



## Creating a Character

Characters are the imaginary beings which the players and the GM control in a fantasy world. Each player normally has one character, and the GM has many characters which interestingly enough are called non-player characters.

The following rules show how to create a character from the ground up. The rules are in order of use, so by paging through this section and following the instructions, a player can create a character with minimal difficulty.

The GM will usually not use the following character generation system to make her characters. Only important figures in the story-line would be fully created, as creating a character is a relatively time-consuming process, and not worth the energy if the character will only be in play for a few minutes.

Characters consist of descriptive attributes, such as sex, race, or height; ability scores which measure the characters intelligence, strength, and other such features; a collection of skills which encompass the character's education; and a few other odds and ends.

The character generation process is listed in the sidebar. To summarize: a character is made by first rolling the ability scores which reflect the character's natural aptitudes. Then the player chooses an occupation and skills for the character on a year by year basis until the character is ready for play.

The final steps are to choose a current level of faith, adjust attributes due to aging, and to adjust some physical attributes due to the level of physical activity in the character's life. The ultimate action is to determine the possessions of the character.

### World Consistency

We recommend reading or at least skimming the world information before embarking on character creation. This makes it much easier to make a character consistent with the world of Tigmar.

For example, in Tigmar magic is hated and despised in most parts. This information is crucial for any character who wishes to make and play a mage. If they create a character on the assumption that they will have great pyrotechnics to impress the masses, then they will be very disappointed and will probably feel betrayed or undermined when they actually play.

Prior knowledge can prevent such misunderstandings. And if a person wants to still play a such a character, the player and GM can attempt to come up with some idea that fits this kind of character into Tigmar.

### Warning

Dispose of preconcieved notions--do not try and force the system. Go with it, and see where it takes you.

### *Other Generation Methods*

*At the end of this section is an alternative generation process for quickly putting together pre-conceived NPCs.*

### *Steps for Creating a character*

#### *Choose Race*

*page 12*

#### *Roll Abilities*

*page 14*

#### *Compute Ability Bonuses*

*page 15*

#### *Choose Motivation*

*page 16*

#### *Choose Starting Occupation*

*page 17*

#### *Calculate Final Skills*

*page 22*

#### *Generate Skills and Lifeline*

*page 19*

#### *Calculate General Skills*

*page 22*

#### *Adjust for Aging*

*page 22*

#### *Adjust for Physical Life-style*

*page 25*

#### *Choose Religion and Faith*

*page 22*

#### *Final Bits*

*page 27*

#### *Get Equipment*

*page 70*

## Chose Race and Culture

### *CHOOSE RACE, BIRTHPLACE, AND CULTURE*

#### *Republic of Sampson*

Much like the Roman Empire on Earth at around 60 AD, with slaves, debauchery, and a healthy respect for the glories of sin of all descriptions.

#### **Race**

Most player characters are human in Cinis. If players should wish to have a non-human character, they should read the Non-Human Race section beginning on page 316.

We also strongly suggest reading much of the world information to get a better picture of the races and how they fit in society. If one does not do this, again one might have trouble building a character that would be consistent with the world.

#### **Culture, Homeland, and Religion**

More important than Race by a long shot is Culture. Where did your character grow up? What influences exist in your characters mind because of this? For example, Orcheron-based characters are less sexist than the Holy Empire. Republic of Sampson folks are usually more tolerant of technology and are less reverant towards nobility. These are all important issues that need to be addressed.

Here is a list of possible cultures and brief descriptions of each:

##### *Lorac al Tur Born (Turian)*

These are born in a city lorded over by the Holy Emporer. The city is split between the very poor and the very rich, and each have distinct views of their lord.

##### *Orcheron*

Less sexist but more fervertly religious than most other places in Tigmar.

#### **The Great Defense**

*Catherine of Light was a theologian of Orcheron who, in a brilliant thesis, systematically proved that oppressing any other human (Mogs and other such do not count as humans here) was against the will of the Sun. Her argument was so ironclad that the Star of the time passed laws enforcing equality. Over time sexism has decreased at an alarming rate until, at present day, there is virtually none in Orcheron.*

##### *Confederacy of Sampson*

There is a patchwork of kingdoms here and there is any possible culture one might imagine. One standard due to this is a wordyness unknown to other countries.

##### *Farman*

These stalward folk are fiercely independant and usually described as "good honest folk." They do not tolerate any tomfoolery.



## The Character Sheet

The Character Sheet has places to put all the relevant information about your character in a coherent manner.

The abilities are laid out on the main sheet. The STR and CON abilities have boxes for the adjusted STR and the STA abilities. There is also a box for faith and religion below the ability boxes.

The Lifeline sheets are for recording each year. Record the skills and skill points gained, one column per year.

When done with the lifeline, summarize the results on the main sheet for playing purposes. Keep the lifeline, and mark it up with any important historical events. It is an instant story of how your character came to be.

