

# Tæfr

## CHARACTER GENERATION PLAYTEST



*Tefr Prelude to Rhapsody* Beta

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[www.tefr.com](http://www.tefr.com)

# Character Forge



# CREATING A CHARACTER

This chapter walks through the means of creating new characters to be played in the world of Tefr. It is intended that creation process itself is part of the game, giving players inspiration from the get go to start developing ideas and backstory to bring a character to life.

It is not intended to be a rapid process and so contains several stages.

## NATIONALITY

**The first part gives the character a nationality. This can influence their appearance, some of attributes and how many god's gift points they get.**

## ATTRIBUTES

**Following that the character's attributes shows how to roll for the character's eight defining attributes will need to be rolled. These in turn will determine character Hit Points and their base skills.**

## BACKGROUND

**Next it will be necessary to provide a background for the character. These will detail what skills they might have learned before they were forced to join the Kerowan Guild.**

## Gods' Gifts

**Lastly it will be necessary to choose the character's gods' gifts. These will change the character from base human in subtle or not-so-subtle ways. Have fun, but make it a character you want to play.**

You will also need a character sheet as well as D4, D6, D20, and D100 (2xD10) dice.



*A three, one and three system works well for most players, where they may:*

- **Either select 1 nationality and roll 3 x background professions. to choose from**
- **Or roll 3 x nationalities to choose from and pick a background profession**

*It is recommended that players roll three sets of attributes to allow them to find a character that fits their choices.*

*The recommended system for creating a character is intended to create some random selection while still providing the player with choice. Narrators and players can come up with their own way of doing this if desired.*

# NATIONALITY

## CHARACTER NATIONALITY

roll 1D20

1	ANNU
2	ATANUS
3	BALKAR
4	CORITH
5	ELARATIAN ISLES
6	ELARCHAMON
7	KLAR
8	LANSÐAR
9	MAKEB
10	MEXOTA
11	MISSHOLM
12	MOCHI
13	PANIS
14	RIMEAL
15	SAYANAY
16	SHELIS
17	TANLARRIS
18	TERASONIA
19	TERFYN
20	TUKIS

A starting character must have a base nationality, even if it was only where they were born or raised. It is important to determine this before any of their other characteristics because most nationalities will alter how some of a character's attributes are rolled. The character a nationality will start to build a back-story for your character.

Pick a nationality or roll using the table opposite

Most nationalities will indicate variations for some attributes like STR or SIZ (discussed in detail in the next section). It is enough to just note these down for now, if you don't wish to roll for them yet.. The rest of the character's attributes will each be determined in the next section.

Any other skills or abilities should also be noted down.

### LAURA'S CHARACTER

As an example Laura decides to roll for 3 nationalities. She rolls three times with her D20, getting: 2 - Atanus, 12 - Mochi, and 19 - Terfyn. She looks up the three nations and decides that she likes the look of Terfyn as an origin for her character. She makes a note of the rolls needed on a sheet of paper.

INT 2D4+14  
CHA 2D4+14  
7 Gods Gift points.  
Speaks Terasonian  
. +10 on persuade  
20+1D20 Streetwise  
3 further languages.  
of choice at 50+1D20.



# NATIONALITY

## ANNU

SIZ 2D4+15

INT 2D4+14

KEY 2D4+14

CHA 2D4+15

3 Gods Gift points.

Spoken language: High Annuan

A high, wet, hilly country, with deep valleys, and many lakes. It is peopled by an ancient and learned race who are said to be the last remainder of the people of the Kiessan Empire, that once stretched from the White Sea to the Great Desert. As a Wresult, many believe themselves to be superior to ordinary humans.

Annuans are tall, with dark hair and grey or green eyes. Some few are formidable spell-makers. The actual population of true Annuans is small but their life-span is said to be up to five great years. The capital city is named Annu Minas and is regarded as a centre of knowledge and wisdom.

Annuans are well educated and can read and write



## ATANUS

SIZ 2D4+13

KEY 2D6 +2

9 Gods Gift points.

Spoken language: Terasonian

A large semi-tropical island nation that sits in the straits between the Silver and Castelon seas. Atanus produces many rare delicacies for the wealthy consumers of the world. Including the tongues of songbirds, tortoise liver pate, the dried nipples of dwarf red pandas and other such dainties.

The people come from a highly civilised and cultured race ruled by a council which holds absolute power over the whole country. The current council is strongly religious and shows a great dislike for anything which does not conform to a narrow set of values. The people of Atanus have curly brown or red hair, and blue or green eyes. While they will tolerate strangers, people with a gods gift are often singled out and executed as evil.



# NATIONALITY

## BAKAAR (Krodukh)

INT 2D4+14

STR 2D4+14

KEY 2D6+1

8 Gods Gift points.

Spoken language: Bakaaran.

Krodukh is the region at the heart of the Bakaaran Empire. The holy centre of the Biel cult lies within its borders, and in modern times the empire is dominated by The God Emperor. The empire is said to be highly cultured and advanced, both magically and technologically and their high lifestyle is maintained by hoards of slaves.

Bakaarans are of normal height, tending to brown or black hair and eye colour and almost half the population has a gods gift. The empire is run on a rigid caste system, the lower two castes are for those with gods gifts. Those with gifts are given the option of joining the army to serve the Empire. Ambiguously these soldiers are more than happy to fight and die for the glory of Bakaar. The small percentage who come from generations untouched by gifts are mostly merchants or nobility. Only those Bakaarans who have this sort of standing are permitted to practice magic.

## CORITH

SIZ 2D4+15

STR 2D4+15

VGR 2D4+14

4 Gods Gift points.

Spoken languages: Corithian, High Annuan

A cool and hilly Peninsula of the Shelistian Continent that sits between the White Sea in the North and the Castelon Sea in the South. A land that produces almost all of the world's bloodsilver. A nation that prides itself upon the probity of its people and its military might.

The peoples of Corith are known for their great strength and valour. Corith is ruled from Caradhu by a monarch who commands the elite order of *Holy Corithian Knights*. Corithians are a deeply religious and superstitious people and are wary if not openly hostile to anyone who uses magic. Historically Corith has been a driving force behind the crusades to the root, and Corithian Knights still patrol the *Pass of Penitence* and the *Holy Way*.





# NATIONALITY

## EARATIAN ISLES

KEY 2D4+14

CHA 2D4+16

6 God's Gift points.

Spoken language: High Annuan, Terasonian

A group of balmy islands, including Earat, Tilsis and Karic in the Southern Castelon Sea. The islands are renowned for producing a number of delicious fruits and spices as well as savoury and sweet preserves and other comestibles.

The islanders are a people of great gentleness and beauty. They are pleasant and open, known for always making outsiders welcome. The islands are ruled by a governor appointed by the Annuan *Chenuath*, and there are many old ties between Annu and the islands.

## EARCHAMON

### - CIVILIZED

SIZ 2D4+13

STR 2D4+14

VGR 2D4+14

9 Gods Gift points.

Spoken language: Terasonian

Most of this untempered land is still virgin swamp and uncharted jungle, although parts have been tamed and cultivated around the coastal and Northern hills. The country is known for weaving and colouring fine and excellent silk cloth.

The peoples who inhabit the few towns and cultivated areas are of a doughty folk governed from the city of Estel in the delta of the river Earch.

## EARCHAMON

### - INDIGENOUS

SIZ -1

VGR 2D4+16

DFT 2D4+14

7 Gods Gift Points

Spoken Language: Amoni

The everglades and swamps of the river Earch extend far up the wide valley. Beyond the delta the huge river flows sluggishly through lush virgin forest. The economy is very poor, the only major product being a rich silk spun by a type of spider found deep within the swamps and forests, and gathered at great risk by the tribesmen who inhabit these jungles.

The tribesmen are known to cover themselves all over with intricate and symbolic tattoos. Spider tribesmen are immune to all type 2 poisons.

Tribesmen also gain:

Land lore at 60+1D20, swim at 70+1D20



# NATIONALITY

## KAAAR

SIZ 2D4+14

DFT 2D4+15

AG 2D4+15

4 Gods Gift points

Spoken language High Annuan.

Found beyond the mountains north of Shelis, this land has been an arena for many wars vying for control of the holy site of the *Root*, all that remains of the Tree of Life. The Kaarmen believe that they are divinely appointed to guard it. The people who inhabit this area are a distinctive angular featured, white-haired race, who set themselves apart in terms of religion and tradition. The Kaarmen, as they call themselves, are almost exclusive followers of the god Melikaar. The people of Kaar prefer to ride valley ibex over horses.

Karmen also gain:  
Hide at +10



## LANSDAR

AG 2D4+14

VGR 2D4+14

5 Gods Gift points.

Spoken language: Gal,  
also Terasonian (at INTX3)

The broad grasslands that border the Southern White Sea breed a carefree people that live for their mounts. The horses they breed are valued as the finest the world over. The Lansdarians spend most of their time living a nomadic existence upon the plains, but move to sheltering strongholds in the surrounding hills when the terrible lightning season begins.

Lansdarians have strong tribal traditions and magic is a deeply woven part of their culture. They worship nature spirits of the sky and earth and despise those that would try to preach other religions to them.

Lansdarians tend to have long blonde or ginger hair, and grey or blue eyes. They are excellent warriors, including the women, and will fight to the death where horses are concerned.

Lansdarians also gain:  
Ride at 75+1D20, Animal training at 20+1D20  
A good battle trained horse.



# NATIONALITY

## Makeb

SIZ 2D4+15

STR 2D4+14

AG 2D4+14

6 Gods Gift points.

Spoken language: Bakaaran  
Terasonian (at INTx2)



This land has long been a territory under the control of Bakaar. Makeb is a fertile land, producing exotic woods and strong liquor for trade; though much of the best is shipped to Bakaar. In the villages near the sea many become seamen, and several infamous pirates have hailed from this country.

The people of Makeb are said to be of similar racial stock to those of the vast sub-continent of Phakol, with dark hair and gold-flecked brown or black eyes.

## MEXOTA

CHA 2D4+15

9 Gods Gift points.

Spoken language: Terasonian.

One of four states that once formed the larger land of Shelis. In the year 37, 02, after many years of faithful support of Shelis, Mexota declared itself as an independent nation under Duath Henlan. King Henlan chose Apmis as his capital, but within 10 years was deposed, and the capital moved to the city of Jengade. Mexota has not been, and is still not, a very stable country. There have been numerous revolts by its nobility as well as invasions by its neighbours.

Mexota is known for its excellent cuisine and excellent dancing. Much of its industry is agricultural, concerned with producing sugar-grass, as well as nut oil, and spices. The people of Mexota look different to the other areas of Shelir. They also prefer the straight horn breed of valley oryx distinctive to the area.

Mexotans also gain:  
cooking 20+1D20  
Dance at 1D100





# NATIONALITY

## MISSHOLM

SIZ 2D4+13

VGR 2D4+14

9 Gods Gift points.

Spoken language is Terasonian

A land of almost virgin, semi-tropical forest that stretches from the coast and extends deep into the mountain valleys. The interior is wild and largely unmapped, although stories of ancient ruins and strange wild folk found in the forests abound.

There are small settlements along the coastal areas which are autonomous for the most part.

