

Character Creation Guidelines

Character Creation Notes.....	2
Races	2
Magic.....	2
Buying Spells.....	2
Endurance Usage for Spells.....	2
Money.....	3
Additional Notes.....	Error! Bookmark not defined.

Character Creation Notes

Characters are built on a 75 point base plus disadvantages. No more than 25 points from any one type of disadvantage. Normal Characteristic Maximum is in effect (so it can not be taken as a disadvantage), but in a modified form. Primary Characteristics have a normal maximum of 15, except for the Key Stats for your profession/archetype (see list below). The Key Stats have a normal maximum of 20. Secondary (figured) characteristics have the normal maximum as per the standard NCM rules. It is not necessary that a character be built using an archetype (profession) package, but without doing such all Primary Characteristics have a normal maximum of 15.

Archetype Category	Key Stats
Warrior	Strength, Constitution
Rogue	Dexterity
Wizard	Intelligence, Ego
Priest	Ego, Presence

Characters that satisfy the requirements for multiple archetype packages must have one (1) archetype chosen as their primary archetype for purposes of determining Key Stats.

Races

Most of the common (and uncommon) fantasy races have already had packages written up for them in the *Fantasy Hero* book. If you want a non-human character, use these packages.

A Note on Packages: Package Deals in Hero, particularly racial packages, are a constant source of confusion for many players – due in no small part to the use of the term “Deal”. There is no “deal.” This confusion is notably worse with regards to Characteristics (most commonly found in racial packages). The Characteristics included in a package should be viewed as benchmarks for where the baseline for that character type is set. If a package includes +3 STR, this means that this type of character should 3 points stronger than average. View the package as a list of guidelines representing the minimum expected abilities (and, sometimes, disadvantages) for that race/archetype/etc

Magic

Buying Spells

To cast spells a spell caster must have a Power (Magic) Skill for that specific school (or, in the case of Elemental Magic, for each type of magic learned — Earth Magic,

Fire Magic, Ice Magic, and so on). Spell casters buy their spells individually, not as part of a framework (although sometime a single spell may be defined as a Framework) but they divide the Real Point by 3.

Frameworks

If a spell is built as a Multipower, the caster only divides the reserve cost by 3; the slot costs then add to that to determine the total cost of the spell. When a character casts the spell, he chooses which slot (or combination of slots) he wants to use, then modifies his Magic roll based on the Active Points involved.

If a spell is built as an Elemental Control, divide the total cost of the EC by 3, but the minimum cost is 1 point for the reserve plus 1 point for each slot. When a character casts the spell, he chooses which slot (or combination of slots) he wants to use, then modifies his Magic roll based on the Active Points involved.

It is recommended that characters that will be spell casters use the *Fantasy Hero Grimoire* and *Fantasy Hero Grimoire II* as their primary source of spells. Custom spells may be created, but should follow the basic style set up in these books. In particular, custom spells will have the same type of limitations placed upon them as the spells written up in these books. (Although common, the “Required Skill Roll” limitation is not required.) **All spells will cost Endurance.** If a spell is built using a Power that normally does not cost END, the “cost END” limitation must be applied. Any spell from the *Fantasy Hero Grimoire I & II* that does not cost END (ie. The Untiring option for most spells) is not to be used.

Endurance Usage for Spells

Spell casting characters have two options for END.

1. Endurance Reserve with slow recovery.
2. Personal END with Long Term Endurance usage enforced.

With option 1, the Endurance Reserve may be as large as desired, but the Recovery will be one (1) and the recovery will have a limitation similar to “only when sleeping”, “only when engaged in morning prayer”, “only when meditating”, etc, etc, with the end affect being that the character starts the day with a full reserve that is finite for that day. Under this option spells **must** draw from the END Reserve – personal END cannot be used.

With option 2, spells draw from the spell caster’s personal END, but cost the caster Long Term Endurance (see Hero System 5th Edition Rules for LTE rules).

Money

Starting Capital and the "Money" Perk or Disad.

The amount of money available for a newly-created character to purchase equipment is dependent on any Wealth perks or disadvantages they may have. This is the only in-game use for this Perk/Disad, so you way want to consider whether or not it's truly worth the point expenditure.

Value	Wealth Perk/Disad Income Level	Starting Funds 4d6 gold Cathbais , times:
-10pts	Destitute	x 0.1
-5pts	Poor	x 0.3
	Middle Class (default)	x 1
1pt	Upper Middle Class	x 1.2
2pts	Upper Middle Class	x 1.4
3pts	Well Off	x 1.6
4pts	Well Off	x 1.8
5pts	Well Off	x 2
6pt	Wealthy	x 2.5
7pts	Wealthy	x 3
8pts	Wealthy	x 4
9pts	Extremely Wealthy	x 8
10pts	Extremely Wealthy	x 10