding game mechanics, non-human races don’t give any benefits or drawbacks rules-wise.

Elves

A race originating from the Darkwood, whose empire spanned almost through entire Demgard three thousand years ago - and because of that, almost every other nation of Demgard became their enemy - now they only have a small fraction of their former empire left, and although the

wars ended millenia ago, most demgardians still watch them with suspicion.

Their lifespan is about three times the human lifespan, but the way they age is radically different. They reach adult age in about the same time as humans, and until their late forties most elves, if they hide their ears, could pass for humans who are in their twenties. As they age further, their facial features become more sharper, more angular, more alien for a human observer. They are receptive for novelty until about their seventies - after that age, the stereotypical elven personality traits start to appear. In that age, even the most liberal elf is extremely conservative, obsessed with the past, and has an almost scarily rigid way of thinking.

Appearance requirements: Thin body type, pointed ears (at most 5-6 cm additional ear length), makeup in case of elves older than forty years.

Social status: Although they can be found almost everywhere, in most parts of Demgard they are barely tolerated. They are not allowed to hold office in most human states, and in slave-keeping societies they may even be looked upon as best-selling goods.

Dwarf:

The northern dwarves - who shared common ancestors with the Dalins - were at constant war with orcs and goblins in most of recorded history. A hardy and honourable warrior race, which may be the most accepted of all non-human races in human lands. The southern dwarves living in Anakha's southmost reaches also called the World's Maw Mountains, can not be played in game events because of their specific traits.

Appearance requirements: Short and stout build, full beard (or fake beard) in braids.

Social status: Dwarven craftsmen are not without example in the civilized states of western Demgard, but definitely not everyday sights. Although they may hold office in some places, it is still unprecedented that a dwarf would want to hold any office or position outside of Gadrud.

Orcs and gobins:

A wild marauder folk, who once played an important role in the downfall of the elven empire. Nowadays they live mainly northern Demgard - orc and goblin tribes can be found both among the Nordic Spiritfolk and the Hordes of Astusan. Some tribes live in the Skull mountains and Erethan too, and a splinter subrace of orcs lives in the deserts of Anakha.

Appearance requirements: For orcs: Strong and large build, dark or greyish green body paint for northern, ocher or brownish green body paint for anakhan orcs. For goblins: short and thin build, dark or greyish green body paint.

Social status: They are considered outlaws in most civilized states.

Character skills

Although the game rules contain some kind of "skill system", acquiring these skills is not based on any kind of point buy system - characters have skills which are justified based on their backgrounds. A general rule of thumb could be phrased as, "If the skill has to be asked for, it's definitely not justified for the character". This usually means one, or even more often zero skills

for the character, as the general “character skill” rule is that if we don’t have a specific ingame skill for it, it is based on the player’s acting and skill. There are no specific skills for weapon and armour use either, general rule of weapon skills are that the character can wield weapons which are justified by his or her origin and background.

Magical training: The character is somewhat skilled in one form of magic (Academic or Divine magic, Alchemy, Symbol Magic or Chaos Magic). For details, see: Magic System.

Profession (Locksmith): The character understands the inner workings of locks, and therefore is able to pick, build or disassemble them.

Building a lock consumes a number of “mechanism” items equal to the lock’s level, and takes five minutes per lock level. The maximum level of a buildable lock is four. The identifier number of the lock can be any number with an equal number of digits as the lock’s level. All locks come with one key at no additional cost, extra keys can be built costing one mechanism each. Tie the card tags of mechanisms used for building the original lock to the lock tag, tear up the others. Picking a lock takes the same time as breaking or bashing it, but you don’t have to make noise while you are doing it (you still have to role-play picking it), and picking the lock does not destroy it, it can be re-locked again.

After a lock is picked, you can decide to disassemble it - this takes three times the level of the lock in minutes. This destroys the lock, and you can retrieve a number of mechanisms one less than the lock’s level - that last one gets destroyed.

Profession (Architect): Constructon, repair, and modification of ingame buildings can only be carried out when a trained architect oversees it. Without an architect, the building can not be considered to be anything more serious than a simple hut.

Profession (Herbalist): The character can create component items used in magical procedures. Details can be found in the magic system, specifics about the skill’s usage will be shared with the player at the start of the game.

Profession (Doctor): The character is trained in secular healing arts and first aid. He/she can also craft and use the tools and materials required by this skill.

Profession (Scribe): The character is not only a well-trained scribe, but an expert in official documents - he/she is able to create and recognize forged documents. The exact mechanics of creating and recognizing forgeries will be shared with the players of such characters before the event - but the general rule of thumb is that players are under no rules-wise obligation to believe any documents.

Profession (Other): A general skill for any kind of craft, service, or profession which is based on operating a shop, workshop, an office, or anything similar - such as Jeweller, Carpenter, Farmer, Brewer, Innkeeper, Lawyer, or even Fence. Generally, all of these professions require a prepared location (shop, workshop, plot of land, office, warehouse, anything) to operate

effectively.

Magic resistance: The character has some level of magical resistance. The player can pick the type (I., II., or III.) of the magic resistance at the start of every event. If the character is played on multiple events, the player doesn't have to pick the same as last time.

Backup characters

To prepare for the possibility that the primary character dies without resurrection or has to leave the area the game is set in, players have the option to create backup characters. Backup character creation is exactly the same as the normal character creation, but it is strongly advised to create as average backup characters as possible - just to not have to pull out a third one prematurely. Backup characters have to be unrelated to the original ones, to prevent the "I'll avenge my previous character" concepts.

We advise everyone who wishes to play a character who can easily get into trouble (thieves, assassins, underworld figures) or are in real danger of being executed, to create an average backup character.

For those who wish to play a magic user as primary character creating a backup character is mandatory!