

## Colony Game Character Creation Rules

NOTE: See the non-combat skill guide, and the combat skill guides for more information about how the attributes and skills, and how they inter-relate.

**Step 1:** Choose one attribute that is important to your character. Assign that stat a 3.

**Step 2:** Look at the following chart. Every stat that shares a vertical or horizontal line with your stat begins at a 2. The remaining stats begin at a 1.

	Body	Mind	Destiny
Body	Strength	Agility	Endurance
Mind	Manipulation	Intelligence	Wisdom
Destiny	Charisma	Resolve	Destiny

Example:

A manipulation focused character will at this point have:

	Body	Mind	Destiny
Body	Strength 2	Agility 1	Endurance 1
Mind	Manipulation 3	Intelligence 2	Wisdom 2
Destiny	Charisma 2	Resolve 1	Destiny 1

An agility focused character will at this point have:

	Body	Mind	Destiny
Body	Strength 2	Agility 3	Endurance 2
Mind	Manipulation 1	Intelligence 2	Wisdom 1
Destiny	Charisma 1	Resolve 2	Destiny 1

**Step 3:** You can now customize with 30 xp, at the cost of 3 xp per level of improved stat. So, raising a 1 to a 2 costs 6 xp. Raising a 2 to a 3 costs 9 xp. Raising a 3 to a 4 costs 12 xp. Raising a 4 to a 5 costs 15 xp. Each raise must be processed in sequence. So, raising a stat from 2 to 4 costs 21 xp.

NOTE: These xp can only be spent on attributes at character creation, with the exception that you can bank 3 unspent points and use them for skills during step 7.

**Step 4:** Place a 4, a 3, a 2, and a 1 in four separate skills. (All other skills are currently at 0.)

List of skills:

Skill	Skill Type	Modified by this attribute
Farming	Gathering	Endurance
Forestry	Gathering	Endurance
Mining	Gathering	Endurance
Hunting	Gathering	Endurance
Sailing (Trading/Fishing)	Gathering	Endurance
Smithing	Crafting	Resolve
Tailoring	Crafting	Resolve
Carpentry	Crafting	Resolve
Leather Working	Crafting	Resolve
Brewing	Crafting	Resolve
Persuasion	Social	Manipulation
Information Gathering	Social	Manipulation
Investigation	Social	Wisdom
Influence	Social	Charisma
Inspire	Social	Charisma
Notice	Mental	Wisdom
Research	Mental	Intelligence
Study	Mental	Intelligence
Stealth	Physical	Agility
Athletics	Physical	Strength
Light Weapons	Physical	N/A
Heavy Weapons	Physical	N/A
Light Armor	Physical	N/A
Heavy Armor	Physical	N/A
Firearms	Physical	N/A

NOTE: Remember that modifying skills is not the only thing that attributes do. This is just a list of how they relate to skills.

**Step 5:** If you are a member of the Royal Expedition, take a 3 in a crafting or gathering skill not already part of Step 4. (NOTE: If you prefer, think of it as placing a 4, a 3, a 3, a 2, and a 1 at step 4, where one of the 3s must be in a crafting or gathering skill.) If you are not a member of the Royal Expedition, you gain no benefits during this step.

**Step 6:** All characters receive their native language, as a language knowledge, at level 3 (able to speak fluently and read/write.).

**Step 7:** You can now customize your skills and knowledges by spending 50 xp, at the cost of 2 xp per level of improved skill and 1 xp per knowledge purchase.

So, raising a skill 1 to a 2 costs 4 xp. Raising a 2 to a 3 costs 6 xp. Raising a 3 to a 4 costs 8 xp. Raising a 4 to a 5 costs 10 xp. Each raise must be processed in sequence. So, raising a skill from 2 to 4 costs 14 xp.

Buying a level 1 rating of a knowledge costs 1 point. Buying the 2<sup>nd</sup> level rating of that knowledge costs an addition 2 points (or a total of 3, from level 0). The menu of knowledges will be provided at the character creation session. It will include languages and specialties like alchemy.

NOTE: These xp can only be spent on skills or knowledges at character creation. Anything unspent is wasted. You cannot spend on attributes.

**Step 8:** Determine starting equipment.

8a: You receive a set of low quality tools for each gathering or crafting skill in which you have at least one dot. These tools are upgraded to normal quality if you have at least 3 dots in that skill.

8b: You receive an appropriate low quality work shop, farm or boat for each gathering or crafting skill in which you have at least one dot and requires this. These buildings/items are upgraded to normal quality if you have at least 4 dots in the related skill.

8c: All players start with a size 1, quality -1 house. Size can comfortably house 2 people, quality plus weather conditions are a penalty against disease and the cold. Living out doors is -3.

8d: Players may pick any 3 normal quality items they may need. This includes weapons and armor. Tools, fire arms, and heavy armor all cost two item slots, light weapons, light armor, and heavy weapons cost 1. You may also spend one of these points to upgrade any previously acquired item in step A-C by one level.