Fill in the combat sheet when you are done with creation. More on this in the Combat section.

Feel free to add pagers, keep notes, write up histories, or add information of any type. No information on your character is bad.

Really, the character sheet is the bare minimum. It needs more.

### Example of Starting Out

*Chris Washington is making a new character. First, Chris decided to make a human from the Confederacy of Sampson. Then Chris thinks that the character will start life as some low-life, and names the character Sampa of Guniforest, after the legendary hero Sampson of Tigmar. Sampa, Chris decides, will be the normal religion, an Aranist.*

## Abilities

Characters' fundamental nature are captured in their ability scores. The scores reflect whether a character is strong or weak, smart or stupid, etc. The player rolls up ability scores and then assigns them to the specific abilities to create a desired character type.

There are eight abilities for each character in Cinis. They are listed on the table below along with abbreviations which will be used throughout this rule book.

**Table 1: List of Abilities**

Ability	Abbr.
Intelligence	INT
Memory	MEM
Perception	PER
Will	WIL
Dexterity	DEX
Reflexes	REF
Strength	STR
Constitution	CON

### What happened to Physical Appearance?

*Physical appearance has served too long as a sink for low numbers for all the people playing male characters, and a way to express the typical young fantasies of prebusecents playing female characters (I know, I have been there myself). We have removed it as a stat. Physical appearance is something you get to describe along with weight and height.*

*In addition it is impossible to really measure physical attraction, especially when you throw in the weights of the various races, and the various fetishes and perversions of the average thinking individual.*

*The important replacement for this statistics is Presence. Check it out; I am sure you will agree it is worthy of being a statistic.*

### Abilities for Types of Characters

#### Archer

*DEX is provides bonuses to firing a bow .*

#### Magician

*INT is the most important. MEM is almost as crucial.*

#### Performer

*DEX, PRE, REF. PRE is very important. But ability (DEX) counts too.*

#### Religious

*None, really. Prostetizing folk should have a decent PRE.*

#### Thief

*DEX, REF. DEX is for pickpocketing, etc. REF is for running away and dodging.*

*Warrior*

*REF, STR, CON. REF is relevant to hitting and blocking, and is hence very important.*

The abilities are described below.

**Intelligence (INT)**

Intelligence is a very nebulous rating of the character's general smartness, including reasoning abilities and general mental speed. Intelligence also includes intuition.

**Memory (MEM)**

Memory is the ability to remember information, images, and vocabulary.

It should never be used by players or GMs to decide whether the GM should 'remind' the players of something they had forgotten but which was of relevance as this detracts greatly from the role-playing experience.

**Perception (PCN)**

This ability is a measure of a character's awareness of his or her surroundings. Perception also helps the character track moving objects and guess the location of hidden yet moving objects. Artistic awareness is also based on this ability.

**Will (WIL)**

Will is the force of ones personality, a measure of self control, and the power one is able to project onto others. This last aspect is also called Presence (Pre), described below.

Presence used to be a stat. This ability reflects the intensity of a character's personality. It is related to, but not the same as, charisma. Charisma is how attractive a person can make himself, while PRE is a measure of the force of their personality. A truly courtly person would be both charismatic and have a high presence. On the other hand, Nosferatu has low physical appearance but an exceptionally high PRE.

Willpower can be used to force oneself to keep marching, to remain conscious without food, to not succumb to torture, and all of this stuff. In short, the main use of will is to withstand pain.

**Dexterity (DEX)**

Dexterity is a measure of the character's general physical coordination. Manual dexterity is only one aspect of DEX.

**Reflexes (REF)**

Reflexes are a measure of the character's physical quickness. While dexterous characters may be able to pick locks, speedy characters are better able to respond quickly to stimulus such as falling rocks.

Reflexes are used to determine who acts first in the

first round of a combat. Someone who gets to act first in a situation is said to have initiative. This can be extremely valuable in some circumstances. In addition, reflexes help with all forms of combat from wielding weapons effectively to responding quickly enough to dodge oncoming blows.

**Strength (STR)**

Strength reflects the character's ability to lift heavy weights, wield weapons, and wear heavy armor. Physical strength also contributes to the damage a character causes in combat.

The table below gives a rough estimate of how much weight a person could pick up off the floor with minimal pain, provided the weight was in a manageable bundle. Note that many people have different kinds of strength, such as strong legs and weak arms, etc. We suggest adjusting strength slightly based on life-style, such as running skill increasing leg strength or sailing increasing arm strength.

**Table 2: Maximum Lift Given STR**

PS	Max Lift
1-2	2 kg
3-4	5 kg
5-6	10 kg
7-11	20 kg
12-15	45 kg
16-20	80 kg
21-25	110 kg
26-29	130 kg
30-32	150 kg
33-34	170 kg
35	185 kg
36	200 kg
+1	+10 kg

**Constitution (CON)**

This ability reflects the general health of the character. This ability affects a person's resistance to pestilence, poisons, and other afflictions. CON also affects the rate of recovery from damage.

