

#	Character creation	
1	Define background	Race, culture, religion, family, history,
2	Define Virtues	Divide 10 points among each virtue pair.
3	Roll and allocate stats	Roll 4x3D6 stats for each of the 3 stat groups and allocate + 1D6 bonus points spread in the groups Max 18 in a stat
4	Define automatic skills and background skills	Skills start at stated base Auto skills, background skills + language, Hero pts, isho pts, colour pts, size bonus, strength bonus, damage bonus, dodge, initiative, movement, Max IP, IP potential max, Max lift weight
5	Choose occupation(s)	Subtract occupation cost from EDU (Total occupation cost cannot exceed EDU) These skills start at BASE + given value These skills are marked "M" for Monopoly
6	Choose Common/Athletic skills	Allocate EDUx2 points amongst Common and Athletic skills (Max 7 total)
7	Choose Moon skills	Allocate COL points (COLx2 for muadra) amongst Moon skills (Max 7 total)
8	Rounding off	Allocate remaining EDU after occupation(s) x3 (Max 7 total) a) Raise skills (1 to 1 cost) b) Buy New skills (Costs 2, start at BASE) c) Raise Injury points (3 points for 5 IP) d) Buy Hero Attributes (defined cost & lvl. req.) e) Buy Status & Reputation (defined costs) f) Buy dyshas (Costs 1+diff) g) Raise Max Isho (costs 1 to raise 5)
9	Summarize	Summarize skill values and calculate weapon block values (½ skill +1)
10	Equip character	Calculate armour penalties and movement rates. Fill in armour value and weapon damage.

Experience	
Raise skill (once per level)	2 XP for 1 rank (max 12 in skill)
Raise monopoly skill (once per level)	1 XP for 1 rank (Max 16 in skill)
New skill	4 XP, starts at char. base. 1 raise allowed
Hero attribute (one per level)	Defined XP cost and level req. (max 10). HA from closed group costs +2 (max 2)
Raise Max Injury Points (once per level)	10 XP for 5 Injury points
Raise Max Isho Points (thrice per level)	3 XP for 5 isho points

Status & Reputation	CP	Description
Able condrij/githerin/caji etc	1	Ah you've done this before! BL2
Reputable condrij/githerin/caji etc	2	An honour to witness your work! BL4
Famous condrij/githerin/caji etc	4	Wow (oh no) it's him/her! BL6
Rinix etc decorated	4	Realm's champion, trusted warrior and protector. BL5
Bane of.....	2	State creature/race. BL4
Marksman	2	Must have at least 7 in one missile skill. BL4
Sell-Sword	1	Ranked mercenary. BL3
Warmaster	3	Respected mercenary, sword for hire. BL5
Lesser Hero/Villain of...	1	State heroic deed, place, people etc BL3
Known Hero/Villain of...	2	State heroic deed, place, people etc BL5
Greater Hero/Villain of...	3	State heroic deed, place, people etc BL7
Free Tradesman	1	Must have at least 5 in a craft/professional skill. BL3
Expert	2	Must have at least 7 in a craft/professional skill. BL5
Book-Learned	1	Must have at least 5 in an Lore or Iscin skill BL4
Academic	2	Must have at least 7 in an Iscin skill. BL6
Politician	3	Must have at least 5 in Politics. BL5
Kimmit	5	Must have at least 7 in Politics. BL7
Greater official (yordica, etc)	3	Must have at least 5 in appropriate skill (law etc). BL5
Retainer	1	Bonded to whitehand family. Guard, manservant, advisor. BL3
Lesser Whitehand/Dakrani	3	Right family ties. Some family obligations. BL5
Greater Whitehand/Dakrani	5	Posh indeed! Strong obligations to family. BL7
Adventurer	1	Known for your expertise. BL3
Expert Treasure-Hunter	2	They'll always recruit you! Higher salary/share. BL5
Trouble-Shooter	1	Problem-solver, good to have in a tight spot. BL2
Famous Explorer	2	Must have at least 5 in Peoples & Places. BL4
Klade bonded	2	Linked to/servant of the klades. Guard, external workforce, armed escort, interpreter etc. BL2
Respected Kladesman	2	Member of one of the klades BL4
Klade Crafter	2	Must have at least 5 in a craft/professional skill. BL4
Klade Craftmaster	4	Must have at least 7 in craft/professional skill. BL6
Klade Erudite	2	Must have at least 5 in a Lore or Iscin skill. BL4
Klade Loremaster	3	Must have at least 7 in an Iscin skill. BL7
Important Initiate	1	Initiate or linked/bonded to or external servant of religion. BL2
Influential Clergy/Cultist	1	Servant, worker of a religion. Some obligations to religion BL3
Popular Priest/Priestess	2	Shepherd and leader. Strong obligations to religion. BL6
High Priest/Priestess	5	Pillar of faith! Very strong obligations to religion. BL8
God-Touched	1	Special and destined! BL3
Holy Man	4	Known miracle-maker. Must have at least 16 Moxie. BL6
Benefit Level (BL)		Roll 1D10 <u>under</u> to reap benefits, impress, intimidate etc in that area of influence.