

	Prime	Requirements	HD	Max Lv	Armour	Weapons	Notes
Acrobat	DEX	–	d6	14	Leather, no shield	Missile weapons, dagger, knife, long sword, short sword, pole arm, spear, staff	May not lower STR at character creation
Assassin	DEX	–	d6	14	Leather, shield	Any	May not be lawful
Barbarian	CON, STR	DEX 9	d10	14	Chainmail, shield	Any	Cannot read/write
Bard	CHA	DEX 9, INT 9	d8	14	Chainmail, no shield	Missile weapons and 1-h melee weapons	Divine magic at 2nd lv (druid)
Cleric	WIS	–	d8	14	Any, shield	Any blunt	Divine magic at 2nd lv
Druid	WIS	–	d8	14	Leather, wooden shield	Club, dagger, dart, knife, sling, spear, staff	Divine magic at 1st level (druid), must be neutral
Dwarf	STR	CON 9	d10	12	Any, shield	Any except lance, pole arm, 2-h sword and long bow	
Elf	INT, STR	INT 9	d8	10	Any, shield	Any	Arcane magic at 1st lv
Fighter	STR	–	d12	14	Any, shield	Any	
Gnome	DEX, INT	CON 9	d6	8	Leather, shield	Any appropriate to size	Arcane magic at 1st lv (illusionist)
Half-Elf	INT, STR	CHA 9, CON 9	d8	12	Any, shield	Any	Arcane magic at 2nd lv
Halfling	DEX, STR	CON 9, DEX 9	d8	8	Any appropriate to size, shield	Any appropriate to size	
Half-Orc	DEX, STR	–	d10	8	Chainmail, shield	Any	
Illusionist	INT	DEX 9	d4	14	None	Dagger, dart, knife, staff	Arcane magic at 1st lv
Knight	STR	CON 9, DEX 9	d10	14	Metal armour, shield	Melee weapons	
Magic-User	INT	–	d4	14	None	Dagger, dart, knife, staff	Arcane magic at 1st lv
Paladin	STR, WIS	CHA 9	d10	14	Any, shield	Any	Divine magic at 9th lv, must be lawful
Ranger	STR	CON 9	d10	14	Chain, shield	Any	Divine magic at 8th lv, may not be chaotic
Thief	DEX	–	d6	14	Leather, no shield	Any	May not lower STR at character creation

Creation de personnage

1. rouler 3d6 3 fois et garder un des résultats pour chaque caractéristique, dans l'ordre: STR - INT - WIS - DEX - CON - CHA

2. Choisir une classe (voir ci-dessus pour les prérequis et les caractéristiques principales).

3. Ajuster les caractéristiques:

- vous pouvez réduire une caractéristique (STR, INT ou WIS) de 2 pour augmenter une caractéristique principale de 1;
- vous ne pouvez pas réduire une caractéristique plus bas que 9;
- vous ne pouvez pas réduire une caractéristique principale;
- certaines classes ont des restrictions supplémentaires.

4. Noter les modificateurs pour chaque caractéristique, les saving-throws, les abiletés de classe et choisir un alignement. Toutes les classes commencent avec un TACHO de 19.

5. Maximum hp au premier niveau (HD + bonus de CON).

6. Toutes les classes parlent le commun (Havenlish) et leur langue d'alignement. Une INT plus grande que 12 donne accès à des langues additionnelles (au choix). À partir d'une INT de 9 les personnages savent lire et écrire les langues qu'ils parlent (s'il existe une version écrite).

7. Rouler 60 + 3d4 x10: c'est le nombre de pièces d'or (des "quids", abréviation 'q') avec lesquelles vous commencez. Vous devez acheter tout votre équipement avec ça, sauf les vêtements de base (*boots, wool skirt or breeches, a leather belt, a shirt, and a large cloak with a hood*). Notez que l'encombrement est un enjeu!

8. Calculer votre encombrement, votre AC et votre vitesse (movement rate).

STR	Melee	Open Doors	CON	HP
3	-3	1 in 6	3	-3
4-5	-2	1 in 6	4-5	-2
6-8	-1	1 in 6	6-8	-1
9-12	–	2 in 6	9-12	–
13-15	+1	3 in 6	13-15	+1
16-17	+2	4 in 6	16-17	+2
18	+3	5 in 6	18	+3

INT	Lang.	Litt.	Spells	Copy	CHA	NPC Reaction	Retainers Max#	Loyalty
3	*	no	1	20%	3	-2	1	4
4-5	–	no	1	30%	4-5	-1	2	5
6-8	–	basic	1	50%	6-8	-1	3	6
9-12	–	yes	2	70%	9-12	–	4	7
13-15	+1	yes	3	75%	13-15	+1	5	8
16-17	+2	yes	4	85%	16-17	+1	6	9
18	+3	yes	5	90%	18	+2	7	10

* broken native

WIS	Magic Save	PRIME	XP mod.
3	-3	3-5	-20%
4-5	-2	6-8	-10%
6-8	-1	9-12	–
9-12	–	13-15	+5%
13-15	+1	16-18	+10%
16-17	+2		
18	+3		

