



CHAPTER 2: CHARACTER CREATION

Characteristics

Players roll 3d6 in order to determine their seven starting characteristics. Humans are limited to a maximum of 21 in any given characteristic. If an characteristic drops 0 or less for whatever reason then it's curtains for that character, they die in short order.

Strength (STR)

STR is the character's physical strength: the ability to lift; put damage behind a blow; carry weight etc.

Constitution (CON)

This characteristic measures a character's physical hardiness, health and endurance.

Intelligence (INT)

A character's ability to analyze information and memorize instructions. It is a useful Characteristic for characters interested in becoming accomplished sorcerers and masters of lore.

Power (POW)

Power is a measure of the character's connection to magical forces and willpower. It is also highly useful for sorcerers. Characters gain POW as they advance in their careers.

Size (SIZ)

This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage.

Dexterity (DEX)

A character's agility, co-ordination and speed of reaction, Dexterity aids him in many physical actions, including combat.

Charisma (CHA)

Charisma is a combination of status and reputation--and the confidence and skill-set of leading that flows from this.

Special CHA Rules

CHA is a characteristic that ebbs and flows with the relative success--or failure--of the character. CHA is rolled as normal at the beginning of a character's career, but is modified by the following factors:

Character Generation Checklist

1. Determine the character's Nationality, note characteristic modifiers and class limitations
2. Roll 3d6 for each of the seven characteristics.
3. Calculate starting hit points.
4. Player has the option to make character younger or older. Modify starting skills accordingly
5. Roll for Class Background if not indicated in Nationality charts. Note changes to skills and other starting results such as money, armor, equipment, etc.
6. Choose starting age and modify skill levels. Default age is 25.
7. Check to see if character qualifies to be a Sorcerer (INT and POW must add up to 32 or more).
8. Check to see if character qualifies to be a Wizard (INT and POW must add up to 28 or more).
9. Roll for Other Skills
10. Compute Ability Bonuses.
11. Note starting character level and experience points.
12. Fill in Skills on character sheet.
13. Consult Section [3.61] for starting weapons.
14. Buy stuff and hire folks in Chapter 6.
15. Add character fluff and you are done my friend.

1. The character's reputé grows alongside his personal power each fourth level. At levels 4,8,12,16, 20, 24 and so on, CHA increases by one point.
2. Status grows with "conspicuous consumption". A character's CHA is raised one point if a character possess a flashy, obvious magic item OR expensive clothing/armor AND impressive dwelling worth at the minimum 20,000-50,000 BR. This is a one-time bonus which is forfeited if the item(s) is lost.
3. This bonus is relative to the particular society at the GM's discretion. In the case of magic items, for instance, a character would only be allowed a bonus in an high magic society if he possessed an obvious magic item of great power. The relative value of luxurious clothing and dwelling are set by the particulars of that culture: a sizable mead-hall and rich fur coat in a Nordic-like barbarian society or a stately manse and fine velveteen toga in a highly-urbane one.

A character gains or loses CHA with the fortunes of on-the-ground leadership. At the end of an adventure or expedition (a convenient stopping point that can span several sessions), the party's leader, caller, or spokesperson makes a roll for a CHA gain or loss. (The party's overall leader is determined by the players prior to play of that adventure.)

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If the adventure is deemed a success by the GM the player adds one point of CHA if the player rolls a percentile dice under his existing CHA score. If it is a failure than the leader subtracts 1-3 CHA (as determined by the GM) unless he rolls under his existing CHA score PLUS his level. (The chutzpah of a character with a high Charisma allows him to spin success or failure better.) This roll can be modified by the GM to reflect in-game circumstances.

Hit Points

These determine how much damage the character can sustain before reaching unconsciousness or death.

A character's starting hit points is determined by adding SIZ and CON together and dividing by two. All results are rounded up.

Major Wound Level

When the character takes this amount of damage in one go, they suffer a Major Wound. Major Wounds are injuries, such as a severed limb, broken ribcage or broken skull, which may render the character unconscious immediately and leave permanent affects if not healed by powerful magic.

A characters' major wound level is half his uninjured overall hit point level.

Nationality Name Structure Table

| Roll d10 | Result |
|----------|--------------------------------------|
| 1 | [Syllable] |
| 2-3 | [Syllable] + [Syllable] |
| 4-6 | [Syllable] ' or - [Syllable] |
| 7 | [Syllable] + [Syllable] + [Syllable] |
| 8 | [Place Name] "of" [Descriptor] |
| 9 | Color of Your Choice + [Place Name] |
| 10 | [Descriptor] [Place Name] |

Syllable Table

| Roll d100 | Result | Roll d100 | Result | Roll d100 | Result |
|-----------|--------|-----------|--------|-----------|------------|
| 01-02 | Ain | 31-33 | Kar | 67-70 | Ror |
| 03-05 | Ath | 34-35 | Kam | 71 | Rex |
| 06-07 | Bai | 26-37 | Koz | 72 | Ru |
| 08-09 | Bay | 38-41 | Kyr | 73-74 | Tek |
| 10-11 | Be | 42-45 | Lan | 75 | To |
| 12 | Can | 46-49 | Mar | 76 | Vlk |
| 13-Jan | Dei | 50 | Mer | 77-80 | Vor |
| 14-15 | Eo | 51-53 | Mir | 81 | Xo |
| 16-18 | Fir | 54-55 | Myr | 82 | Xai |
| 19 | For | 56 | No | 83-84 | Xe |
| 20 | Gur | 57 | Nok | 85-88 | Xoth |
| 21-23 | Gor | 58 | Nuk | 90-92 | Yani |
| 24 | Hir | 59 | Oi | 93-94 | Yor |
| 25-27 | Hor | 60-61 | Po | 95-96 | Zhe |
| 28 | Jen | 62-64 | Rom | 97 | Zu |
| 29-30 | Jor | 65-66 | Rat | 98-00 | Roll Twice |

Character Nationality.

Unlike many games, characters in Stormhack are heavily influenced by the random lot of their birth circumstances. In keeping with many Sword & Sorcery setting, their land of origin in particular has left a heavy stamp on their starting characteristics, class backgrounds, and/or other starting circumstances. There are two primary methods for determining the character's nationality.

Method One: GM Generated or Designed

Step 1. GM designs table of nationalities by name and features either by design choice or randomly with all or part of Method Two. [See worksheet in Appendix A]

Step 2: Player rolls for nationality and adjusts characteristics and other results.

Method Two: Random Player-Generated

Step 1. Roll on Nationality Name Chart below. Change or modify results to suit your own taste.

Step 2. Roll National Features. Players must abide by all results on this table, unless otherwise instructed by the GM.

Step 3. Based on Step 1 and 2, player adjusts characteristics and other results.