The Missholm peoples also gain:  
forest lore 30+1D20



## MOCHI

SIZ-2

VGR 2D4+16

AG 2D4+14

7 Gods Gift points

Spoken languages: High Annuan and Terasonian

A lesser province of Annu, squeezed into the hills between Annu and Terasonia, mostly inhabited by folk who claim to have been there as long as the Annuans. They have light brown hair, and tend to be shorter than average. The mochene people are found all over Annu as well, undertaking much of the farm work and menial labour to support that great nation.

They have a hardy nature and mochene infantry form a crucial element in the Annuan armed forces. Given the hilly terrain of Mochi the people prefer to ride the noble valley oryx of the region.

Mochene also gain:  
Read and write 60+1D20  
Land lore skill at 30+1D20.  
Cookery at 30+1D20





# NATIONALITY

## PANIS

STR 2D4+14

AG 2D4+15

9 Gods Gift points.

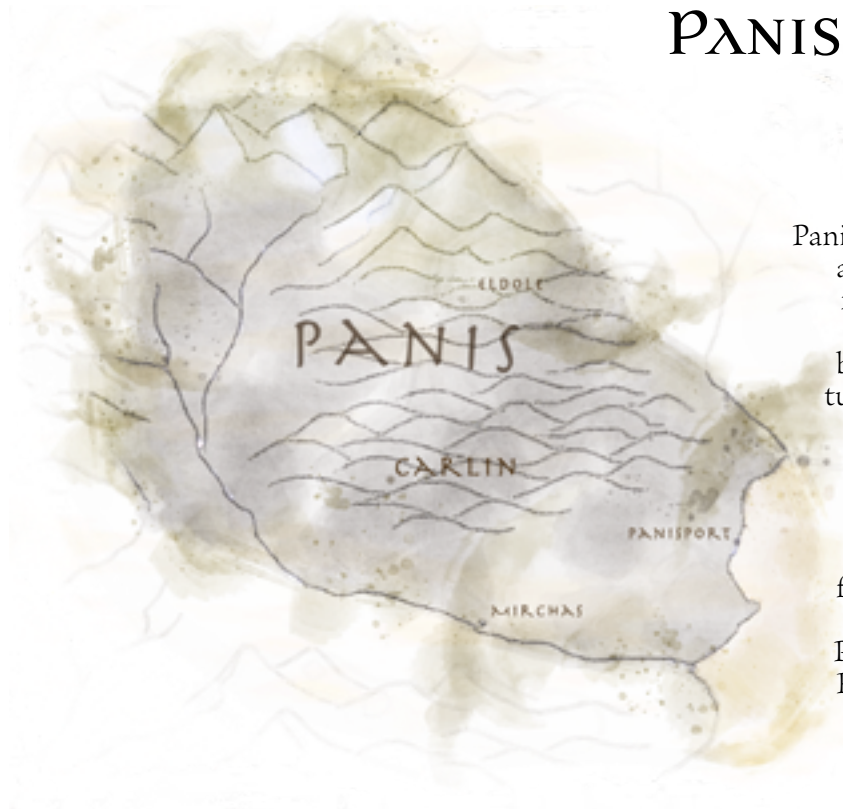
Spoken language: Bakaaran, Terasonian.

Panis became independent of Shelis in 35,38, after a protracted rebellion, although battles are still fought over borders, resulting in a thinner and much poorer population. Panis is noted for its beautiful forests and particularly dull architecture. While there is a Chenuath based at Carlin he acts more as a referee to the numerous annual disputes between the Annuthar of the Nation.

Pani mostly have light hair and brown eyes but are not known to be an outgoing folk. The folk of Panis ride valley oryx rather than horses.

Pani also gain:

Read and write at 1D100



## RIMEAL (KROGROSSI)

SIZ 2D4+8

STR 2D4+15

VGR 2D4+17

DFT 2D4+15

Krogrossi do not have Gods Gifts.

Spoken Language: Krogran

This is a deeply isolated mountainous region inhabited by a race who call themselves the Krogrossi. Shorter than a man, Krogrossi appear humanoid with blue-grey skins, and very broad shoulders. They are almost unequalled in their skill as builders and workers of metal. The Krogrossi worship their own god Krogros, the Mountain Lord. Krogrossi prefer the valley oryx when mounted.

Disputes over mining rights lead to a protracted war with Terasonia in 39, 04 and whilst conflict ended in 39, 11 there is still a racial mistrust that lingers as a result. Contemporary Krogrossi spend most of their lives in the mountain ranges, but some become traders, prospectors and miners in other lands.

Krogrossi also gain:

50+1D20 mountain lore

Krogrossi can see at half chance in darkness.



See Chapter 8 for rolling Krogrossi characters and additional notes.

# NATIONALITY

## SAYANAY AND THE DACHLANDS

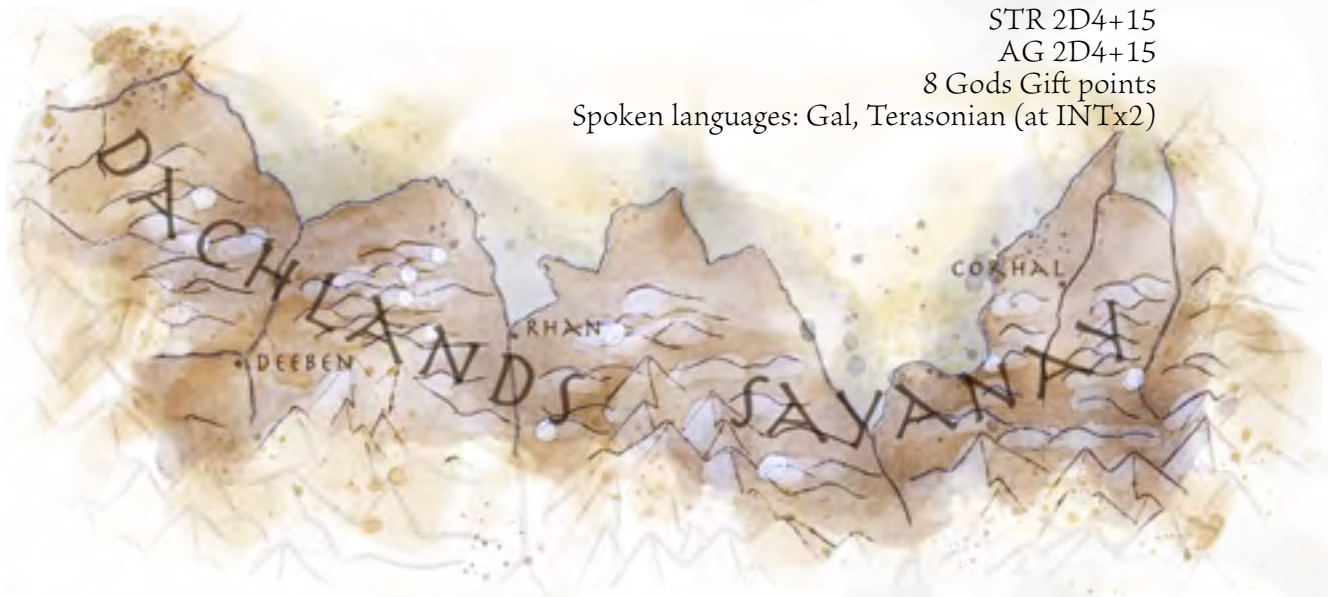
INT -1

STR 2D4+15

AG 2D4+15

8 Gods Gift points

Spoken languages: Gal, Terasonian (at INTx2)



Sayanay is a broad and fertile country that sits between the Dachlands and Corith, in the north of the continent of Shelir. It is an empire that never quite seems to get off the ground. Sayanay grew from several small warring kingdoms, into one more powerful country. This larger country is united under one flag and monarch who rules from the capital Kaleis. Sayanay is still at war attempting to enlarge

its borders into the Dachland kingdoms, which consist of many small Domains, independent of one another, but united against Sayanay.

The peoples of both regions are of the same racial stock; bearing copious wavy copper or golden hair with the men favouring beards of various kinds. They are energetic, bright and adventurous folk who enjoy singing and drinking when they aren't fighting.

## SHELIS

AG 2D4+14

9 Gods Gift points.

Spoken language: Terasonian.



Once a far larger advanced and cultured nation, including the Duathars of Panis, Mexota, and Tukis. Greedy and squabbling lords and nobles of these regions fomented a series of civil wars and battles that tore the original land apart. Shelis is known for being on the pilgrimage route along the Holy Way to the Root in nearby Kaar, and a number of Shelis's fortified towns are Grey Order domains. Shelisians are known for their soft voices and softer tread.

Shelisians also gain:  
+10 move quietly  
Read and write at 1D100



# NATIONALITY

## TANLARRIS

SIZ 2D4+13\*

KEY 2D4+14\*

DFT 2D4+14\*

9 Gods Gift points

Spoken language: Terasonian, plus parent's

More of an area than an actual country, it takes its name from the city of Tanlarr. The warlord who governs the city is regarded as the ruler of the country (by him at least). The economy of this somewhat lawless country is actually very good. In good part due to rich gem mines inland, and foreign trade from across the Castelon Sea arriving at the famous floating city of Rabarque. Sited amongst a number of small islands in a vast lagoon. Much of the Rabarque is made of boats and other floating structures. The city is also known to be a favourite haunt for pirates off-loading booty.

The peoples tend to be of all types of breeds and cultures. Because of this mix of origins, the player may either choose to roll nationality again to determine the origin of the character's ancestors, or they may use the attributes shown above indicating a mix.

Tanlarrans also gain:  
Bard lore at 20+1D20  
20+1D20 evaluate



## TERASONIA

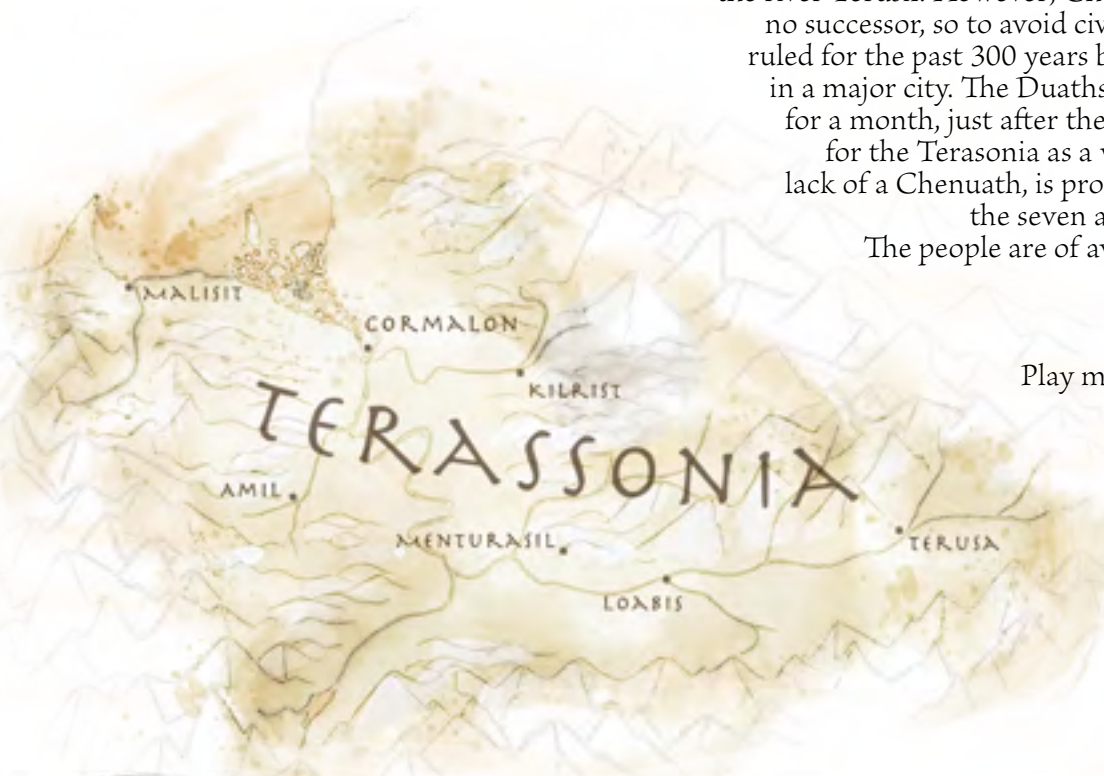
9 Gods Gift points.