DEX	AC	Skills	Missiles	Init.	Languages		
3	-3	-15%	-3	-2	1 Bugbear	9 Goblin	17 Ogre
4-5	-2	-10%	-2	-1	2 Troll	10 Halfling	18 Orcish
6-8	-1	-5%	-1	-1	3 Dragon	11 Harpy	19 Pixie
9-12	–	–	–	–	4 Dwarvish	12 Hobgoblin	20 Human
13-15	+1	+5%	+1	+1	5 Elvish	13 Kobold	Dialect
16-17	+2	+10%	+2	+1	6 Gargoyle	14 Lizard man	
18	+3	+15%	+3	+2	7 Gnoll	15 Medusa	
					8 Gnomish	16 Minotaur	

	Other name(s)	Short Description
Aquathea	Njordia	<i>The patron goddess of sailors. She is the one that keeps the seas calm, winds strong and favourable, and vessels safe. Her symbol is a ship on a flat sea.</i>
Baphomet	The Black Goat, Rukkanon	<i>A demon said to invisibly preside over dark and malevolent rituals and sacrifices. A favorite of witches.</i>
Cern	The Antlered God, The Master of the Hunt	<i>Thought to be neutral, but often seen to commit both good and evil acts, Cern is worshipped by some woodland beings and rangers. Represented as a levitating human with a stag's head, he is always accompanied by his entourage of wolves.</i>
Ēarendel	The North Star	<i>The patron god of bards, musicians, and those who call no place "home." Invoked by travellers who don't want to get lost.</i>
Eostre	The Spring Goddess, The Mother	<i>The spring goddess of fertility, also the patron of farmers.</i>
Gael	The Gold Angel, The Shining One	<i>Said to be the angel that takes souls of the goodfolk 'upstairs' to The Gods after death.</i>
Gobulus	GoI, The Wart King	<i>Taking the form of a giant, disembodied, green serpent's eye, wreathed in flames. Venerated by goblins of all kinds.</i>
H'sst Muukal	The Slithering God, The Fanged One, He Who Hungers for Hearts	<i>Worshipped by the serpentfolk of the Serpentlands. Represented as a white snake with three cerulean eyes.</i>
Kharadon	One Thousand Teeth, The Great Shark	<i>Often depicted as a single black eye, or a maw filled with razor-sharp teeth, Kharadon is worshipped almost exclusively by the sharkfolk.</i>
Mephistophael	Gormoth, Kan-Thuul	<i>An undead, angel-demon said to collect the souls of the recently deceased, who in their lives committed the worst crimes imaginable. Mephistophael butchers, tortures and ensures that all possible horrors are inflicted upon those it collects as punishment for the things they did in life.</i>
Mithra	Lady Luck, Mistress of Silver	<i>A maternal-looking deity often invoked when luck is required, or is deemed to have occurred.</i>
Morgontula	Arachoth, Spiderking, Holy Fuck!	<i>A colossal, eight-legged spider god. Said to live in a gigantic web in the centre of the moon and to hunt angels above thunderstorms.</i>
Nepthuun	The Sea Giant, Poseidolon	<i>A mythical giant man who lives under the sea wearing armour made of gloomcrab shell and sharkfolk skin, wielding a trident made of coral. He is said to maintain a balance between the influences of good and evil on and under the sea, taking a neutral stance himself.</i>
Ogg-Thuun	Master of the Black Void, The Fell-tusked Beast	<i>An evil druidic deity represented by a devil with a boar's head and raven's wings.</i>
Old Hobb	The Devil, Satan, Lucifer, Beelzebub	<i>Often uttered when something has gone wrong and there is no-one obvious to blame.</i>
Rheda	The righteous, Mistress of victory	<i>The goddess of war and victory. Invoked in battle (often by both sides), she is the patron goddess of paladins.</i>
The Gods	Them, Our Fathers	<i>Often referenced when the midfolk are looking for divine benevolence. Sometimes they are believed to be ancestral beings, and other times a divine, collective force of good.</i>
The Kraken	Enterodoteuthis, The Deepest One, Tangroa-Akan	<i>A malevolent monstrous creature venerated as a deity by the more sinister creatures of Havenland and beyond. Represented as two tentacles surrounding an octopoid eye. This is not the leviathan of the Dog Sea.</i>
The Reaper	Grimm	<i>The demon that takes the souls of the bad-folk downstairs. Appears on a ghostly raft made of bones.</i>
Treeman	Ol' Green One, The Old Man	<i>A fabled man of the woods. Protects the flora and fauna of the woodlands and forests. Patron of druids.</i>
Vulgryph	The Vulture King	<i>Deity of birds and wealth. Preying on the weak and poor.</i>
Watcher from the Shore	Rapanui, Moa Dak	<i>A strange deity whose form is that of a head and shoulders only. Large statues are carved in his or her likeness and placed on coastlines to look out for dangers from the sea. Sometimes as many as thirteen of these statues are arranged in a straight or curved line along the coast.</i>