Constitution is also the base ability for determining the Stamina ability score. Stamina is a measure of the body's ability to sustain fatigue without loss of function. Cardio-vascular health, important while running and fighting, is part of this ability.

Stamina determines how much damage and fatigue a character can withstand before falling unconscious. Stamina is very useful in negating the effects of damage during a fight. The higher the STA ability, the easier it is



to shake off stuns and shock, and thus negate penalties for being hit in combat.

## Rolling Ability Scores

### *ROLL YOUR SCORES:*

### *ROLL 3D12 10 TIMES, DROP 2 LOWEST, ASSIGN TO ABILITIES*

#### *How to Roll Ability Scores*

*Roll 3D12 ten times, drop the two lowest rolls, and then assign the scores to whatever abilities are desired. Now add the bonus points (+1 for 5 different scores, +2 for 3, or +3 for 1)*

Rolling ability scores is fast and easy. Merely roll 3D12 ten times and drop the two lowest rolls, and then assign the remaining scores to whatever abilities are desired. For more average characters, roll ten times and drop both the lowest and highest rolls. For characters reflecting the general populace, roll twelve times and drop the two highest and two lowest rolls; it is amazing how much of the average population is average, when you think about it.

All these techniques give an average ability of around 19 to 20. For humans the lowest possible ability is 3 and the highest possible is 36, save for extreme circumstances.

#### **Bonus Ability Points and Moving Points**

### *TINKER WITH SCORES*

After rolling and determining the ability scores, players and characters which are supposed to represent the more able elements of society, receive bonus points.

A player can add 1 point to five separate abilities, 2 points to two separate abilities or 3 points to a single ability.

Also at this point the player has the option of losing 3 or more points in one ability for a +1 bonus in another ability (this can be done only once per ability). The character can also lower any ability arbitrarily in the interests of creating an interesting and flawed character.

The player can also 'average out' by moving 2 ability scores 1 point towards each other; for example a player could change a 14 and a 28 to a 18 and a 24, but not a 10 and a 32. You can only head towards the average.

Note that even with such bonuses and adjustments, players cannot ever rise above or below their racial maximum (which is 36 and 3 for humans.)

#### **Why drop the highest?**

The problem with the ability score generation system

if no rolls are dropped is that the distribution is too high. What this means is an average human has a 60 percent chance either of being very accomplished in some ability, such as being a genius or an amazing strongman, or of being crippled in some way, such as terrible health or no manual dexterity. Furthermore an average human has a 0.5% chance of having at least one maximum ability score. The population generated by the straight 3D12 method is too random and too diverse.

This problem, we delight in pointing out, is even worse in almost every single other role-playing system in existence. 3D6 or 1D100 based abilities give around a 3 or 4 percent chance for any random person to have an ability which is the highest possible. These ranges also mean, for example, that around 1 out of every 200 people is the smartest possible. We feel this is a bit unrealistic; the whole idea behind geniuses and strongmen is they are highly unusual if not unique.

Dropping the highest roll as well as the lowest, we feel, produces a more realistic distribution of ability scores in an average population of characters.

Be glad. We considered using a 5D10 system that demanded many ugly conversion charts to get to 3-36 range in order to obtain our desired distribution.

**Example of Ability Generation**

*Chris Washington is now rolling abilities. Chris rolls 3D12, getting a 3, 7, and 10 totalling 20. Chris writes this down on a piece of scratch paper, and rolls nine more scores in the same way. Our player now drops the two lowest, and arranges the abilities as desired, ending up with:*

**Sampa's Original Scores**

INT	20	DEX	30
MEM	21	REF	27
PER	22	STR	26
PRE	19	CON	21

*Now Chris thinks a bit, and then decides to add 2 bonus points each to DEX and 2 REF giving a final DEX of 32 and a final REF of 29.*

**The Ability Bonus**

The Ability Bonus is used throughout the rules to modify various roles so as to take a character's ability into account. Ability Bonuses come from ones Ability Scores. They are used to modify die rolls for skill checks and magic, are used in combat, and used anywhere else one desires if one wants to take the raw ability of a character into account.

For each ability, write the modifier in the box to the right, using this table to look up the relevant values. Note that even though we refer to this number as a "Bonus" it can be a penalty; we merely believe in optimism.

**Table 3: Ability Score vs. Ability Modifier**

Ability Score	Skill Difficulty Modifier
3	-6
4	-5
5-6	-4
7-8	-3
9-11	-2
12-15	-1
16-23	0
24-27	1
28-30	2
31-32	3
33-34	4
35	5
36	6
37	7
38+	8 +1 per point above 38



## Character Motivation

### GET CHARACTER MOTIVATION

Character Motivation is a way to control how powerful a character is going to be. Motivation attempts to capture the qualities, such as personal drive and learning ability, which partially explains why people who have the same opportunities in life turn out so differently.