Spoken language: Terasonian

This was once a large kingdom that lay about the valley of the river Terusil. However; Chenuath Larat II died leaving no successor, so to avoid civil war the country has been ruled for the past 300 years by seven Duaths, each based in a major city. The Duaths' Council meets once a year for a month, just after the Years End, to decide policy for the Terasonia as a whole. The land, despite the lack of a Chenuath, is productive and prosperous and the seven armies protect it adequately.

The people are of average attributes, tending to brown hair and dark eyes.

Terasonians also gain:  
Play musical instrument: 30+1D20  
Read and write at 1D100  
One additional language at:  
INTx3





# NATIONALITY

## Terfyn



INT 2D4+14  
CHA 2D4+14  
7 Gods Gift points.  
Spoken languages: Terasonian

A large rocky island, once the ancient home of the Felini: an extinct race of large humanoid cats. Some of the structures built by this race were so well made that they are still used in present times. The current inhabitants are human settlers from the mainland. Much trade passes through the ports of Terfyn from all over the world. Due to its large dependence on sea trade, Terfyn has one of the largest and most efficient navies in the world. A variety of languages are spoken and most people can speak several. There is a common saying amongst merchants of the world, when asked for something they do not sell: 'Where do you think this is, Terfyn?' It is commonly believed that any commodity can be bought in its bazaars.

Terfynians also gain:  
+10 on persuade  
20+1D20 Streetwise  
3 further languages of choice at 50+1D20.

## TUKIS

CHA 2D4+15  
VGR 2D4+15  
7 Gods Gift points  
Spoken language: Terasonian

Tukis is a civilized nation with many ancient hilltop towns where, arguably, the finest wines in the world are produced. It became independent from Shelis in 35, 12, after a revolt by the Duath of the region after too many years of over taxation. For whatever reason the country seems able to stay out of the squabbles and border wars of its neighbours.

Tukes are renowned for their affability, and being able to out-drink folk of other races. Whilet they appear to be very laid back, Tukes are very keen on an incomprehensible sport involving hitting wooden balls up and down hillsides with long mallets. The poorer classes of Tukis ride the valley oryx rather than mules or asses.



# ROLLING ATTRIBUTES

Having already picked the character's nationality, it is now possible to determine the character's eight physical and personal attributes.

Key	KEY
Intelligence	INT
Charisma	CHA
Size	SIZ
Strength	STR
Vigour	VGR
Agility	AG
Deftness	DFT

These characteristics define how the character is able to cope with situations during the course of play, e.g. Ronald is strong but not very intelligent, hence he tries to beat down the iron gate rather than picking the lock.

The character should already have some attributes determined by their *nationality*. These can be rolled now, if they haven't been already. The remaining attributes can be rolled using 2D6+10.

Narrators rolling a vanilla human can just roll 2D6+10 for each attribute, which gives an attribute range from 12 to 22. The +10 modifier is to take into account the difference in characteristics between humans and other creatures.

This will generally give characteristics tending to an average 17, with a minimum of 12 and a maximum of 22.

Some characteristics might be altered due to nationality, background or a gods gift. Once this has been taken into account the character can be written up on a suitable sheet such as the one provided for download from the Tefr website:

[www.tefr.com](http://www.tefr.com).

There is also a handy calculator to work out all the character's HP and basic skills chances for you:

[CHARACTER CALCULATOR](#)



# ATTRIBUTES

## KEY

Perhaps one of a character's most important attributes, KEY is an expression of magical potential, willpower, and spirit, all in one. It also shows how lucky the character is and affects many skills.

A character with a KEY above 19 finds it easier to commune with elementals and cast magic, for which they use a small amount of Key to fuel the spells. Key used in this way is recovered over time, taking approximately 1 hour to recover 1 point Key.

**Key regenerates at 1 point per hour**

Temporary Key, such as that used in spells, is always referred to in lower case letters (i.e. key or Key); when the character attribute is mentioned, it is shown in capitals (i.e. KEY). A character's current KEY is used when resisting magics cast at them.

## INTELLIGENCE (INT)

INT shows how well a character is able to solve problems and use a logical approach. It is the ability to see through illusions and avoid mind control. INT does not normally change during a character's life, and cannot be increased through experience.

## CHARISMA (CHA)

This attribute is an expression of a character's general impact on other people as a result of their personality, appearance and their charm. It is not necessarily a measure of how attractive a person is to the opposite sex, indeed some of those with gods' gift may be quite shocking to look at, yet still have a presence when they enter a room or open their mouths. Equally someone may fit the mould of attractiveness in one place, but be deemed too willowly and undernourished looking to be considered seriously in another. Even folk from different races can have an effect on someone quite different to themselves.

That said, Charisma as a quantity is hard to pin down; one grizzled, battle-scarred elderly, taciturn guild member with spikes all up their back might always end up drawing an interested crowd when they enter an inn, while another similar individual may be turned away for putting the patrons off their meals. Perhaps it's pheromones.

CHA may help to coerce information from

people, get discounts from merchants, or simply to pick someone up in the singles tavern. High CHA and KEY together indicate strong leadership potential.

## SIZE (SIZ)

This is not necessarily the height of a character, more a general description of their bulk. The taller a character of a certain SIZ the thinner they will be, and the shorter they are the stockier they appear.

SIZ modifies several things, including the taking of damage, mobility, and stealth.

## STRENGTH (STR)

A character's STR affects such things as how much they can carry and lift, damage done in combat, and what weapons they can use.

## VIGOUR (VGR)

This is the healthiness or constitution of a character. It affects how much damage they can take from wounds and recover, their resistance to disease and poison, etc.

## AGILITY (AG)

AG is a measure of a character's speed of foot and arm. It shows how mobile and flexible they are.

## DEFTNESS (DFT)

Hand and eye co-ordination, deftness affects how good, or bad, a character is at manipulating things. It should be essential for any would be pick-pockets or silversmiths.





# ATTRIBUTES

## LAURA'S CHARACTER

Laura continues with her character creation.

From the Terfyn nationality she chose she remembers to roll  $2D4+14$  for INT and CHA, and uses  $2D6+10$  for the rest of the characters attributes.

This ends up giving her:

17 for KEY  
20 for INT  
21 for CHA  
14 for SIZ  
17 for STR  
15 for VGR  
19 for AG  
18 for DFT

Going through the rest of section and with the help of the online calculator she works out that her character has:

Age 20  
12 Hit Points  
10 Move  
Right handed  
0 Extra Damage  
23 Combat Base  
22 Basic Mobility  
37 Basic Perception  
25 Basic Manipulation  
22 Basic Stealth  
28 Basic Communication  
21 Basic Knowledge

As these may still be subject to change she just notes them down on her paper for now and moves on to the next stage.

CHARACTER CALCULATOR

# ATTRIBUTES

## HIT POINTS (HP)

Hit points are a measure of how much physical damage a character can take before dying. A character's HP value is determined by adding VGR-10 and half SIZ together.

*When determining hit points always round up any fractions.*

$$\text{HP} = (1/2 \text{ SIZ}) + \text{VGR}-10$$

## EXTRA DAMAGE

This is not a skill, nor is it expressed as a percentage; it is a character's ability to use their strength to cause greater damage to an opponent than with just the weapon alone. This is added to the normal weapon damage upon successfully striking an opponent. It is expressed as +1 damage for every 3 points of STR above 17. This also applies to missile damage as a stronger character can throw heavier rocks, or draw a more powerful bow.

$$20=(+1), 23=(+2), 26=(+3), 29=(+4)$$

## AGE

The age of a starting character could be anything within reason, but generally will be from 16 to 25, which can be determined randomly, if wished, by rolling 15+1D10. This allows the character to have picked up some background skills, which will be determined in the following section.

## SEX

It is entirely up to the player if they want their character to be male or female or whatever.

## MOVE

This is the number Standards (Sd) a character can move in a round. Move is equal to half the character's current AG. If a character is running flat out with no obstacles then they travel up to two times their normal move (their full AG) in one round and may maintain this pace for up to VGR number of rounds.

*When determining move always round up any fractions.*

$$\text{MOVE} = 1/2 \text{ AG}$$

## HANDEDNESS

This characteristic only really comes into play should the character actually lose the use of their good hand. In general they will practise weapon skills in both hands and will be fairly proficient in each. Should they change hand for a particular weapon, etc. then they may use that skill at half their normal chance (or their combat base, if this is higher).

To determine which hand is dominant, roll 1D100, if the result is 01-05 then the character is ambidextrous and may use either hand equally. If the roll is 06-30 then the character is left handed, and if the roll is 31-00, then the character is right handed.

## WEIGHTS AND HEIGHTS FOR CHARACTER SIZ

It should be assumed that a character who has a very large SIZ, such as 22, will be at the top end of normal human height, around 6ft 6" or 2m. Their weight will be as appropriate for their build.

It should just be assumed they will be a little bit taller or broader than someone who is SIZ 21 and so on.

Similarly a character of SIZ 12 will be at the lower end of every-day human height and weight. A little lower than 5ft or 1.5m

Characters outside these ranges can be encountered, of course, as well as characters that have been altered by gods' gifts or magic. Something that is SIZ 1 is smaller than a mouse.

# ATTRIBUTES

## BASIC SKILLS AND ABILITIES

A character has various natural skills, which they will be able to use straight-off at a basic chance without having to learn that skill from 0%.

Different attributes influence different groups of these natural skills which will all share the same basic ability. Thus *basic perception* will apply to a character's: listen, scent, search and see skills. This will be looked at in more detail in the next chapter.

If a character gains any experience in one of those skills it will be added on top of the basic chance. Their basic ability may change if one of the attributes affecting it goes up or down. In which case all of the skills that use that basic ability will be altered. Unless the player or narrator finds this important to the situation it is not necessary to recalculate this every time an attribute like KEY drops temporarily.

