

Creating a Character

Choose a Side : Your Camp

The first decision you must make when creating a character is which side are you on?

- The Great Khan and his freedom fighters (orcs, goblins, daroth, haesti elves, undead and demonic possessed); or
- The Duchess and the Northern Alliance (humans, beastkin, elves and the chosen of the gods)

Politically the camps are also very different:

- The Ducal Camp is highly political with different noble houses jockeying for power and different nations vying to gain access to Kingdom secret knowledge;
- The Khan's Camp is much more unified under the Great Khan with the main divide being between the mortal forces and undead forces sent by the Lich King.

Chose a Race

As noted above, your choice of camp affects your possible choice of race. Your choice of race will affect your choice of skills and abilities:

- Humans – humans are extremely versatile and able to choose any of the various options; there are political limits on your choices if you are a human but have chosen not to come from the Kingdom of Elland (only Elland humans may be nobles and have the highest levels of craft guild training);
- Beastkin – this is a catch all term for the various different humanoid beasts that support the Northern Alliance; they are tougher than humans (as tough as an orc) but they are politically unable to become nobles, priests or gain access to the highest levels of craft guild training; there are no insect or arachnid beastkin nor any water based beastkin (even mammals like dolphins);
- Elves – versatile just like humans, they are very slightly weaker; they suffer in both camps from being distrusted and cannot gain access to the nobility, priesthood or the highest levels of craft guild training in the Ducal Camp and cannot become warlords, tinkers or shaman in the Khan's Camp;
- Orcs – with high standing in the Khan's Camp, they can be warlords or shaman but while they can gain the highest levels of combat expertise, they are unable to gain the highest levels of magic prowess; they are also politically restricted from becoming tinkers (goblins dominate this area); they are tougher and harder to kill than humans;
- Goblins – also of high standing but seen as weaker than orcs; they can become warlords and shaman and can gain the highest levels of magic prowess but are restricted in their combat expertise; they have exclusive access to the crafting skills as only they may become tinkers;
- Daroth – a recent development of the shaman; they are versatile with full access to both magic and combat although they are not as tough as orcs; politically they are currently unable to become warlords, shaman or tinkers;

Some of the races are non-standard and have special treatment:

- Undead – undead are completely different to the other races both when created, in how they develop and in their strengths and weaknesses; they have their own separate information sheet;
- Abominations – it is possible to play an ogre, troll or similar in the Khan's Camp; this has very difficult costume requirements and the characters do not follow normal patterns and as a result they have their own separate information sheet;
- Dire Beastkin – it is possible to play a massive feral dire beastkin in the Ducal Camp; this has very difficult costume requirements and the characters do not follow normal patterns and as a result they have their own separate information sheet;
- Chosen of the gods – you cannot start a character who is a chosen; this is only possible during play;
- Demon possessed – you cannot start a character who is possessed; this is only possible during play;

Choosing Your Abilities

You must decide how much inherent ability your character will have in Magic and Combat and this then determines how many points you have remaining to take other abilities:

	Magic 3 (Advanced)	Magic 2 (Basic)	Magic 1 (Petty)	No Magic
Combat 3	Not Possible	If you have Combat 3 you may not have any Magic		3 Points
Combat 2	If you have Magic 3 you may not have any Combat	2 Points	4 Points	5 Points
Combat 1		4 Points	7 Points	8 Points
No Combat	3 Points	5 Points	8 Points	9 Points

- Once you have made this decision you choose a combat style for each level of Combat you have chosen;
- Possible styles are: One handed, 2 handed, Polearm, Dual weapon, Weapon and shield, Bow and Firearms (only available if you have at least Magic 1);
- If you have chosen Magic 2 or 3 you must choose a magic style;
- Possible styles in the Ducal Camp are: Fire, Lightning, Ice, Mind and Spirit;
- Possible styles in the Khan's Camp are Fire, Lightning, Ice, Spirit and Conjuring;
- Your chosen style determines the spells that you know;
- Finally you spend your points as set out on the table below:

	Elland Human	Non-Elland Human	Beastkin	Elf (Haesti)	Elf (non-haesti)	Orc	Goblin	Daroth
Apothecary	1	1	1	1	1	1	1	1
Surgeon ¹	3	3	3	3	3	3	3	3
Forager ²	2	2	2	2	2	2	2	2
Prospector	2	2	2	2	2	2	2	2
Crafter ³	2	2	2		2			
Guildsman Crafter	3	3	3		3			
Tinker ⁴				2		2	2	2
Senior Tinker				3		3	3	3
Initiate	1	1	1		1			
Priest ⁵	3	3						
Shaman Assistant				1		1	1	1
Shaman ⁶						3	3	
Ritual Magic	3	3	3	3	3	3	3	3
Noble	3							
Warlord						3	3	
Heavy Armour	1	1	1	1	1	1	1	1
Magic Resistant ⁷	2	2	2	2	2	2	2	2
Resilient ⁸	1	1	1	1	1	1	1	1

Notes:

- You may only be one of a Noble, a Priest and a Guildsman;
- You may only be one of a Warlord, a Shaman and a Senior Tinker;
- Nobles with at least Combat 2 gain Heavy Armour for free;
- Any unspent points become extra hits;
- If you elect to have crafter skills (crafter or tinker) you must choose a craft: Warsmith, Alchemist or Mage Crafter;
- If you have chosen Ritual Magic you must pick your runes – see separate Ritual Sheet;

¹ Surgeon includes Apothecary – you do not need to buy both

² You may not have both Forager and Prospector

³ Crafter means member of a crafting guild; Guildsman Crafter includes Crafter – you need not buy both

⁴ Tinker means member of the tinker clan; Senior Tinker includes Tinker – you need not buy both

⁵ Priest includes Initiate – you need not buy both

⁶ Shaman includes Shaman Assistant – you need not buy both

⁷ You may only be Magic Resistant if you have no magic ability

⁸ You may only take Resilient if you have at least Combat 2