In Cinis a character gets a set number of skill points each year dependant on motivation. This is listed in the second column on the table below.

A character also has a Motivation Rank Max which is the maximum number of points any skill can be increased each year. This is listed on the third column below.

**Table 4: Motivation vs. Skill Acquisition Rate**

Motivation	Points per year	Rank Max
No Motivation	2	1
Average Motivation	3	2
Slight Motivation	4	2
Strong Motivation	5	2
Fanatic Motivation	6	3

### Assigning Motivation

We recommend the following Motivation assignments: peasants, nobles, and other such normal people should have average motivation. Players characters should usually have Slight Motivation. Only players bent on playing fantastic heroes should usually have Strong Motivation. No Motivation should be assigned to those people who are completely without direction; perhaps a rich, spoiled noble could be given this classification. When is it appropriate to select Fanatic Motivation? We think that such assignments are best made for very short periods of time, for example one or two years to represent a special burst of energy or dedication to work.

The Motivation level of a player is usually chosen by the GM. The higher the Motivation of a group of players, the more powerful they will be in comparison to other people, so Motivation serves the same purpose in some sense as character levels do in other systems.

### Player Character Motivation

*We recommend Slight Motivation for normal games and Strong motivation for games where the players are incredibly powerful people.*

### Example of Choosing Motivation

*Chris needs a motivation for Sampa. After consulting with*

*the GM, Sampa finds that all the player characters in the game will have a Motivation rating of Slightly Motivated.*

### Changing Motivation

*One can change motivation throughout ones life, including the character generation process. For example, an undriven noble could become a Prisoner, and then get Strong Motivation towards regaining lost glory.*

### Fanaticism

*We reccoment that Fanaticism is always attached to some specific goal, such as revenge or religion. Cripple the character to compensate for its strength.*

## Occupations

Occupations are a combination of social and professional classes. During creation, a character is a member of a given occupation and that, aside from giving a general idea of what the character was doing at that time in her life, determines what kind of life-choices and skills are available.

The occupations are divided up into general categories called Classes. These classes and their occupations are described in alphabetical order by Class in the following chapter.

After the general Class description, we describe the individual occupations. These occupations are often tailored to the world of Tigmar, so people are encouraged to develop their own specific occupations using the class description and the other occupations as guidelines if they are going to use other worlds for game play.

There are also sub-occupations which are kind of extra-curricular occupations. Some examples of these would be political posts or secret societies which one might join without leaving their current occupation. These are described after the primary occupations.

The rules on the following pages describe how to choose a occupation and generate a character.

### **Classes**

*Classes are the general categories of occupations.*

### **Read Ahead!**

*We suggest reading through skill tidbits and information immediately following before making character.*

### **Occupation Lists**

*Lists start on page 28, alphabetical by general category. Skills available are listed on the sidebar.s of these pages*

## The Starting Occupation

### **CHOOSE STARTING OCCUPATION**

#### **(OR ROLL FOR IT)**

After rolling abilities, the player needs to choose a starting occupation for the character. This occupation is the occupation into which the character was born. It by no means need be the only occupation in the character's life.

The starting occupation can be any of those listed below. The player receives 10 skill points to spend on any of the skills on that occupation's skill list.

The player must follow any requirements in the occupation as to how the skill points should be spent.

The occupation skill lists are in the side bars next to each occupation description in the Occupations section starting on page 28.

After spending these initial points, the character is 10 years old. See page 19 on how to spend points. In addition to the chosen skills the character gains a Speak Language skill in one language of the player's choice at a +5, and a Regional History at +1. For more information on skill usage, see the skills section on Skills on page 78.

One skill point buys 1 rank in a skill. A character can spend at most his Motivation Point Max points in a single skill in any year (or the first 10 years in the case of



children).

**Table 5: Allowed Starting Upbringings**

D100	Class	Occupation
01-05	Academic	Scholar (L) Scribe (L)
06-10	Courtier	High Court Noble Member of the Ray Oot Pureblood Rich
11-20	Middle Class	Artisan Barber Shop Owner Travelling Merchant
21-30	Performer	High Court Performer (P) Street Performer (P)
31-40	Politico	Bureaucrat (L) Diplomat Henchman
41-45	Priest	Child of Church
46	Primitive	Barbarian (P) Nomad (P)
47-50	Rural Nobility	Border Keep Noble Outback Noble
51-70	Rural Poor	Field Slave (P) Peasant (P) Serf (P)
71-85	Servant	Servant House Slave
86-90	Urban Poor	Laborer (P) Rabble Slave Laborer (P)
91-99	Wanderer	Forester (P) Shepherd (P) Traveler (P)
100	Wild Mage	Child of Magic

*needing to be more specific, decides that Sampa will be a Glassblower. Chris then spends 10 points on skills from the Artisan skill list. So, Sampa is now 10 years old, and has the following skills: Craft: Glassblowing, Appraisal: Glass Goods, Brawling, Mathematics (S), Cooking, Lore/History: Glassblowing, Religion: Aranity, Play Instrument: Glass Pipe, Play Sports, and Use Weapon: Dagger. Sampa also has Speak Language +5, and Regional History.*