### COMBAT BASE

This is the chance to strike an opponent successfully or block an attack using whatever weapon they are holding. It is determined by adding together the characters' KEY, STR and AG minus 30. Any additional experience the character learns for a weapon type is added on top of the basic chance

$$\text{KEY} + \text{STR} + \text{AG} - 30$$

### BASIC MOBILITY

Mobility skills demonstrate a character's ability to perform acrobatic feats, requiring quickness and co-ordination. It is determined by adding together KEY, STR, and AG, minus 20, minus SIZ.

$$\text{STR} + \text{AG} - \text{SIZ}$$

### BASIC PERCEPTION

The skills of using the senses to best advantage, determined by adding KEY and INT.

$$\text{KEY} + \text{INT}$$

### BASIC MANIPULATION

Manipulation skills demonstrate a character's ability to handle things, and make them do what they require. It is determined by adding together KEY, INT, and DFT minus 30.

$$\text{KEY} + \text{INT} + \text{DFT} - 30$$

### BASIC STEALTH

The skills needed for remaining undetected by others. The base for these is determined by adding together KEY, INT, and AG but deducting SIZ and a further 20 from this.

$$\text{KEY} + \text{AG} - \text{SIZ}$$

### BASIC COMMUNICATION

A character's skills in diplomacy, lying convincingly, or just impressing them with singing or poetry. It is determined by adding together KEY, INT, and CHA minus 30.

$$\text{KEY} + \text{INT} + \text{CHA} - 30$$

### BASIC KNOWLEDGE

These skills are representative of a character's education, wisdom, and inborn reasoning. It is represented as the character's INT, +1 point per five years of age the character is above fifteen.

$$\text{INT} + 1 \text{ per } 5 \text{ years of age}$$

### LANGUAGES

A character may speak their native Tongue at 80, +5 for every point of INT over 17. and -5 for every point below 17. Starting characters will normally speak any secondary languages they receive from their background or nationality at INTx3.

$$80 + 5 \text{ per INT over } 17$$





# CHARACTER BACKGROUNDS

Before being forced to join the Kerowan Guild a new character will have learnt some sort of trade or had some kind of background even if was in their youth. What general trade or occupation it was should be determined by rolling below.

## BACKGROUND CATEGORIES

Background	roll 1D20
CRAFT	1-2
ENTERTAINMENT	3-4
ESOTERIC	5-6
LAND WORK	7-8
MILITARY	9-10
MERCANTILE	11-12
NOBILITY	13
SERVICE	14-15
SEAFARING	16-17
TRANSPORT	18-19
DISPLACED PERSONS	20

Roll for a background category first, then refer to the section for that category and roll for one of specific backgrounds within that category.

The descriptions for the backgrounds indicate what skills the character may have learnt and what money or equipment they may have initially.

There will be some more dice rolling and adding to do, you may want a calculator on hand.

## NOTES ON BACKGROUNDS

Each background will indicate a number of skills that the character will have learned, these skills should be noted down on the player's character sheet in the following ways:

### Skills that say +5, +10, +15 or similar

This is experience the character has gained for a skill which has a *basic skill* chance.

The indicated amount should be added to the amount indicated for the character's *basic skill*. for that group of skills. Such skills can be found already listed in the Tefr character sheet, under their categories *Mobility*, *Perception*, *Manipulation*, *Stealth* *Communication* and *Knowledge*.

### Skills that just give a straight chance

These are the skills that a character has learnt from scratch, that do not have a *basic chance*. They will usually be put under the *Other Skills* or *Languages* sections on the character sheet as appropriate. New skills that the character picks up during play may also be added to these sections.

### Weapon skills that indicate a proficiency

This means that the character will have that + % on top of the *combat base* for that weapon type. (See Combat in Chapter 4). Often a weapon type is not mentioned; only a *primary* or *secondary* weapon. This means that it is up to the player to determine which weapons the character will have learned to use. Weapon descriptions can also be found in Chapter 4.

### Re-rolling Attributes

Some backgrounds allow a player to make a one-off re-roll a particular attribute using certain dice combination such as 1D6+16 for the character so that it aligns better with the background in question. This is optional. If the player wishes to keep the attribute as it was they can choose to discount the roll. The roll will be for the attribute before any gods' gift alterations might be applied.

### Magic

Some backgrounds indicate that the character may have learnt magic called *Enchanting*, which usually requires a student to have a KEY of 19 or higher to be truly effective. This is not a prohibitive rule and any character may pay to learn the language of enchanting later in the game.

### Duplicated Skills

In some circumstances a character may gain the same skill from two different sources, such as their nationality, or the second part of a noble background. If this occurs, the player should choose the higher of the two skill chances indicated.

Do not add duplicate skills together  
just choose the highest.

## LAURA'S CHARACTER

Laura wants to play a character with a Noble background. She rolls 1D8 to pick her noble's secondary background training and gets 4, indicating that the character was a merchant (which fits Terfyn well).

Looking up Merchant she notes her character gets from the Mercantile group:

**orate at +20, persuade at +40, and evaluate treasure at +30+1D20**

The Merchant background itself gives the character:

**knife at +5, read and write native tongue at 70+1D20, read and write high Annuan at 70+1D20, general knowledge at +15. Also Dance at 40+1D20, etiquette at 60+1D20 and ride at 20+1D20.**

Laura notes that from her High Born background she already has orate at +40, and ride at 60+1D20 so she chooses those.

She realizes read write native tongue will be 95 from the noble background, but her read write second language will be higher if she chooses High Annuan for her second language with the merchant's background at 70+1D20.

She also remembers the character gained the streetwise skill at 20+1D20 from their Terfynian nationality. They also got +10 persuade, which is less than the +40 persuade from the Mercantile group so she goes with the higher figure.

Dance is higher from the noble background at 50+1D20, etiquette an identical 60+1D20 from either background, although riding is 60+1D20 from the noble background which is higher.

Laura goes on to make all her rolls giving her character the following starting skills (aside from those which start at basic):

**Knife: 28 (23 combat base +5)**

**Orate: 68 (28 base communication + 40)**

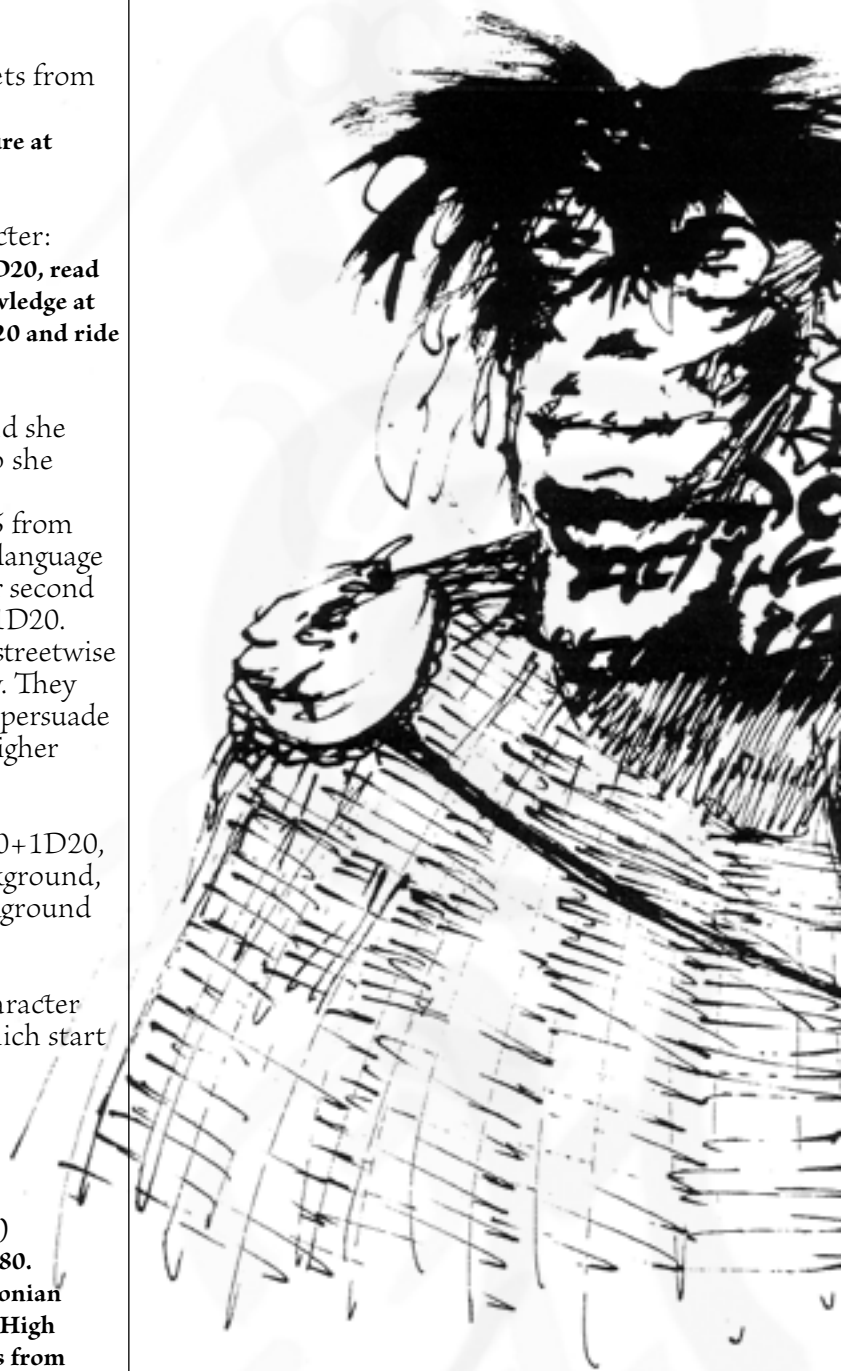
**Persuade: 68 (28 base communication + 40)**

**General knowledge: 36 (21 basic knowledge + 15)**

**dance :69, etiquette 71, streetwise 30, and ride at 80.**

**The character also speaks, reads and writes Terasonian at 95 as well as speaking and reading and writing High Annuan at 75. (they also gained 3 other languages from the Terfynian background for the character for which she rolled 57, 64 and 66 respectively).**

The character is KEYed up enough to also learn Enchanting and so starts with a skill of 26 and 4 enchanting symbols. They also have a horse, weapons, armour and cash to get her character nicely set up for the adventures to come.





# Craft Backgrounds

There are dozens of specialised crafts that make products for varied needs. For the most part it can be assumed they will start with very similar additional skills.

roll 1D6

1-2	Artisan
3-4	Smiths and wrights
5-6	Factor

## ARTISAN

This is the class of skilled crafts-folk in trades who create specialist products for sale or for commission. Players may choose as appropriate from the table below or roll randomly.

Players with an Artesan charcater may choose to re-roll DFT using  $1D6+16$ . Artisans start with the following skills:

- persuade at +15, evaluate treasure at +40,
- read/ write native tongue at INTx4.
- healing at  $10+1D20$ , drawing at  $20+1D20$ , skill at  $65+1D20$  in one of the following crafts:

1	Basket maker
2	Cobbler
3	Fletcher, bow-maker
4	Leather-crafter
5	Potter
6	Saddler
7	Tailor, hat-maker
8	Weaver

An artisan begins with  $100 \times 1D6$  shillings. If the starting character has a KEY of 19 or above they will have learned Enchanting to  $19+1D10$ , will have 5 glyphs and the accompanying basic spells. If they have insufficient KEY they will have learned herb lore to  $19+1D10$  and know 5 potions.

## SMITH AND WRIGHT

These are specialised craft backgrounds: shaping wood, stone and metal to create specific items. They are also often called upon to repair things that have worn or broken.

