



Character Creation

First Roll 4d6 then discard the lowest die, repeat this process 6 times.

Choose Character Race noting restrictions on class and racial bonuses

Choose a Class taking into consideration the race restrictions and the prime abilities for the class.

Assign the 6 sets of dice rolls into the Abilities box, and modify for race.

Training; Your character receives 5 training points these points may be spent immediately or saved until later.

Skills; The skill points your character receives are dependant on class note the amount of points and spend. Skills may be no higher than your level +3. Skills cost 1 per rank for class skills, cross-class skills cost 2 points per rank.

Choose a Feat this is in addition to any bonus feats your character starts with. (remembering that the feat may have prerequisites which must be filled).

Spellcasters start with 4 spells of 1st level known to them the exception to this is the Bard class who starts with 2 songs.

A character may choose to use the starting package for their equipment or may consult the table for starting funds and purchase their equipment.

Training Point Table

Benefit	Cost	Limitations
+1 to any ability score	12	No ability may be trained more than 6 times.
+1 rank to any class skill	3	Skill may not be increased beyond skill caps.
+1 rank to any cross-class skill	5	Skill may not be increased beyond skill caps.
+1 to any resistance	1	May only be trained a number of times = to level
Bonus (trained) Feat	7	A character may not have more trained feats than one for every odd-numbered level attained.

Ability Modifiers

Ability Score	Modifier
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9

Mana Pool Calculation

Arcane Casters	= (Int. Modifier x 2) x Level
Divine Casters	= (Wis. Modifier x 2) x Level
Bards	= (Cha. Modifier x 2) x Level

Random Starting Gold Pieces

Bard	4d4x10	Ranger	6d4x10
Beast lord	2d4x10	Rogue	5d4x10
Cleric	5d4x10	Sh.Knight	6d4x10
Druid	2d4x10	Shaman	2d4x10
Enchanter	3d4x10	Warrior	6d4x10
Magician	3d4x10	Wizard	3d4x10
Monk	5d4		
Necromancer	3d4x10		
Paladin	6d4x10		