**Example of an Excessive Rule**

*A character starting as a noble used to get 12 skill points rather than the normal 10 to reflect good education. It is stuff like this which we now consider to be 'too much detail'.*

**Starting Skill Points**

*A character starts with 10 skill points, and after spending these 10 points, is 10 years old. In addition the character gains Speak Language +5 in the appropriate language, and Regional History.*

**Example of Starting Out**

*Chris needs to choose a starting point for Sampa. Chris decides to start Sampa off in life as an artisan. Then Chris,*

**Developing a Year**

*DEVELOP A YEAR*

*(REPEAT UNTIL DONE)*

Yearly development is the heart of the character generation system. For every year generated, the player gains skill points to spend on skills for the character.

After spending the year’s skill points, the player can remain within his occupation, change to occupation as described below, or enter play. This process of traveling through years continues until the player grows weary of it or is stopped by the GM (see the limiting character age). Be sure to keep track of the age and history of the character as these things are used later and are an integral part of the character.

**Limiting Character Age**

*The GM can optionally limit the age of a character to prevent too many old and skilled characters from springing into existence. Alternately, the GM can lower the character’s Motivation by a level for every 10 years above 20 until the player stops the development process. These are suggestions only.*

**Spending Skill Points**

One skill point can buy one normal skill which is on the current list, or an additional rank in any known skill that could concurrently be learned in current occupation. This means no sword play for characters in chain gangs, and no lockpicking for foresters either. The player can not spend more points than the Motivation Point Max on any single skill.

One point spent on a skill gives the skill at +1. This is often just written as the skill. For every extra point, the skill goes up by 1, so a total of 4 points spent on a skill buys the skill at +4.

This skill rank can be thought of in terms of levels of

actual competence as described on the table below:

**Table 6: Skill Rank vs Competence**

Skill Rank	Competence of Being	General Ability Level
None	None	No ability
+1	Novice	Can perform basic tasks.
+2-3	Competent	Knows the field fairly well.
+4-7	Good	Knows the field and its applications.
+8-11	Very Good	Can do tricky things with some degree of success.
+12-17	Excellent	Superior. Can do many things very well.
+18-26	Master	Ph.D.s, specialized fields.
+27-up	Grand Master	Among the best in the world.

**Skill Ceilings in Occupation Lists**

Some occupations can only learn skills to a certain level. This is noted by a (+X), where X is some number found next to the skill. This means the skill can only be learned to a level of +X while being in that occupation.

**The Lifeline Sheet**

The lifeline sheet helps do the generation process. Start by putting your characters name in the relevant space and writing the starting skills along the left hand column. Now with each year put a +1 in a box if you spend a skill point on the given skill in that row.

At the end of the generation process, you can just add the total plusses along a row to get the total skill.

If the character learns a new skill, just add the skill to a free row, and put the first +1 in the box with the corresponding age. By looking at the first +1, you immediately know when a skill was learned.

**Skill Ceilings**

*If there was a +1 after Medicine: Practical on a occupation skill list, that skill could be learned, but no bonus ranks could be learned after that, while if that skill were followed by a (+2), it would indicate that two points could be spent on the skill.*

**Example of Buying Skills**



*Sampa decides to buy, among other things, UW-Spear and Camping.*

*Sampa now has:*

*UW- Spear  
Camping*

*The next year Chris spends a point on UW- Spear again, getting:*

*UW- Spear +2  
Camping*

### **Changing Occupations**

At the end of every year (including the 10th year after the childhood development stage), characters may choose to enter play, to change their occupation, or attempt to gain perks as detailed under each occupation.

Changing a occupation at the end of the year is very simple. The character can opt to change to any occupation they meet the requirements for as outlined on Table 14, "Requirements for Occupation Change Given Desired Occupation," on page 30.

Some occupations cannot always be entered as they have restrictions dependant on such things as age, skills, or the current occupation. In order to change to such a occupation the character should meet these requirements. The GM may wave these requirements in special cases.

Occasionally, a occupation will require a roll in order for a character to be eligible to change to it. In this case, after deciding to change occupations, roll 1D12. If the player rolls equal to or above the listed number, then she may change to the desired occupation.

If this roll is failed, the character can either remain in the original occupation and try again the following year, or move into any occupation which does not require a roll and for which the requirements are met.

### **Changing Occupations**

*Chris decides to have Sampa join the military of the Holy Empire as an archer. This is the soldier class. Sampa gains 4 skill points for that year. to spend on the Soldier skill list.*

*Sampa is now required to take a weapon, and so Chris chooses Use Weapon: Bow. The remaining skill points Chris puts into Physical Exercise, Medicine: Practical, and Wear Armor.*

## Other Tidbits on Skills

### Learning Languages

In addition to the skill points detailed above, the character gains one rank in the Speak Language skill of the region (this determines which language is spoken) if that language skill is currently less than +7. Of course this can be waived if the player feels the character would not attempt to learn the language under the circumstances, e.g. a person in an immigrant community which speaks their native language. This skill may also be enhanced by taking a language as a skill, and in this case the language skill may rise above +7.

