

Making a Character for A Broken Candle

1 Roll the dice

As on Earth, you don't choose who you are.

Roll a d100 against the current new character stats table. If that entry is taken, move down until you find an available one, wrapping around if necessary. This will give you your six main attributes (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma) on a scale from -3 to +3.

2 Choose a class

Choose a class that suits your attributes. Or one that doesn't.

Class	Important attributes
Magician	Int
Priest	Wis
Fighter	Str, Dex, Con
Thief	Dex

3 Choose a background

Where did you come from? What have you done? Beyond those implicit in your class, what are your skills?

Examples — scholar, mercenary, blacksmith, prostitute, noble, sculptor, sailor, hermit

Choose wisely, as you will get a bonus in some situations where your background would be useful.

If you're stuck, ask the GM to roll on "d200 Failed Medieval Careers" for you. It comes with a prize! (but then you're stuck with it)

4 Think — why have you come to <whatever situation the party is currently in>?

Why are you here? Write it down somewhere.

5 Determine certain derived statistics

5.1 Hit Points (HP)

These keep you from dying, indeed from being gravely and permanently injured. The table below gives you a base value (possibly including a die you need to roll). Add 10 percentiles per positive Con point, or subtract 10 per negative Con point.

Class	Base hp
Magician	6
Priest	7+1d2
Fighter	10
Thief	7+1d2

5.2 Attack bonuses

Attack bonuses help you hit things. Your base attack bonus depends on your class:

Class	Attack bonus
Magician	1
Priest	1
Fighter	2
Thief	1

There are two variants to record:

- Melee — base + Str mod
- Ranged — base + Dex mod

6 Record your saving throws

Saving throws are rolls you make to protect you from bad things like poison and bad magic and the shakes. A <attribute> saving throw is rolled on a d20, plus your *saving throw modifier* for <attribute>. Your saving throw modifier for an attribute is the attribute value, +2 if your class is good at that save (see table below).

E.g. a Fighter with Int -1 and Str +1 has a Int save of -1 and a Str save of +3.

Class	Saves
Magician	Int, Wis
Priest	Wis, Cha
Fighter	Str, Con
Thief	Dex, Cha

7 If you're a Thief choose special abilities

Look at the list of special abilities in the House Rules document. Pick any two (subject to any specified pre-requisites).

8 Determine starting money

Roll 3d6×10. That's your money in silver pieces (sp).

Other coins are thus — 1 gold piece (gp) = 50 silver pieces (sp) = 500 copper pieces (cp)

9 Buy equipment

The main list of things to buy is the LotFP one with some items added and some prices replaced. Where it appears, use the "City" price column.

Some important notes:

- The encumbrance rules are on the back of the character sheet.

- Items in italics (only) are non-encumbering
- Items in bold italics are Oversized (one encumbrance level per item)
- If you are more than "lightly encumbered", your movement rate will decrease.
- There are no weapon or armour restrictions by class. But...
 - If a Magician is more than "lightly encumbered" (2 encumbrance points), they cannot cast spells
 - If a Priest doesn't have a free hand for their holy symbol, they cannot cast spells
- Longbows, heavy crossbows and metal armour are legal to possess but illegal to wear or carry useably in public

Warrior Pack – 160 sp, 2 enc slots + 1 oversized (shield)

- Medium melee weapon – 50 sp
- Short bow – 40 sp
- Leather armour – 50 sp
- Shield – 20 sp

Dungeoneer Pack – 8 sp, 3 enc slots

- Backpack – 3 sp
- Waterskin – 1 sp
- Lantern (with oil) – 3 sp
- 2 spares flasks of lamp oil – 1 sp
 - Counts as one enc slot

10 Determine armour class

This is your defence against being hit, or at least being hit in a way that matters.

- “Surprised” AC is 10 + armour bonus + (Dex modifier *if negative*)
- “Melee” AC is 12 + armour bonus + Dex modifier + (1 if you have a shield)
- “Ranged” AC is 12 + armour bonus + Dex modifier + (2 if you have a shield)
- “Without Shield” variants are the above without the shield bonus

11 Determine initial spells or prayers

Three, rolled randomly.

12 Choose a name

Minimum one syllable. Having a surname makes you sound fancy.

13 If you are higher than level

I...

...you get the following benefits:

- +1 attribute point at 3rd and 6th level
- An extra (3d6 * 10) sp per level
- If a Priest —
 - +1d2 hp per level
 - +1 to base attack bonus at 4th level
 - Extra random prayers known so that you have spells-per-day+1
 - Prayers per day 3 at 3rd and 4 at 5th
- If a Fighter —
 - +2 hp per level
 - +1 to base attack bonus per level
- If a Magician —
 - +1 to all damage at 3rd level, going up to +2 at 5th level
 - +1 hp per level
 - +1 random spells per level
 - Prayers per day 3 at 3rd and 4 at 5th
- If a Thief —
 - +1d2 hp per level
 - 1 extra special ability per level
 - +1 to base attack bonus at 4th level
- If level 5 — +1 to all saving throws your class is good at

15 Appendix A – Group generation and first session

15.1 Step 1 – Create group and goals

1. GM briefs players on the starting context, geography, major powers
2. Group background, ideas, imagery
 - So we can see group, albeit with members indistinct
3. Mechanical generation and character identities
4. Character relationships
 - Each character with each other
5. Group goal (for a few sessions hence)
6. “So, who are you?” — give your group a name

15.2 Step 2 – GM does initial prep

- GM goes away and does maybe 15m prep, mostly setting their starting point and next major travel destination is.

15.3 Step 3 – Play a session

- Play

15.4 Step 4 – Players agree plan for next session

- The players must agree something concrete enough for the GM to prepare from.

15.5 Step 5 – GM does more prep

- GM, in slow time, fleshes out the immediate world so that the PCs and their goals fit in quite well.