Smiths and wrights may re-roll their STR using  $1D6+16$ . The start with the following skills:

- proficiency in weapon of choice at +5,
- evaluate treasure at +20,
- ride at  $30+1D20$ , animal healing at  $20+1D20$ , a skill of  $60+1D20$ , in one of the following crafts



# Backgrounds

- 1 Builder
- 2 Carpenter
- 3 Cooper
- 4 Shipwright
- 5 Smith
- 6 Stonemason
- 7 Thatcher
- 8 Wheel-right

Smiths and wrights start with 1D4x50 shillings, weapons and armour of choice (up to 20G value), a great-horse (riding trained), and tack.

## Factor

These, often wealthy professionals, create much needed base products such as leather, dyed cloth, refined metal and flour. While the work usually pays well, the working environments or materials used are often somewhat hazardous to health.

Factors may re-roll both their STR and VGR using 1D6+16. They begin with the following skills:

- **persuade at +15, evaluate treasure at +30,**
- **read/ write native tongue at INTx4.**
- **ride at 20+1D20,**

- 1 Candler
- 2 Dyer
- 3 Fuller
- 4 Miller
- 5 Refiner
- 6 Tanner

A factor begins with 100x1D6 shillings. If the starting character has a KEY of 19 or above they will have learned Enchanting to 19+1D10, will have 5 symbols and the accompanying basic spells. If they have insufficient KEY they will have learned alchemy to 19+1D10 and know 5 potions.

## Entertainment Backgrounds

Talented performers and entertainers often travelling from settlement to settlement. Sometimes they will travel in a troupe, ranging from acrobats, to storytellers and serious actors, and many are multi-talented.

- **Proficiency with brawl at +10 plus a second weapon of choice at +5**
- **One additional language at INTx3, read and write native language at the same level they speak it**
- **General knowledge at +20, persuade at +10, evaluate treasure at +20, move quietly at +10**
- **Street-wise at 70+1D20, ride horse at 20+1D20**

- 1 Bard
- 2 Actor
- 3 Minstrel
- 4 Performer

## Actor

Actors are a combination of performer, storyteller and often singer. Some ply their trade alone, perhaps offering a puppet show or a recitation at a market or festival. Others move may be part of a troupe to perform well known plays to eager audiences.

An Actor may re-roll their CHA using 1D6+16. Actors have the following skills:

- **listen at +20, persuade at +20, orate at +50, sing at +25+1D20, acting at +40**
- **Bard lore at 40+1D20%, play musical instrument of choice at 40+1D20%, disguise at 70+1D20,**

Actors begin with a bag containing clothing to a value of 50S and personal adornment to a value of 30S, 1D100 shillings, and a bottle of cheap spirits.

## Bard

Bards are often to be found entertaining crowds in inns, markets and even the halls of the mighty. They are much in demand for the telling of new and traditional tales as well as being seen as reliable sources of news from afar. Bards are often consulted for the wisdom a traditional tale may impart for a contemporary issue.

A Bard may re-roll their CHA using 1D6+16. Bards have the following skills:



# BACKGROUNDS

- listen at +30, see at +20, hide at +15, move quietly at +10, , persuade at +20, orate at +50, sing at +35+1D20,
- Bard lore at 60+1D20%, play musical instrument of choice at 40+1D20%,

Bards begin with 1D100 shillings, a musical instrument of choice up to a value of 1D50 shillings, and a skin of cheap wine.

## PERFORMER

Acrobats, dancers, fire-eaters, contortionists and other entertainers.

Performers may re-roll their AG using 1D4+18. have the following skills in common:

- jump at +30, balance at +40, orate at +25, and persuade at +20, acting at +10+1D20, sing at +20, sleight of hand at +20+1D20
- disguise at 50+1D20, , sing at 1D100, play musical instrument at 30+1D20, and a skill of 30+1D50% in juggle and 30+1D50 in dance

An entertainer begins with 1D100 shillings, and the equipment and costumes required for their act, up to a value of 50S.

## MINSTREL

Minstrels can be singers, composers, and players of songs and ballads. Often, they rove from place to place looking for a good audience, but some may have been in the employ of a noble to provide entertainment or record deeds of valour.

Minstrels may may re-roll their DFT using 1D4+18. Minstrels have the following skills:

- listen at +30, see at +20, hide at +15, move quietly at +10, sing at +35+1D50,
- Bard lore at 50+1D20%, play musical instrument of choice at 70+1D20%, and play second musical instrument of choice at 40+1D20%.

Minstrels begin with 1D100 shillings, a musical instrument(s) of choice up to a value of 20+1D100 shillings, and a skin of cheap wine.



# Backgrounds

## ESOTERIC Backgrounds

The various esoteric backgrounds concern students of the arcane, the theosophical and biological

- Esoterics begin with +1INT
- Esoterics also gain:• read/write native tongue 80, speak and read/write second language at 1D100.

roll 1D4

1	Alchemist
2	Healer
3	Herbalist
4	Grey Hawk
5	Priest
6	Spell maker

### ALCHEMIST (APOTHECARY)

Pursuing material science to their own secret ends, many alchemists also work as apothecaries dispensing medicines and antidotes. Most alchemists are a member of an alchemists' guild and sworn to secrecy about their work.

An Alchemist may re-roll their INT using 1D6+16. They have the following skills:

- **scent at +10, memorise at +40, taste at 30+1D20,**
- **alchemy at 40+1D20, healing at 20+1D20,**

Alchemists will begin the game knowing how to brew 1D4+5 alchemical potions of choice (see Chapter 5).

If they have a KEY of 19 or above they will have learnt Enchanting to 19+1D10, and will know 7 symbols and accompanying basic spells. If not, they will have learnt herb lore to 19+1D10, knowing 4 potions.

Alchemists begin with an alchemists travel kit and INTx1D100 shillings.

### HEALER

The true healers who either work in one of the houses of healing belonging to the Atana temples (which can be found in most towns and cities) or practise their arts in a number of villages travelling to where they are needed.

Healers may re-roll their VGR using 1D6+16. They also begin with following skills:

- **proficiency with knife at +5,**
- **move quietly at +20, memorise at +15, general knowledge at +10,**

- **land lore at 20+1D20%, healing at 60+1D20%**
- **animal healing at 20+1D20%, plant lore at 30+1D20%.**

If they have a KEY of 17 or above they will have learnt Enchanting up to 19+1D10, knowing 6 symbols and accompanying spells. If not, they will have learnt herb lore to 19+1D10, knowing 4 potions.

A healer will begin the game with a pouch, knife, dressings, needles, thread, 1D6 yellow puffballs, three venom antidotes (see Chapter 5) and INTx1D10 shillings.

### HERBALIST

Herbalists rove the countryside and forests in search of herbs and plants, either to sell, or to create useful potions and poultices. They are quite often found as a village healer.

Herbalists may re-roll their VGR using 1D6+16. They will have the following skills:

- **proficiency with knife at +5,**
- **climb at +20, jump at +10, scent at +10, search at +20 see at +30, memorise at +20, and navigate at +20,**
- **fire lighting at 50+1D20, land lore at 40+1D50, plant lore at 70+1D20, healing at 30+1D20, animal healing at 30+1D20 taste at 20+1D20, and a ride at 30+1D20.**

If they have a KEY of 19 or above, they will have learnt Enchanting up to 19+1D10, and will know 5 symbols and accompanying spells.

A herbalist will begin the game with a pouch, knife, a small sickle, a small number of lidded pots and INTx1D10 shillings.

### GREY HAWK

Followers of the order of Grey hawks are not simply storytellers and minstrels, they are members of an order of warrior priests who follow the Tree of Life. The order considers itself independent of the rulership of any king, instead obeying directions from the Grey Order council based at the free city-state of Darvis, though they will rarely do anything to test this.

Whilst they are, strictly speaking, priests, Grey Hawks do not gain a theology skill as a priest would, but learn a great many other skills as part of their exacting training.

A new player character in the order will start as a first level Hawk - a Grey Hawk of Learning, with four higher levels of attainment ahead of them; see

# BACKGROUNDS



Chapter 7 on the Tree of Life religions for more details. A first level Grey Hawk will begin the story with the following:

- general knowledge at +20, memorise at +10, orate at +10, sing at +10, persuade at +25,
- bard lore at 30+1D20, play musical instrument of choice at 30+1D20, battle lore at 20+1D20, and healing at 10+1D20

Any of the the character's INT, DFT and or CHA attributes may be re-rolled using 1D6+16 if needed (minimum requirements for a Grey Hawk is 17). Grey Hawks may use any weapon favoured locally but are encouraged to learn the bow. A Grey Hawk will begin the game with a musical instrument of choice, one weapon of choice and 2D20 shillings.

If the character has a KEY of 19 or above they will also have received some training in Enchanting, to 15+1D10%, and will have learnt 4 symbols and accompanying basic spells.

## PRIEST

Most people on Tefr hold some sort of religious belief, and thus there is always a need for religious instructors. The actual religion is up to the player and they should consult Chapter 7 on the religions of Tefr to choose which religion their character is to preach.

Priests should not be regarded as soft targets; many temples have powerful means of defending their members, as well as the fact that many priests are quite proficient with weapons or magic. Priests may re-roll their KEY using 1D6+16. A new player character priest will begin as a Peldin, or Llievad priest. They have the following in common:

- theology at 30+1D20%, read Nétrálic at 10+1D10%
- priests also have 40+1D10% in three other skills approved by their temple or religion, as well as any other minimum requirements to become a priest in their chosen religion.

If they have sufficient KEY, and have chosen to use magic they will have 19+1D10% magic skill, knowing 5 symbols and accompanying spells. A priest will start with KEYx1D10 shillings.

## SPELL-MAKER

An Enchanter who has either travelled the land hiring out their services to those who required them, or who spent their time studying at one of the colleges of magic (Enchanting, its colleges and its study are covered in both the Enchanter's codex and Enchanter's Primer books).

A starting spell maker may re-roll their Key using 1D4+18. They will begin with:

- read Nétrálic at INTx2%,
- memorise at +30%, general knowledge at +10%, and navigate at +30%,
- ride at 1D100%, and one further skill of choice at 20+1D20%.

A starting enchanter will have attained Seran level and will begin the story with a skill of 30+1D10% in Enchanting, they will also have 10 symbols and the basic spells that those symbols can generate. Spell-makers will begin with INTx1D20 shillings.

# Backgrounds

## Land Work Backgrounds

These are people who work on, or with, the land in some way. Some may be the descendants of generations working the same land, others may move around seasonally or when a job is completed. The work is hard and labour-intensive, which breeds special qualities in the folk who undertake it. All land workers will begin the story with

- **fire-lighting at 50+1D20, land lore at 50+1D20, tie knot at +30+1D20**

roll 1D8

1	Farmer
2	Fisher
3	Forester
4	herder
5	hunter
6	miner
7-8	Labourer

### FARMER

Generally referring to growers of crops. Farmers can be poor, renting their land from a local lord to whom they must tithe each year, or they may even own their own land and be regarded as gentry. Farmers will begin with the following skills:

- **trap skill +20, , persuade at +20,**
- **track at 50+1D20, ride horse at 30+1D20, farming at 70+1D20, plant lore at 50+1D20 and one craft skill of choice at 20+1D20.**

If they come from an area that practises magic, and they have a KEY of 19 or above they may have learned simple Enchanting up to 10+1D10, and will know 5 symbols of choice. If not, they will have learned herb lore to 19+1D10, knowing 4 potions.