### Specialization

Some skills may be specialized. For example, one might learn to forage specifically in the desert. For each point spent on a specialized skill, the character gains 2 ranks in the specialization. In addition the character gains 1/2 rank in the general skill. For calculation of competence and skill modifiers, round down.

The specialized skill and the general skill should be kept track of separately. Note that the character could later select the unspecialized skill as usual; in this case the specialized area(s) would only increase by 1 rank, as usual.

### Example of Specialization

*One year Sampa decided to buy Foraging with no specialty. The following year Sampa buys it again, with a specialization in deserts. The year after Sampa buys it yet again with no specialization. Sampa now has a general foraging of +2.5 and a desert foraging of +4.*

*If Sampa had just bought general Foraging, the final skill would be Foraging +3, which would apply for desert as well as any other terrain.*

*If Sampa bought Foraging-Forest, then general foraging would be +3, forest would be +3.5, and desert would also be +4.5.*

*Burrup the Ssall has a skill of Foraging: General of +4. Envisioning some quality time in the swamp, she decides to purchase Foraging: Swamp for one rank. Burrup now has a Foraging: General skill rank of +4.5 (which rounds down to 4), and a specialized skill rank of Foraging: Swamp at +6 (+4 original +2 from specialization).*

### Etiquette and Automatically Gained Skills

A character automatically learns some of the manners and language of their occupation. For example, if someone is a high court noble for ten years, they most likely know the manners and customs of their social circle. Of course this knowledge can always be waived as a person can avoid learning anything at any time.

Also note that if a person knows many skills which fit an occupation, the person's etiquette within that occupation will be greater. Using the example of the

noble again, a noble who can dance well is far better off than a noble who cannot dance.

We do not recommend rolling for reactions and responses of characters or non-player characters as this detracts from the role-playing experience.

### “Petty” Skills

Almost all court nobles would realistically know something about wine tasting. Does this mean that all nobles should purchase the Eccentric Hobby: Wine Tasting skill? No. Every person possesses a large number of skills developed at a very rudimentary level. Persons may be treated as automatically owning some “petty” skills which fit their character; there is no need to write these skills down. This means those who do explicitly purchase the specialized skills are experts or devout hobbyists within the field.

### Connections and ‘Street Lore’

Connections are people who can be used for favors, help, and information. ‘Street Lore’ is the knowledge of the streets and underworld.

Connections and ‘Street Lore’ are not listed as skills. If a person has been in a situation which might lead to connections of one sort or another, the person gains those connections if allowed by the GM. To keep game balance in check, the GM may rule that by having many good connections one automatically puts oneself in a known position where many people will go for help or information. I.e. the roads between friends work both ways. To reflect this, the GM might reduce the number of skill points a character receives due to the time spent cultivating and protecting friendships.

Knowledge of an environment, a ‘skill’ otherwise known as ‘Street Lore’ in most gaming systems, is learned only by exposure to it. Thus any street vermin type will automatically have a Street Lore-esque skill since they learn the streets first hand.

In addition, if that person leaves the streets for some number of years, their knowledge of specific locations and areas is going to decrease dramatically, or turn out to be entirely inaccurate.



### Add Everything Up

#### *COMPUTE FINAL SKILLS*

Now add the rows of your timeline sheet to get the final skills of your character. These skills are now your character's starting set. Use them wisely!

### Another Generation Process

Often times a GM will want to quickly make a character. A simple alternative to the above year-by-year development process is to calculate the Dedication point multiplier and multiply it by the age of the character above 10, and then add the 10 Child skill points.

Now simply assign these points to skills as normal with a maximum number of points on any skill equal to the Motivation Point Max multiplied by the character's age above 10.

**General Skills**

*COMPUTE GENERAL SKILLS*

**Table 7: General Skills**

- Combat-Melee
- Combat-Thrown
- Combat-Fired
- Scholarship
- Magic-Ritual
- Magic-Straight

Some skills, namely magic skills, scholarship skills, and combat skills, are collected into General Skill Groups. The specific Skill Groups permit a variety of things, as described below.

**General Skill Value**

The first application of the general skill is that all skills which fall under the jurisdiction of the Skill Group gain the benefit of the general skill. Add the general skill value to the rank of each skill owned in the category. This captures how related skills augment one another.

**General Skill Rank**

The second application is a general skill can be used in lieu of any member skill which has not been studied at all. In this case, use the general skill rank for the skill rank in question.

The general skill can act as a specific skill in most, but not all cases. For example, a GM might decide that general scholarship could augment an Engineering skill, but if a character had no experience with Engineering the scholarship skill could not act in place of an Engineering skill.

