

# RAFAMIR'S QUICK GUIDE TO CHARACTER CREATION

## 1 CHOOSE A CULTURE Pages 32-43

See the two-page spread on your Heroic Culture to:

- Record your Cultural Blessing.
- Determine your **STRENGTH**, **HEART**, and **WITS**.
- Set your Target Numbers to 20 minus each value.
- Calculate your Endurance, Hope, and Parry.
- Record your Skill and Combat Proficiency ratings.
- Choose a Name, Age, and two Distinctive Features.

## 5 STARTING REWARD AND VIRTUE Page 51

Record **VALOUR** and **WISDOM** scores of 1 and select a Reward and a Virtue from the lists below.

### STARTING REWARDS Page 79

- Close-fitting** (armour or helm) – Add +2 to the result of your PROTECTION roll.
- Cunning Make** (armour, helm or shield) – Reduce your Load rating by 2.
- Fell** (weapon) – Raise the Injury rating of a weapon by 2.
- Grievous** (weapon) – Raise the Damage rating of a weapon by 1.
- Keen** (weapon) – Attack rolls score a Piercing Blow on a 9+.
- Reinforced** (shield) – Raise a shield's Parry bonus by +1.

### STARTING VIRTUES Page 80

- Confidence** – Raise your Hope by 2.
- Dour-handed** – When spending a **♣**, add +1 to damage on a **Heavy Blow** and +1 to the Feat Die on a **Pierce**.
- Hardiness** – Raise your Endurance by 2.
- Mastery** – Choose two Skills and make them Favoured.
- Nimbleness** – Raise your Parry rating by 1.
- Prowess** – Reduce one Attribute TN by 1.



## 2 CHOOSE A CALLING Pages 44-46

Refer to the chart below and select two Favoured Skills from the three listed.

calling & description	favoured skills (pick two)	distinctive feature
<b>CAPTAIN:</b> When the world is on the brink of ruin, it is the duty of all individuals of worth to rise and take the lead, whatever the risk.	Battle, Enhearten, Persuade	Leadership
<b>CHAMPION:</b> There is but one way to oppose the return of the Shadow, and that it is to conquer it by strength of arms.	Athletics, Awe, Hunting	Enemy-lore
<b>MESSENGER:</b> To keep hope, we must travel to distant lands, carry tidings, and warn that all who fight the Enemy must be as one.	Courtesy, Song, Travel	Folk-lore
<b>SCHOLAR:</b> Yellowed maps and songs of ages past bring curiosity and wonder, and illuminate the way for you and those who listen to your advice.	Craft, Lore, Riddle	Rhymes of Lore
<b>TREASURE-HUNTER:</b> Hoards of stolen gold and jewels, guarded by fell beasts, beckon all who dare to find them and recover what is lost.	Explore, Scan, Stealth	Burglary
<b>WARDEN:</b> As shadows grow deeper, you have sworn to defend all who cannot defend themselves, even if it means forsaking civilized areas.	Awareness, Healing, Insight	Shadow-lore



## 4 STARTING GEAR Pages 47-50, 72

Select War Gear, Useful Items, and Mount.

standard of living	useful items	mount	vigour
Frugal	1	None	—
Common	2	An old horse, or a half-starved pony	1
Prosperous	3	A decent mount	2
Rich	4	A fine beast	3

## 3 SPEND PREVIOUS EXPERIENCE Page 46

Spend 10 points to raise any starting ability levels.

level to attain	skill	combat proficiency
From — to ♣	1 point	2 points
From ♣ to ♣♣	2 points	4 points
From ♣♣ to ♣♣♣	3 points	6 points
From ♣♣♣ to ♣♣♣♣	5 points	—