Farmers begin with INTx1D10 shillings.

### FISHER

Working with nets and traps on rivers, lakes and seashores, these hardy folk catch fish and dig for shellfish to eat and sell.

A fisher may re-roll their STR using 1D6+16. They start with:

- **proficiency with knife at +5, proficiency with throw at +10**
- **see at +40, search at +20, hide at +30, move quietly at +20, navigate at +30, trap skill at +20+1D20**
- **cooking at 20+1D20%, swim at 1D100.**

A fisher starts with a link knife, a length of rope, some fishhooks and line and 1D20 shillings.

### FORESTER

These people make their living from the forests or woodlands by felling trees for timber, coppicing woodlands, or burning wood for charcoal.

A forester may re-roll their STR using 1D6+16. They have the following skills:

- **proficiency with axe at +10, with bow at +5, and throw at +10,**
- **climb at +30, listen at +20, see at +20, navigate at +40, set trap at +1D20**
- **fletching 50+1D20, healing at 10+1D20 plant lore at 30+1D20.**
- **They also have one craft skill of choice at 20+1D20.**

A forester starts with 2D20 shillings, an axe, a knife, a bow and ten hunting arrows, and 10Sd of rope.

### HERDER

Generally herding and breeding domestic livestock for meat, milk or wool

They will begin with the following skills:

- **proficiency with Sling or throw at +5, spear or mace at +5, and dodge at +5**
- **listen at +20, scent at +10, see at +20, navigate at +20%, and persuade at +10%,**
- **animal training at 50+1D20%, and animal healing at 30+1D20%, track at 30+1D20%, plant lore at 20+1D20% and-one craft skill of choice at 30%.**

If they come from an area that practises magic and they have a KEY of 19 or above, they may have been taught simple Enchanting up to 10+1D10%, and will know the 4 symbols of choice. If not, they will have learnt herb lore to 19+1D10, knowing 4 potions.

Herders begin the game with 1D20+10 shillings, and a dog.

### HUNTER

Game hunters, and trappers, usually making a living out of trading furs.

A hunter may re-roll their AG using 1D6+16. They start with:

- **proficiency with bow at +10, and secondary weapon at +5**
- **listen at +40, scent at +40, see at +40, hide at +30, move quietly at +20+1D20, navigate at +40+1D20, trap skill at +20+1D20**
- **track at 70+1D20%, healing at 20+1D20, plant lore at 20+1D20, fletching at 40+1D20, and tanning at 40+1D20.**



# BACKGROUNDS

A hunter starts with a hunting knife, a bow, twelve hunting arrows, a leather suit of armour, leather gloves, a gin trap, and 1D20 shillings.

## MINER

This is gruelling and dangerous work undertaken by gruelling and dangerous people. It can include prospecting, digging in open pits or tunnelling deep under the ground.

Miners may re-roll their STR using 1D6+16. They will start with the following skills:

- proficiency with brawl at +10, and dodge at +10
- climb at +30, listen at +20, scent at +20, search at +40, jump at +15, balance at +10, navigate at +40, evaluate treasure at +10, draw at +20
- Swim at 10+1D20, masonry at 20+1D20, carpentry at 20+1D20 one extra craft skill at 30+1D20%.

A miner will begin with a candle, a metal helm, leather gloves, a length of rope and 1D10 shillings.

## LABOURER

These are the true peasants, performing a huge variety of agricultural, civic, dock-work and unskilled manual labour that keep the land running. A labourer may re-roll their STR using 1D6+16. They will start with the following skills:

- proficiency in sling or throw at +5, brawl at +10, and dodge at +10
- climb at +10, listen at +10, search at +20, set trap at +25, and hide at +15
- fire-lighting at 30+1D20, land lore at 30+1D20 track at 20+1D20%, and one craft skill at 20+1D20.

A labourer will know plant lore at 19+1D20, knowing 5 potions

A labourer will begin with a potato, some string and 1D20 coppers.

# BACKGROUNDS

## MILITARY BACKGROUNDS

Nations, and many smaller domains, train and employ people who can fight, either in war or to defend their people or property.

Some areas and nations will not have a conventional army, but may use warriors for the same purpose. People from the military professions have the following in common:

- proficiency in first weapon at +15, second weapon at +10, and third weapon at +5, dodge +5

roll 1D4

1	guard
2	soldier
4	horse soldier
4	warrior

### GUARD

Guards can be found in an assortment of roles from the city watch, standing, trying to stay awake beside the doors of the local karooh, to escorting a caravan across the desert. Guards gain and begin with:

- listen at +20, search at +20, see at +20, hide at +30, move quietly at +10, and tie knot at +20%
- fire-lighting at 20+1D20, streetwise at 20+1D20 and ride at 1D100.

A guard starts with KEYx1D4 shillings, as well as weapons and armour of choice, up to a value of 120 shillings.

### MOUNTED SOLDIER

A paid fighter for a mounted cavalry unit, they will know as much about horses (or their chosen mount) as they do about fighting. They will have the following skills:

- tie knot at +20+1D20, navigate at +10
- riding skill at 70+1D20, animal healing at 40+1D20, battle lore at 20+1D10, leather crafting at 1D50, and animal training for their type of mount at 60+1D20.

A horse soldier will start with a well bred, cavalry trained, mount and tack. They will also have weapons and armour of choice up to a value of 400S. A horse soldier starts the game with KEYx1D6 shillings.





# BACKGROUNDS

## SOLDIER

Professional foot soldiers and militia who will be encountered in most civilised countries. They begin with the following skills:

- **climb at +10%, listen at +10, see at +10, and hide at +10.**
- **fire lighting at 10+1D50%, land lore at 1D50%, healing at 10+1D20%, street-wise at 1D50%, and battle tactics at 30%. Cook at 1D20+10**

A soldier will begin with hide half plate or chain-mail armour, three weapons of choice, and 1D20 shillings.

## WARRIOR

Warriors range from village hunters and protectors to legendary heroes in a king's war band. They start out with the following skills:

- **climb at +10%, jump at +10%, listen at +20%, see at +10%, hide at +10%, move quietly at +15%, navigate at +10%, and tie knot at +20%,**
- **fire-lighting at 30+1D20%, land lore at 20+1D20%, ride at 1D100%, and track at 20+1D20%.**

Warriors have weapons and armour of choice, up to a value of 200 shillings, and 1D20 shillings to begin the story.

## MERCANTILE BACKGROUNDS

The mercantile professions are involved with the selling and supply of goods to whatever market is willing to buy. They begin with the following

- **orate at +20, and persuade at +40, evaluate treasure at +30+1D20.**

roll 1D6	
1-2	Merchant
3-4	tinker
5-6	trader

## MERCHANT

Merchants deal in the buying and selling of goods, lives, and secrets. Some may simply run shops or market stalls. Some may be involved in shipping or the acquisition of items to sell from far afield. Many have their fingers in several pies at once and only seem to be happy making money, or playing in the power game. A character with a mercantile background will begin with the following skills:

- **proficiency in knife at +5,**
- **read/write native tongue at 70+1D20%, speak and read/write high Annuan at 70+1D20% (if native tongue is high Annuan then pick another language)**
- **general knowledge at +15**
- **dance at 40+1D20, etiquette at 60+1D20, ride at 20+1D20.**

If the character has a KEY of 19 or above they will be able to use Enchanting at 20+1D10%, knowing 4 symbols and accompanying spells.

A character with a merchant background will have been relatively rich and begin with possessions and equipment up to 10D100 shillings value and INTx1D100 cash.





# Backgrounds

## TINKER

Roving the world, not tied to any particular place. Tinkers are welcomed in the smaller villages and hamlets, bringing affordable goods, luxuries and tales of the world. They begin with:

- proficiency with primary weapon at +10, proficiency with second weapon at +5
- +20, listen at +20, see at +25, hide at +20+1D20, move quietly at +20+1D20, sing at +20%,
- animal healing at 20+1D20, bard lore at 20+1D20, fire lighting at 50+1D20%, land lore at 50+1D20%, plant lore at 40+1D20%, knowing 1D4+2 herbalist potions, , ride at 30+1D20%, and a craft skill at 30+1D20

Tinkers begin the story with 2D20 shillings, a mule or equivalent and tack, and one weapon of choice up to the value of 75 shillings.

## TRADER

These people often risk their lives from bandits, driving carts or mule trains of goods from one place to another, something of an adventurer to begin with they get the following skills:

- proficiency with primary weapon at +10, proficiency with secondary weapon at +5, dodge at +5
- listen at +15, see at +15, hide at +10, move quietly at +10, evaluate treasure at +40, general knowledge at +10, navigate at +30, tie knot at 30+1D20
- fire-lighting at 40+1D20, land lore at 20+1D20, ride at 60+1D20, animal training at 20+1D20, animal healing at 20+1D20, street-wise at 40+1D20, and leather craft skill at 20+1D20.

If they have a KEY of 19 or more a trader may have learned simple Enchanting up to 10+1D10, and will know 5 symbols of choice. If not, they will have learned herb lore to 19+1D10, knowing 4 potions.

Traders begin with two weapons of choice to a value of 100S, a mule and INTx2D20 shillings.

# Backgrounds

## Nobility Backgrounds

### High Born

Whilst most civilised countries on Tefr have a privileged noble class, even in the more savage lands the sons and daughters of chieftains and clan notables are brought up to take on positions of responsibility and power.

Many will have been second or third children without inheritance, and many deposed lords and other nobles have lost their estates through wars, and the shifting of court favour. It can be assumed, that for a noble to have joined the Kerowan Guild, they will have been forced to relinquish their lands and responsibilities, and be shunned by their families and peers. Though all High born characters have some advantages of their class and will have the following in common:

- read/write native tongue at the same level they speak it, and speak and read/write second language at  $65+1D20$
- orate at +40,
- dance at  $50+1D20$ , etiquette at  $60+1D20$  and ride at  $60+1D20$ .

All high born characters will have trained in a suitable background and will have been expected to eventually take a leadership role for that background. Military or seafaring backgrounds will automatically mean the character was a junior ranking officer. Roll 1D6 to determine their training

roll 1D8	
1	Farmer
2	Healer
3	Hunter
4	Merchant
5	Military
6	Seafaring
7	Priest
8	Spell-maker

Note that the secondary background may have skills from the background group as well such as the Esoteric group.

A High Born Character starts with weapons, armour, a horse or mount of choice, and 1D100 gold. Note that if skills such as ride are duplicated in the secondary background, the player should pick the highest of the two, not add them together.





# BACKGROUNDS

## SERVICE BACKGROUNDS

There are any number of people who work in service of one form or another

roll 1D4

1	Bureaucrat
2	Cook
3	Drudge
4	Servant

### BUREAUCRAT

Many households organisations and businesses need individuals that can take care of the paperwork, balance the accounts and ensure the stock is organised. They are the secretaries, scribes and accountants.

A bureaucrat may re-roll their INT using 1D6+16. They have the following.

- proficiency in knife at +5
- listen at +20, search at +30, hide at +15, move quietly at +15, , sleight of hand at +10, persuade at +20, memorise at +30 and general knowledge at +10
- read/write native tongue at 70+1D20%, speak and read/write high Annuan at 70+1D20% (if native tongue is high Annuan then pick another language),
- etiquette at 40+1D20.