To calculate the value and rank of any skill group, total the number of skill *bonuses* (i.e. points beyond the first point spent on the skill) within the group and then

consult the following table.

**Table 8: General Skill Computation**

Skill Points in Field	General Skill Value	General Skill Rank
0-3	0	No skill
4-10	1	No skill
11-15	2	Skill +1
16-20	3	Skill+1 1/2
21-25	4	Skill+2
26-30	5	Skill+2 1/2
31-35	6	Skill+3
36-40	7	Skill+3 1/2
41-45	8	Skill+4
per +5	+1	+1/2

**Example of General Skill Use**

*Sampa has found a two handed sword in the Pit of Despair. A Small warrior is charging and Sampa has no other weapons. So, Chris finds Sampa's general Melee Weapon skill rating is +2. Sampa may fight with the two-handed sword at this class.*

concern-- a person with a lot of points in a single skill has a high general skill. Okay?  
Are general skill bonuses too much? Cap them?

**Scholarship**

Scholarship is a measure of how educated a person is; this represents training for logical thought, knowledge of academia, and other such beasts. The base magic skills do not count towards scholarship.

**Combat Skills (Melee, Thrown, Fired)**

The rank of the general combat skill in a category is added to all combat skills owned for the determination of the fighting class. Note that combat skills are not physical skills. This reflects the fact that fighting skills usually involve more skill than physicality.

**Magic Skills (Ritual and Straight)**

This general skill is used extensively for magic spells. The rules for using the general magic skill are in the magic section of Cinis.

## Age and its Effects

### APPLY AGING EFFECTS

Age affects one's physical, and in advanced years, mental abilities. To reflect this, abilities begin to decline as the character gets older. Each ability has a starting age where it begins to fade. For each 5 years beyond this age, starting at that age, roll 3D12, and if the roll is below the current ability, reduce it by 1.

The modifiers to the abilities are permanent and unavoidable.

#### More Reasons to be Young

Old people heal more slowly. For more information see the Medical section.

In addition to longer healing times, aging also erodes certain abilities, in particular CON and REF. This means that a skilled but old warrior might have trouble keeping up with younger soldiers, having to stop to rest more often to catch her breath, etc.

In addition, the effects of sleep deprivation are more severe. Older individuals simply need to sleep on a more regular basis than their counterparts. A GM should take sleep deprivation into account when the character attempts to perform delicate or taxing activities, such as fighting (perhaps deducting classes to reflect fatigue) or even picking a lock (as the character will have more difficulty concentrating, holding his arm in awkward positions, etc.).

**Table 9: When Given Abilities begin to Fail**

Stat	Starting Age of Loss
INT	54 years
MEM	46
PCN	40
DEX	25
REF	21
CON	23
STR	24

#### Example of Aging

*Sampa, being 23, as passed the declining point for REF. Chris rolls 3D12, gets a 14 which is below Sampa's REF and so Sampa loses 1 point in REF due to age.*

#### Another Effect of Age

Each 5 years starting at 20 roll 3D12 and add one's

age and look up the result on the table below.

**Table 10: Aging Effects**

3D12 + Age	Result
60 or less	Lose 1 skill point of skill undeveloped for 3 or more years. (This perhaps is a good use of Skill Atrophy?)
61-70	Lose ability point, player's choice
71-75	Has chronic ill-health
76-83	Being outside without proper garments will make character sick.
84-86	Shaky hands. Manual dexterity is greatly reduced. Fumble on 3-8 in combat now.
87-89	Incontinence
90-95	Poor vision. Can not see long distances well
96-100	Brittle bones. All chances of breakage are tripled, and they heal twice as slowly.
101-102	Poor vision. Can not see close up well. Reading very hard.
103-104	Poor hearing. Whispering passes unnoticed.
105+	Going to be too ill to do much 1 week out of year. (Cumulative)

**Physical Abilities and Atrophy**

**ADJUST PHYSICAL ABILITIES DUE TO SKILLS**

Strength and fitness both depend heavily on ones physical life-style. To represent these changes, we have included atrophy and body development rules which affect a character’s CON and STR ability scores. To calculate the current CON (which is called stamina or STA) and the current STR of a character, do the following.

First calculate Physicality by adding up all the physical skills and their bonus ranks taken during the last five years. Physical skills are denoted by a (P) on the skill lists and in the skill descriptions. To do this easily, just look at the last five years of the lifeline on the lifeline sheet.

Now add a bonus to the current level of physicality due to physical profession, as listed in the chart below.

**Table 11: Bonus to Physicality given Profession**

In Physical Profession	Physicality Bonus
Last Year	+3
1 Year Ago	+2
2 Years Ago +2	+2
3 Years Ago +1	+1
4 Years Ago +1	+1

Now subtract 1 for every year in the last five years spent in a Lethargic (L) profession with no physical skills taken.

