



# CREDITS

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# CHARACTER CREATION

## 1 CHOOSE A DISCIPLINE

**Y**our Discipline is your character's profession and, more importantly, his way of life. Every Discipline is comprised of adepts who wield magic in a very specific and unique way. Even within a Discipline, no two Namegivers see their path in quite the same light. You begin the game as a 1st Circle character in one of the following Disciplines:

Discipline	Attributes	Spells	Description
Air Sailor	Cha, Dex, Wil	No	Swashbuckling Merchants of the Sky
Archer	Dex, Per	No	Perceptive Masters of All Things Ranged
Beastmaster	Cha, Dex, Wil	No	One with Nature in Both Form and Spirit
Cavalryman	Cha, Dex, Per	No	Fierce Fighters Closely Bonded with Their Mounts
Elementalist	Per, Wil	Yes	Magicians with Power Over the Five Elements
Illusionist	Cha, Per, Wil	Yes	Magicians who Wields Trickery and Deceit
Nethermancer	Cha, Per, Wil	Yes	Magicians Focused on the Netherworlds
Scout	Dex, Per	No	The Vanguard, at Home in Their Environment
Sky Raider	Cha, Dex, Str	No	Airborne Pirates of a Proud Heritage
Swordmaster	Cha, Dex	No	Fighters with Flash and Panache
Thief	Cha, Dex, Per	No	Adept in Stealth and Masters of Information
Troubadour	Cha, Per	No	Entertainers, Storytellers, Historians
Warrior	Dex, Str, Tou	No	Wielder of Strength and all Things Combat
Weaponsmith	Cha, Per, Wil	No	Determined Craftsmen of Legends
Wizard	Cha, Per, Wil	Yes	Magicians with Mastery of Knowledge and Focus

## 2. CHOOSE A RACE

Your character's race determines his starting attributes and abilities. Some races are more likely to follow a Discipline than others, but any combination is legal with a good backstory. The below Races comprise the most common types of 'Namegivers' within Barsaive as well as their base attributes. Racial Abilities are discussed further in step 5.



Race	Dex	Str	Tou	Per	Wil	Cha	Move	Karma Mod.	Racial Abilities
Dwarf	9	10	12	11	11	10	10	4	Heat Sight, Strong Back
Elf	12	10	8	11	11	11	14	4	Low-Light Vision
Human	10	10	10	10	10	10	12	5	Versatility
Obsidiman	8	18	13	9	10	9	10	3	Increased W.T., Natural Armor
Ork	10	13	11	10	8	9	12	5	Gahad, Low-Light Vision
Troll	10	14	12	9	11	10	14	3	Heat Sight
T'Skrang	11	10	11	10	10	11	12	4	Tail Combat
Windling	11	4	8	11	10	12	6/16	6	Astral Sight, Flight, Increased P.D.

### 3. GENERATE ATTRIBUTES

You have **25 attribute points** with which to purchase up your six core attributes. To modify your attributes consult the cost table below. You may also lower your stats slightly to receive more points to spend on the other attributes.

Unused Attribute Points will increase your **Max Karma** at a one-to-one cost. Your final **Max Karma** will equal your Karma Modifier + Unspent Points.

#### Attribute Descriptions

##### ***Dexterity (DEX)***

Dexterity measures your character's agility, speed, and hand-eye coordination. Dexterity determines your character's basic ability to engage in and avoid physical attacks.

**Important For:** Air Sailor, Archer, Beastmaster, Cavalryman, Scout, Sky Raider, Swordmaster, Thief, Warrior

##### ***Strength (STR)***

Strength measures a character's muscle power. It determines the base damage inflicted by physical attacks, what weapons he can use, and how much a character can lift and carry.

**Important For:** Sky Raider, Warrior

Modifier	Point Cost
-2	+2
-1	+1
0	0
+1	1
+2	2
+3	3
+4	5
+5	7
+6	9
+7	12
+8	15

***Toughness (TOU)***

Toughness measures a character's endurance and general health. It gauges a character's ability to absorb damage and keep going, as well as his natural ability to heal himself.

**Important For:** Warrior

***Perception (PER)***

Perception measures a character's mental quickness, alertness, and ability to notice things. Perception is important to the casting of magical spells, as well as avoiding the effects of spells.

**Important For:** Archer, Cavalryman, Elemental, Illusionist, Nethermancer, Scout, Thief, Troubadour, Weaponsmith, Wizard

***Willpower (WIL)***

Willpower measures a character's concentration, sense of self, and determination. It helps characters resist magic and potentially damaging spells. Willpower also increases the effectiveness of spellcasting.

**Important For:** Air Sailor, Beastmaster, Elemental, Illusionist, Nethermancer, Weaponsmith, Wizard

***Charisma (CHA)***

Charisma measures a character's persuasiveness, social savvy, and ability to create a positive impression on others. Charisma determines a character's success or failure at using charm, persuasion, or other social skills.

**Important For:** Air Sailor, Beastmaster, Cavalryman, Illusionist, Nethermancer, Sky Raider, Swordmaster, Thief, Troubadour, Weaponsmith, Wizard

## 4. DETERMINE CHARACTERISTICS

A character's Attribute values determine their characteristics as follows:

- Every Attribute should have the Step (and Dice) listed next to it
- Initiative step is equal to Dexterity Step (and may be modified by armor later)
- Physical Defense is based off of Dexterity **Value** (not Step), see Characteristics Table
- Mystic Defense is based off of Perception **Value** (not Step), see Characteristics Table
- Social Defense is based off of Charisma **Value** (not Step), see Characteristics Table
- Carrying Capacity is based off of Strength **Value** (not Step), see Characteristics Table
- Unconsciousness and Death Ratings are based off of Toughness **Value** (and will be modified by the Durability of your Discipline later), see Characteristics Table
- Wound Threshold and Recovery Tests Per Day are also determined by Toughness **Value**, see Characteristics Table
- Physical Armor is initially 0, Mystic Armor is determined by Willpower **Value**, see Characteristics Table