If the character has a KEY of 19 or above they will be able to use Enchanting at 19+1D10, knowing 5 symbols and accompanying spells.

A character with a bureaucratic background will begin with possessions and equipment up to 10D100 shillings value and INTx1D100 cash.

### Cook

Cooks and kitchen staff can be found across the world, working in a variety of locations and using a variety of equipment, to prepare many different foodstuffs. From the chasator of a noble producing elegant feasts for the high tables to preparing the meals of a travelling caravan over a camp fire. Cooks have the following.

- proficiency in knife at +12, throw at +5
- listen at +30, scent at +40, search at +15, see at +10, hide at +10, move quietly at +20, orate at +30, evaluate treasure at +20, and memorize at +20,
- taste at 50+1D20, etiquette at 10+1D20%, healing at 19+1D10, cooking at 55+1D20. One additional craft skill of choice at 20+1D20.

A cook will have learned plant lore to 29+1D10 and





# BACKGROUNDS

will know 6 potions.

A cook will begin with a backpack, 1D4 sharp knives, a whetstone, a frying pan, a cooking pot, several wooden utensils a small jar of oil or fat, a pouch containing herbs, and INTx1D10 shillings.

## DRUDGE

This background includes all the menial workers who clean and pick up after their betters. The scrubbers of pots, the washers of floors, the unblockers of garderobes, the catchers of rats. The ones that bad-tempered nobles like to kick when things don't go their way.

Drudges may re-roll their VGR using 1D4+18. They will have a natural resistance to sinterra, and also the following:

- **brawl at +8, dodge at +15**
- **jump at +12, listen at +30, search at +15, see at +10%, sleight of hand at +30, set trap at +25, tie knot at +10, hide at +15, and move quietly at +30.**
- **fire-lighting at 30+1D20, streetwise at 20+1D20**

A drudge begins with 1D6+6 shillings, and a leather bucket.

## SERVANT

Servants do any day to day tasks that their masters cannot be bothered to do. Generally one step above a drudge and slightly cleaner, servants include maids, footmen, nannies, housemen, housekeepers, wait-staff, serving lads, serving wenches etc. They have the following skills:

- **read and write Annuan at 1D100, and speak High Annuan at 50+1D20,**
- **listen at +30, search at +15, see at +10, hide at +10, move quietly at +40, evaluate treasure at +20, and memorise at +15.**
- **fire-lighting at 20+1D20, taste at 10+1D20, etiquette at 30+1D20, tailoring at 20+1D20, sleight of hand at 20+1D20, ride at 20+1D20, cooking at 20+1D20.**

Servants begin with, well-made shoes, a cap or bonnet and KEY x1D10 shillings.

## SEAFARING BACKGROUNDS

Most of the nations that border the sea have vessels to sail upon it and crews to sail them. Usually such vessels will operate a strict hierarchy and most starting characters will not have been promoted very high before they were forced to join the guild.

All those with seafaring backgrounds will start with

- **balance at +40, see at +40, and general knowledge at +10, sing at +20+1D20, jump at +20**
- **seamanship at 50+1D20.**

roll 1D6	
1-2	boatman
3-4	Ratings
5-6	Officer

## BOATMAN

Fishermen, coastal traders, and river traders, ferrymen all come under this class. These are people who crew the small coastal or river vessels that never sail or row far from the shore.

They have the following skills in common:

- **proficiency with a weapon of choice at +5, proficiency with knife at +10, dodge at +5**
- **climb at +40, tie knot at +60, persuade at +10, navigation at +40**
- **swim at 50+1D20, fishing at 65+1D20, carpentry at 40+1D20 and shipbuilding at 1D100. bard lore at 20+1D20**

A boatman will start with a tattered shirt or woollen jumper and a set of oilskins, KEYx1D4 shillings, a knife and a weapon of choice, up to a value of 90S.

## RATING

The crews of larger vessels: merchantmen, mohl hunters, naval vessels and Bakaaran galleys operate a formal rating system from seaman, able seaman, petty officers up to bosun and ship's carpenter. It is unlikely a character who has ended up in the Kerowan guild would have climbed far.

The crews of such vessels tend to be better trained and more disciplined than other occupations. They are also known to be tough and fearless in combat.

Ratings begin with the following skills:

- proficiency with main weapon at +15, proficiency with secondary weapon at +10, and proficiency with third at +5
- climb at +50, tie knot at +60, navigation at +20, evaluate treasure at 20+1D20
- swim at 1D100%, carpentry at 20+1D20. bard lore at 20+1D20, fishing at 30+1D20

Ratings start with a knife, 2 weapons of choice up to a total value of 100 shillings, a good shirt, a hat, a small chest, some scrimshaw or erotic art and KEYx1D10 shillings.

## Officer

Officers aboard most vessels come from the more privileged backgrounds though even the wealthiest sons and daughters will have to work their way up. Ships and crew will be lost if those in charge are incapable of using good judgement.

Officers begin with the following skills:

- proficiency with main weapon at +15, proficiency with secondary weapon at +10.
- climb at +20, tie knot at +10, orate at +40, and navigation at +55.
- swim at 1D100%, battle lore at 30+1D20, and etiquette 30+1D20

Officers will start with armour of choice up to a value of 150S, weapons up to a value of 200S, a large trunk containing 200S worth of clothing and other equipment and begin with KEYx1D20 shillings.





# BACKGROUNDS

## TRANSPORT BACKGROUNDS

This is essential to moving people and goods about on land, either using mounts, beasts of burden or in carts, carriages or similar. The people who work in such transport have the following in common

- **tie knot at +40, general knowledge at +15**
- **leather craft at 40+1D20**

roll 1D4

1	Driver
2	Messenger
3	Ostler
4	Wayfinder

### DRIVER

Carters, muleteers and boarth handlers, Drivers are responsible for moving heavy or bulky loads overland. It's hard and often thankless work but if people need goods moving there are always people prepared to move them.

- **proficiency in primary weapon at +5, proficiency in whip at +10, dodge at +5**
- **read/write native tongue at 50+1D20**
- **jump at +20, listen at +20, see at +40, memorise at +15, , navigate at +50,**
- **fire-lighting at 60+1D20, land lore at 60+1D20, ride at 40+1D20, cooking skill at 20+1D20, animal healing at 20+1D20, and plant lore at 19+1D20 knowing 3 potions.**

Drivers begin with a whip, wet-weather clothing, a broad brimmed hat of some kind and KEYx5 shillings

### MESSENGER

People employed to run messages and small packages from one location to another as swiftly as possible. Messengers in the civilised areas of the world invariably ride horses or valley ibex depending upon the terrain. Messengers begin with

- **proficiency in primary weapon at +10, proficiency in a second weapon at +5, Dodge at +12**
- **read/write native tongue, speak two other languages at INTx3,**
- **climb at +20, jump at +20, listen at +20, see at +40, hide at +10, memorise at +15, and navigate at +50.**
- **fire-lighting at 60+1D20, land lore at 60+1D20, ride at 70+1D20 and animal healing at 30+1D20.**





# BACKGROUNDS

Messengers begin with a fast, cavalry trained mount of choice, a good saddle, large saddle bags, wet weather clothing, a pair of good riding boots and KEYx10 shillings

## Ostler

The people who care for as well as buy, sell and help equip horses, mules or other mounts and have the following skills:

- primary weapon at +5, whip at +10
- read and write native tongue at INTx4
- tie knot at +50, persuade at +15,
- ride at 75+1D20, animal healing at 60+1D20, animal training at 30+1D20, blacksmith craft at 20+1D20, leather-craft at 40+1D20.

Ostlers begin with leather trews, good riding boots a well made saddle INTx1D50 shillings and a good mount.

## Wayfinder

Wayfinders and guides are usually hired by merchants to guide caravans through the wilder and more mountainous trade routes, as well as providing their services for numerous other tasks. Wayfinders begin with the following skills:

- proficiency in spear or mace at +10, proficiency in a missile weapon of choice at +10,
- speak one other language at INTx3,
- climb at +30, jump at +20, listen at +20, search at +20, scent at 40+1D20, see at +40, hide at +10, move quietly at +20+1D20, drawing at +20, memorise at +15, general knowledge at +15, navigate at +50, and tie knot at +40
- fire-lighting at 50+1D50, fletching at 30+1D20, land lore at 50+1D50, ride at 20+1D50, track at 75+1D20, and plant lore at 30+1D20 knowing 3 potions (see Section 5.8).

Wayfinders begin the story with a staff, a standard pack and 1D20S.

## Displaced Persons Backgrounds

### BANDIT

Armed robbers, muggers and highwaymen, often preying on unwary travellers, they have:

- proficiency in primary weapon at +12, proficiency in secondary weapon at +8, dodge at +5
- climb at +15+1D10, jump at +15+1D10, listen at +20, search at +10+1D10, see at +40, hide at +20+1D20, move quietly at +20+1D20, evaluate treasure at 20+1D20, navigate at 20+1D20 sleight of hand at +1D20, set trap at +20, and tie knot at +30+1D20
- street-wise at 50+1D20%, a ride skill of 1D20x4, and land lore at 40+1D20.

A bandit starts with 1D100 shillings, as well as weapons and armour of choice, to a total value of KEYx10 shillings.

### BEGGAR

These are the down-and-outs, ne'er-do-wells, diseased and maimed. Most beggars also double as spies, selling information to make a few shillings. Some are also not above a little robbery if the opportunity presents itself. Beggars will be resistant to Sinterra, and Yellow wound infections (see Chapter 5) They begin with the following:

- brawl +10, attack with club, knife or staff at +5, dodge +10,
- climb at +15+1D10, dodge at +40, jump at +10, listen at +30, search at +20, see at +30, hide at +25, move quietly at +25, evaluate treasure at +20, sleight of hand at +30, tie knot at +10, acting at +20, and persuade at +40.
- pick lock at 20+1D20, street-wise at 60+1D20, and theology at 10+1D10 (they spend a lot of time in Karochs or temples).

A beggar begins with 0 shillings, a dagger or staff and a thriving population of fleas.

# BACKGROUNDS



# Backgrounds

## DOXY

The partners for pleasure of those that wish to pay for their pleasures, this background covers concubines, prostitutes, gigolos, courtesans, and confidence tricksters. Many also act as spies if the right money is offered. It should be no surprise that in the world of Tefr there are just as many male doxies as female. They may re-roll their CHA using 1D6+16. They start with the following skills:

- **attack in knife or whip at +8, brawl at +5, and dodge at +10.**
- **listen at +30, search at +20, see at +10, sleight of hand at +30, tie knot at +10, hide at +20, move quietly at +40, acting at +20+1D20, persuade at +30, sing at +20+1D20, evaluate treasure at +20, memorise at +15, and general knowledge at +15.**
- **dance at 75+1D20 disguise at 70+1D20, etiquette at 20+1D20, drawing at +30, bard lore at 25+1D20, pick lock at 20+1D20, streetwise at 20+1D50, healing at 30+1D20**

A doxy begins with a knife or whip, soft skimpy leather armour that only protects for 1D2, several sets of clothing and undergarments to a value of 50S, personal adornment and disguise items to a value of 30S a small ornamental box of pepper mushrooms and CHAx 10S.