Finally consult the Physical Ability chart below using the computed Physicality and add the modifiers shown to the base STR and write the new STR next to it. Do the same with the CON. The new CON is called Stamina, abbreviated STA.

Remember to modify the base STR and CON abilities for age before calculating the adjusted ability scores.

Physical skills have a “(P)” next to them on the skill lists, skill descriptions, and in the occupation lists, so they are easy to find.

Physical occupations are also marked in this manner. Lethargic occupations are marked with a “L” following

their headings in the occupation listings and tables.

**Table 12: Physicality’s Effect on STR and CON Ability Scores**

Physicality	Ability Modifier
-5 - -4	-4
-3 - -1	-2
0-2	-1
3-5	0
6-8	+1
9-11	+2
12-14	+3
15-17	+4
18-20	+6
21-24	+7
25-28	+8
29-32	+9
33-36	+10
37-40	+11
41+	+12

**Optional**

You can compute the previous block of 5 years and take its Physicality / 2, or the one before that at 1/4, or the one before that at 1/8. So if years 16-20 were very jock-like giving a physicality of 21, and then the character slacked off for 21-25 with a physicality of 4, the character would have a physicality of  $21 / 2 = 11$ .

**Example of Ability Atrophy**

Sampa has a CON ability score of 21. To find Sampa’s current CON, which is called Stamina or STA, Chris first totals all physically-related skills and their bonus ranks. Sampa has a total of 6. Now we add the number of years Sampa has been in a physical occupation, which is the last 5 years only. Then we add a +7 bonus for being in a occupation the last 2 years, to give a Physicality of 18.

Referring to the table below, we find that Sampa’s current CON has a +9 bonus giving a total of 30.

If Sampa then spent a year in a non-physical occupation, the +7 bonus would be replaced with a +3 bonus, giving a Physicality of 14 and a final CON of 24. So we see that slacking does not pay.

## Faith (FA) and Religion

### *CHOSE FINAL FAITH AND RELIGION*

Faith represents the depth of belief of a character in some religion or world-view, as decided by the player or GM. Faith is important for two reasons. First, Faith affects the character's susceptibility to priests, their blessings, and their curses. Second, Faith influences life-style and personality.

A character can either be Atheistic, Agnostic, or Religious. For Atheist or Religious characters, FA can be weak, normal, strong, or fanatic. The religious strength and devotion of a character may be chosen by the player.

**Table 13: Possible Faiths**

Faith	Conviction
Agnostic*	Weak
Atheistic	Normal
Religious	Strong
	Fanatic
* no conviction needed	

Characters of high faith believe deeply in the truth of their beliefs and will be motivated to act upon such convictions should the opportunity arise. Some will not be able to remain quiet when their religion is insulted, while others will actively try to convert others. In any case, the advantages of strong and fanatic Faiths are balanced by the control that Faith will exercise over the life of the person.

#### **Example of Choosing Faith**

*Chris decides that Sampa has an average faith in Aranity as Sampa is, Chris decides, a typical casual Aranist from a town upbringing.*

#### **Some Religions of Tigmar**

*Aranity - The main religion. It has five major deities (Sun, Tear, Sound, Earth, and Dark) and a variety of saints. Aranity has a few notable branches:*

*Imperial Aranity - This is the religion of the Holy Empire. They believe the Emperor is sun.*

*Orthodox Aranity - This is the religion of the people of Orcheron. They do not believe the Emperor of the Holy Empire is Sun*

*Adis Aranity - This is a more loose form of Aranity found in the Confederacy of Sampson. They do not believe the Emperor is Sun and have more pagan rituals and habits than found in Imperial or Orthodox Aranity.*

*Ootism - The religion of the Ootish people.*

*Pranity - Pranists are heavily discriminated against, but Pranity is the second largest non-nature based religion.*

*Cult of Dilgoreth - A popular nature based religion which is widely supported by western peasants.*

*Generic Pagan - This classification covers a large number of small-time religions which mix elements of everything into rituals dating from times long past. Many peasants follow some breed of this or another. These sects can be as local as a single town, or cover a large area of villages in a region.*

**Tidy Up**

At this point you are essentially done! Do the following final things.

***LOOK UP ABILITY MODIFIERS***

Write in Ability Modifiers for all the abilities.

***DESCRIBE HISTORY***

Describe the history of your character in words. Use the timeline to get an accurate sense of what has happened. Explain any career shifts or change in interests.

***FILL IN COMBAT SHEET***

See the combat section for this. It is a pain, but it is worth it later.

***CHOOSE EQUIPMENT***

Get your character stuff, based on character's wealth.

***AND FINALLY...***

***YOU ARE DONE***

**Some Final Notes**

***Tinkering***

*If needed, do minor changes on gained skills, stat swapping, etc. if the character is missing crucial elements. Often during creation, ideas spring forth, and they are worth pursuing.*

*This does not mean, however, that one should min/max or tinker to make your character some killing machine.*