**Step 9:** You may take your (Intelligence plus study) times 3 in additional starting knowledges. If you would like a knowledge not on the knowledge list please see the story teller; many of these may need to be unlocked first.

List of Knowledges:

Languages

- Level 1: You are difficult to understand and can only express simple ideas. -5 penalty on tests when using this language.

- Level 2: You can be understood and express complex ideas verbally. -2 penalty on tests when using this language.
- Level 3: You are fluent. You can read/write if the language has a written form. If language does not have a written form, you know common oral traditions.
- Level 4: You are eloquent. +1 to persuasion/inspire checks if this is the recipient's native language.
- Level 5: You are extremely eloquent. +2 to persuasion/inspire checks if this is the recipient's native language.

NOTE: Any European Language is available as a native language for PCs. The language most commonly spoken in the colony is English. You can choose also to invest in American continent languages, which include Algonquian, Muskogean, Iroquoian, as additional languages. You can also choose to know Latin as an additional language.

### Medicine

- You can buy up to 5 ranks.
- Rank 1: Basic understanding of how medicine works, this is mainly theoretical knowledge and does grant any abilities but is required to take further knowledges from the medical tree. All medical knowledges are capped by this skill. See Story teller for more options
- For example, the Medical Tree will have medical sub-knowledges like diagnosis, treat ailment, and surgery. You can never buy any sub-knowledge higher than your overall ranking in Medicine.

### Alchemy

- You can buy up to 5 ranks.
- Rank 1: Basic understanding of how alchemy/chemical processes work, this is mainly theoretical knowledge and does grant any abilities but is required to take further knowledges from the alchemy tree. All alchemy/chemical knowledges are capped by this skill. See Story teller for more options.

### History

- You can buy up to 5 ranks.

- Rank 1: Basic understanding of history, this is mainly theoretical knowledge and does grant any abilities but is required to take further knowledges from the history tree. All history knowledges are capped by this skill. See Story teller for more options.
- You may pick a general area like new world or Europe for general knowledge or a specific group or place like a country, religion, or tribe to get more specific knowledge. The more specific the history the more details you will have access to.

#### Any Gathering Skill

- You can buy up to 5 ranks of knowledge in any specific gathering skill.
- Each gathering skill has a base set of knowledges that unlock new items you can buy from your list. Example, knowledge farming would allow farmers to plant new kinds of crops not currently available. Knowledge mining would provide mining lore and knowledge of how to mine new kinds of metal.

#### Any Crafting Skill

- You can buy up to 5 ranks of knowledge in any specific crafting skill.
- Each crafting skill has a base set of knowledges that unlock new item recipes and special traits you can add. Example, blacksmith can lead to knowledge gunsmith to unlock firearms. Knowledge leather working can unlock the resilient trait to add an extra level of armor to light armors if enough quality points are available. Knowledge tailoring will unlock techniques like dyeing and bleaching.

#### Theology

- You can buy up to 5 ranks of knowledge in any specific religion.
- Basic understanding of how a religion works, this must be tied to a specific religion and can be taken multiple times. This can unlock additional knowledge trees to grant social bonuses.

#### Light Weapon Mastery

- You can buy up to 5 ranks of knowledge in light weapon mastery.
- This unlocks access to specific techniques usable in combat.

### Heavy Weapon Mastery

- You can buy up to 5 ranks of knowledge in heavy weapon mastery.
- This unlocks access to specific techniques usable in combat.

### Light Armor Mastery

- You can buy up to 5 ranks of knowledge in light armor mastery.
- This unlocks access to specific techniques usable in combat.

### Heavy Armor Mastery

- You can buy up to 5 ranks of knowledge in heavy armory mastery.
- This unlocks access to specific techniques usable in combat.

### Firearm Mastery

- You can buy up to 5 ranks of knowledge in firearm mastery.
- This unlocks access to specific techniques usable in combat.

NOTE: Is there something important to your character that feels like it should be a knowledge that you don't see here? See the Storyteller.

**Step 10:** You start game with 3 times your (charisma plus influence) in points to spend on NPC relationships. All Members of the crown expedition start with a base 1 dot of influence towards all NPC in the colony.

NOTE: All NPCs will have a dot of influence ranging from 0 to 5 towards your character. 1 is a generally positive feeling – typically knowledge of and respect for your role as a contributor to the town. A base NPC (town person with no leadership role) costs two influence spending points to move from 0 to 1, and four influence spending points to move from 1 to 2, etc. (2x improved level). NPCs in leadership roles will have a steeper cost to move between levels. You can choose how many influence spending points to invest, knowing it is at least twice as expensive as a base NPC. The storyteller will determine how much impact that has.

NOTE: At this point, simply describe the type of person you are looking to invest in, and ST will determine who it is, and provide that information back to you.

**Step 11:** (Optional) You may create an NPC using steps 1-6 above for free. Write them up, along with description of their appearance and personality. This NPC will start with a level 3 relationship towards you, and will be a close friend who intends to help you. This NPC cannot hold a leadership position of any kind in the town.