## PRIZE FIGHTER

Prize fighters who have left the ring. In some lands gladiators who have survived

A prize-fighter may re-roll their STR and AG using 1D6+16. They will begin with the following skills:

- **proficiency in first weapon at +15, second weapon at +10 and third weapon at +5, dodge at +5**
- **jump at +20, tie knot at +50**
- **streetwise at 10+1D20, healing at 10+1D20**

Prize fighters have weapons of choice up to a total value of 120S, and either hide half plate or studded leather armour. They begin with STRx10 shillings.

## PIRATE

There are always unscrupulous buccaneers around who can lighten the load of the honest vessels plying the five seas and some of the rivers. This background also covers smugglers, and slavers. All pirates have:

- **climb at +45, jump at +25, balance at +40, see at +30, sleight of hand at +20+1D20, trap skill at +10+1D20, tie knot at +50, hide at +30, move quietly at +30+1D20, sing at +30, and general knowledge at +10.**
- **bard lore at 30+1D20, seamanship at 60+1D20 swim at 1D100,**

roll 1D6

1-3 Pirate Crew

4-6 Pirate Officer

### Pirate Crewman

Pirate crew are the scum that other scum doesn't like to be around, which is why they spend most of their time at sea. They have the following starting skills on top of the general pirate background:

- **brawl at +12, proficiency with primary weapon at +12, proficiency with secondary weapon at +10,**
- **evaluate treasure at +20,**
- **carpentry skill at 20+1D20.**

Pirate crew will start with weapons and armour of choice to a value of 150S, no shoes, a small chest containing spare clothing a pipe and calove tobacco, a bottle of very nasty spirits. They will begin with KEYx1D10 shillings.

### Pirate Officer

To have reached this level, the pirate will generally be more ruthless and daring than the scurvy dogs below them. A pirate officer will have the following on top of the general pirate background:

- **brawl at +12, proficiency with primary weapon at +15, proficiency with secondary weapon at +12**
- **evaluate treasure at +30, navigation at +55, persuade at +15, orate at +40, draw +20**
- **etiquette 20+1D10**

A pirate officer will start with a hat appropriate to rank, some really high boots, a chest containing some spare clothing and some pieces of silverware or similar to a value of 1D100S. A good bottle of brandy, KEYx2 Guilders, a pet (optional). They will also invariably have a price on their heads, though not necessarily from the authorities.



# Backgrounds

## CONVICT

A character who has been kept in prison or forced labour as a punishment. They may have stolen, caused harm, been captured in war or simply become a bondsman through debt.

It should be assumed the character had some form of occupation before being incarcerated. They should roll again for their former background taking all the skills given at half those shown. They will gain none of the money or equipment for that background.

Convicts will also have picked up the following extra skills:

- **brawl +15, hide at +10, sleight of hand at +15, streetwise at +10.**
- **one (non-smith or weapon related) craft skill of choice at 10+1D20**

How the convict came to join the Kerowan Guild is up to the player or narrator. In some lands a convict may have their sentence reduced if they agree to join the guild. Convicts begin with 0 shillings.

## THIEF

Where there is money and riches there is always someone around to steal it. Of course, the penalties may be severe, but the rewards can be great. Pick-pockets, cat-burglars and smash and grabbers, A thief may re-roll their DT using 1D6+16. They begin with the following:

- **proficiency with primary weapon at +5, proficiency with throwing at +10, dodge at +15**
- **climb at +30+1D20, jump at +35, listen at +40, search at +30+1D20, see at +30, sleight of hand at +40+1D20, trap skill at +40+1D20, hide at +40, move quietly at +30+1D20, persuade at +15, evaluate treasure at +40,**
- **pick lock at 50+1D20, and street-wise at 50+1D20, disguise at 30+1D20**

A thief begins with a throwing knife or dagger, a weapon of choice, a set of pick-locks, a cloak with a hood and 1D100 shillings, anything else they want they can always steal.



# Gods Gifts

The range of gods' gifts are outlined in the following pages. Each new character should already have a number of *Gods' Gift points* from their nationality. Players may choose to spend these points on various 'features' that the character has manifested as part of their Gods' Gift.

Players are encouraged to use their imagination when creating their gods' gifts to come up with a character that is truly unique. Narrators should feel free to make up new or specialised gifts, as long as they work within the game system.

## Gods Gifts Points

Some of the gifts listed may require more points than their nationality gives them. To access these, players may generate further points by taking on less advantageous gifts which indicate a plus (+) value at the top of the various sections. Players should not take more than one +gift from a section.

Players can combine several gifts from the various sections, if they have the points to spend. This should be done within reason as some gifts will either be mutually exclusive or one will make another useless.

A player is not obliged to use all their gift points for their character although it is recommended, as they will not be able to use them at a later date. There are always less obvious gifts that will give a starting character a boost.

## SKIN

- +1 Partly altered: furry, scaled, feathered etc.
- +2 All over altered: furry, scaled, feathered etc.
- +1 Part covering lumps, warts, nodules
- +2 All over lumps, warts, nodules
- 0 Slimy: -50 to be grappled
- 1 Fast growing hair or fur
- 2 Tough lumps, bumps, spikes +1 armour
- 2 Partial thick fur, scales or similar +1 armour
- 2 Partial spines or nodules +1 armour
- 4 Thick fur or spines +2 armour
- 4 Bulkier +2 SIZ
- 3 Thick hide/bark/carapace +3 armour, -2AG
- 3 Continually flaking, regenerates 4HP per day.
- 5 Character has green skin and can photosynthesize - need not eat food to survive
- 8 Can change pattern to mimic surroundings or other things: 95 hide when naked.



# Gods Gifts

## Head

### Eyes

- +1 Altered or animal, ridges, bumps, small horns etc.
- 2 Antennae: feel in dark, see up to 1Sd
- 3 Medium horns: 1D4+1 damage
- 4 Quick thinking +2 INT
- 5 Large horns or antlers: 1D6+1 damage
- 8 Twin spines on head which can generate energy charge once every 3R, causing stun on contact
- +1 Altered or animal, all one colour etc.
- 2 Detail vision: +40 search & see for close items
- 3 See clearly underwater
- 3 Long range: +40 see for distant objects
- 4 Large, cute: +2CHA
- 10 See in dark at half normal see chance

### MOUTH

### EARS

- +1 Altered teeth, muzzel or nose etc.
- +1 Developed canines or tusks
- 1 Wet dog/wolf nose: scent +40
- 2 Sharp/powerful bite: 1D4+2 bite
- 5 Very sharp/powerful bite: 1D6+2 bite
- 8 Venomous bite: 1D4 bite & 1D8 damage to victim's VGR at 1 point per round
- +1 Forked or altered tongue/gums
- 5 Long prehensile tongue: can hold up to STR
- 6 Very long and fast tongue with sticky tip: hit at basic attack, can lift up to SIZ 2
- +1 Altered or animal ears
- 4 Improved hearing with increased range +50
- 7 Huge ears with new perception skill: ultrasound 1D10+10, 'see' in dark and through thin surfaces with 2Sd range



# Gods Gifts

## FORE-LIMBS

- +1 Altered or animal, elongated, clawed etc.
- 1 Webbing between fingers, swim +20
- 2 Tentacles +2 STR
- 2 Sharp claws or spines: 1D4+1 damage
- 3 Spiked/club fists: -6DFT, punch damage 1D6+1
- 3 Hand eye coordination +2 DFT
- 4 Retractable claws or spines: 1D4+1 damage
- 4 Bony protrusions or spines +1 punch damage +1 armour
- 6 Crab-like claws -5DFT 1D6+2 damage, +1 armour
- 8 Suckers/micro grip on hands climb +30

## HIND-LIMBS

- +1 Altered or animal, elongated, clawed etc.
- 1 Gripping toes: climb +20
- 2 Webbed feet: swim +40%
- 2 Suckers/micro grip on feet: climb +30
- 3 Long folded (frog, grasshopper): jump +40
- 4 Soft velvety feet: move quietly +50
- 6 Athletic legs +3AG

## TAIL

- +1 Small or decorative
- 2 Long balancing tail +40% balance
- 5 Prehensile tail, climb +30% can pick up objects up to SIZ2.
- 5 Thin whiplike tail - whip skill 1D4+1 damage

# Gods Gifts

## RESISTANCES

- 2 Immune to wound infection or spoiled food
- 3 Heals at double rate: HP and VGR at 2pts per day
- 5 Immune to non-magical diseases
- 5 Endurance: can endure fatigue, pain for twice as long, +2 VGR
- 6 Resistant to cold: roll under KEYx3 =no damage. Over KEYx3 = half damage. Immune to hypothermia
- 7 May hold breath for up to VGR minutes
- 8 resistant to pain: +4 HP
- 12 Resistant to lightning: roll under KEYx3 =no damage. Over KEYx3 = half damage. Immune to electrical stun effects
- 13 Immune to non-magical venoms or stings
- 14 Resistant to fire: roll under KEYx3 =no damage. Over KEYx3 = half damage. Immune to heat exhaustion

## SPECIAL GIFTS

- +2 Limbs, body-parts in unusual configuration
- 3 Attuned motor skills +2 DFT
- 3 Attractive pheromones +2 CHA
- 4 Attenuated limbs: unnaturally tall with a long reach, +2 SIZ
- 4 Enhanced recall +2 INT
- 4 Enhanced musculature +2 STR
- 5 Fetid breath (brawl skill) causing target to lose an action that round
- 5 Extra jointed bones: escapology skill 1D20+20, +1 AG
- 7 Can randomly alter appearance (re-roll CHA) once per month
- 7 Soft skeleton: escapology skill 1D20+30. Takes half damage from crush weapons or falling
- 11 Gills: may breathe underwater
- 12 Regenerates HP at 1 point per hour
- 13 Slowed perception of time. May gain an additional half attack each round



## LAURA'S CHARACTER

Laura glances through the various options for gods' gifts for her Terfynian noble character: she has 7 points from the nationality available.

She decides she wants to go with a hawk-like vibe for the character, but maybe with some other things too.

First, she looks at Skin and likes the idea of them being partly feathered (maybe around the character's head). This actually gives the character another god's gift point putting them up to 8 points

Next she looks at eyes. She wants large bird-of-prey eyes, which gives her another +1 point, putting her character up to 9 points.. Here she decides it would be great to have hawk-like vision, so she chooses the *long range vision*, giving her character +40 on their see skill. This costs 3 points taking her down to 6.

Laura now looks at the mouth section. It doesn't mention a beak so she checks with the narrator of her game if that is okay. The narrator thinks a beak is a great idea and says that should be just fine. She also chooses to make it a *sharp bite* which gives the character 1D4+2 bite damage. This gains her +1 god's gift point and costs -2, taking her to a total of 5 points.

So far so good.

She decides to leave the arms alone. She wants to have *athletic legs*, which gives +3 AG; which would take her character's AG from 19 up to a speedy 22. But it costs 6 points, and she only has 5 left. She then thinks she might as well make those athletic legs *altered* and and bird-like which gives her the extra point she needs.

To match the bird legs she also chooses to have a decorative tail, quite obvious and feathered like a hawk, adding +1 to the god's gift points, and bringing the total back up to 1.

Even though she still has a point to spare she decides her character has enough god's gifts.

Just to complete the whole thing she decides that it would could complete the look if the feathers are a shimmering gold colour.

The final thing she does is update her character's move, attack base and and stealth base and any skills this affects to reflect the increase in AG the character gained when they developed their god's gifts.

