

3.G Character Creation

Every character begins the game as an average person in terms of actual combat training: an inexperienced youth, of whichever race they so choose, with base skills reflecting their relatively mundane occupation. They also possess a set of traits, that flesh out the fine details of some of their skill abilities, their mindset and strong points, and also their shortcomings.

You can get a 3.G character sheet [here](#).



Contents

At 1st level:

Ability Scores

Race

Hit Points(HP)

Defenses

Traits & Flaws

Special Case

Skills

Proficiencies

Languages

At 1st level:

Ability Scores

These represent your raw physical and mental potential. A value of 10-11 in a given score is the human average. See [here](#) for a detailed explanation. There is a modifier associated with the ability score value: if you have it higher than 10-11, the modifier is positive and works as a bonus; if it is lower then it is negative and works as a penalty. To assign your ability score values, use the 25 point-buy system, or consult [this chart](#) with pre-generated values to assign.

- **Strength (Str)**= Adds to melee combat rolls, and to melee, thrown and composite bow weapon damage. Important for physical endurance skills. If reduced to 0, you become paralyzed.
- **Dexterity (Dex)**= Adds to AC, to ranged and thrown combat rolls, and to Reflex defense. Important for agility and coordination skills. If reduced to 0, you become paralyzed.
- **Constitution (Con)**= Adds to HP, to the Staggered buffer zone, and to Fortitude defense. If reduced to 0, you die.
- **Intelligence (Int)**= Increases skill points gained. Important for various Knowledge skills. If reduced to 0, you become comatose.
- **Wisdom (Wis)**= Adds to Will defense. Important for concentrating and being alert. If reduced to 5, you

become insane. If reduced to 0, you become comatose.

- **Charisma (Cha)**= Important for almost all of the social skills. If reduced to 0, you become comatose.

Race

Choose your race, from among humans, elves, gnomes or dwarves. Click [here](#) for a breakdown of racial abilities, history and general outlook of each. You can further customize your race's abilities via traits and flaws, or give it supernatural abilities by choosing to be a 'special case'.

Hit Points(HP)

These represent the amount of physical punishment you can withstand. Your Hit point total is equal to:

┌-----
|6 + Con mod.
└-----

"Disabled" buffer zone: Once you exhaust your HP, you start burning down this buffer zone of additional HP. While in this buffer zone, your character is stumbling around, staggered, and needs to put himself together or escape. If he exhausts the buffer, he goes into negative HP and becomes unconscious.

┌-----
|Disabled zone HP = Con score
└-----

Defenses

- **Fort**= Con modifier + (bonuses gained by training)
- **Ref**= Dex modifier + (bonuses gained by training)
- **Will**= Wis modifier + (bonuses gained by training)
- **Armor Class (AC)** = Dex modifier + (any armor or shield bonuses) + Dodge modifiers

These are what you roll to defend yourself against opponents' attack rolls.

Traits & Flaws

Your character has 10 trait points to spend at character creation (humans have more). All of these must be invested. You can get extra trait points to spend at the cost of acquiring Flaws, up to a maximum of 10 extra trait points.

All of these points must be invested at character creation (unlike skill points), but your character may gain some new traits throughout his life (at the DMs discretion). One of the things you can invest your points in is to be a 'special case'.

Special Case

Your character has something special about him: a mystical heritage, a powerful gift or a twisted curse. Click [here](#) to see a list of 'cases' to pick.

Download [List of Traits](#).

Download [List of Flaws](#).

Skills

You have a number of skill points equal to $(12 + \text{Int modifier}) \times 4$ at first level. If your Int modifier is negative, then exclude it from the calculation. Invest one point in a skill you have unlocked to raise 1 rank in it. You must invest at least half of your skill points in the skills you have available at the beginning of the campaign. You may leave the rest of the points unspent, which represents your 'latent potential', and use them to learn abilities from sources you find along your way. The full list of skills is [here](#).

When using a skill, you roll a Skill check:

1d20 + ranks in skill + relevant Ability Score modifier + other bonuses

- Skills unlocked at first level:

Linguistics
Perception
Swim

- Plus extra skills from one of the background packages:

Farmer	Hunter	Merchant	Performer	Rascal	Aristocrat
Handle Animal Knowledge(nature) Knowledge(religion) Profession(farmer) Ride Craft(woodworking)	Climb Knowledge(nature) Ride Stealth Survival	Appraise Bluff Diplomacy Profession(any) Sense Motive	Acrobatics Perform(any) Sleight of Hand Sense Motive	Bluff Intimidate Sleight of Hand Sense Motive	Diplomacy Knowledge(history) Perform Sense Motive

(you can invent your own set of skills, as long as you can come up with a plausible background for the character)

Many traits can help expand your character's skill repertoire, reflecting his particular talents and inclinations.

Proficiencies

Your character is not proficient with armor or shields of any kind at the start of the campaign. Your character is proficient with his own fists (and any weapon that covers the hand, such as a gauntlet, brass knuckles, etc), and possibly with one or two simple weapons, according to his background:

Farmer	Hunter	Merchant	Performer	Rascal	Aristocrat
--------	--------	----------	-----------	--------	------------

Sickle Scythe	Shortbow Sling	1	1	Dagger Club	Rapier
------------------	-------------------	---	---	----------------	--------

Languages

Your character starts play knowing his native language, plus a number of extra languages equal to his Int modifier. Languages available (at character creation) are:

- **Gunssab** (human, The Fringe in Ivernia)
- **Sabellic** (human, Mil in Ivernia)
- **Old Gutnish** (human, northern tribes in Ivernia and Hyperborea)
- **Erisse** (Elf, Ivernia)
- **Goiodon** (gnome, Ivernia)
- **Kolkub** (dwarf, Ivernia)
- **Epic Achaean** (human, mostly all of Archipelago)
- **Kallikan** (gnome, Archipelago)
- **Novgor** (human, The Khaganate)

Dialects within each exist, but these are the major groups. People living in the Fringe generally pick up on other languages even from other races.

For every 2 ranks in Linguistics, your character learns yet another language, provided he has been exposed to it or has someone to teach him.

--Nuno 01:31, 3 November 2010 (UTC)

Retrieved from 'https://orcedinburgh.co.uk/wiki/index.php?title=3.G_Character_Creation&oldid=5279'

This page was last modified on 6 May 2019, at 10:30.