

# Lost Roads of Lociam

## Example of Character Creation

Below is an example of character creation, and the player Georgina makes the character Lorina of Koor. The column on the left is for the story, and the right is the mechanics of rolling the character.

Lorina was born on the edge of Koor, to the extreme north-east of their territory.

This was in the last regency-year of the Great King Authemar, 1420.

Georgina's parents are of a grand line. Her natural abilities are very powerful indeed. She had the Koorish manner about her, and was never a pleasant person to be around.

Even in her youth she displayed sharp eyes, great tolerance to pain and exhaustion, as well as speed and strength beyond her years.

She was trained in her father's church to become a devout follower of the creeds and the Faith. As it turned out she was of great proficiencies and prowess.

### 1. Select Race

Georgina (the player) rolls 1D100 for the race of her character (top right on page 17). She rolls a 73 and gets to play a Mykier. She notes the modifications to her primary attributes (found on page 115). She also notes that a human needs 8 hours of sleep and can survive on a very varied diet (as found on page 118).

### 2. Select age

Georgina rolls 1D10 (middle right table on page 17), rolling a 3 and is therefore young. She rolls another 1D10, rolling an 8 for a total age of (8+14) 22 years old. She notes the modifications to the attributes due to her age (last table on page 17), as well as changes for money and magic talent. She also notes that she has (22x3) 66 skillpoints for later use.

### 3. Roll Primary attributes

Georgina's gamemaster has decided that all character in this campaign will use method 1 (page 18) for attribute-generation. Georgina rolls 2D10 for each attribute, eight rolls in total, adding up the two dice and noting the results for each attribute. She gets 14 for STR, 12 for SPD, 14 for SPD, 19 for CON (with a slight cheer), 11 for WIS, 17 for PER 4 for CHA and 16 for MAN. This is a really good statline, and Georgina is really happy about it. She writes down the modified statline on the character-sheet, with the exception of PER, which is unmodified.

STR is modified by -1 due to young age, for a new total of 13, DEX by -1 for race and +1 for age, for 12, SPD with +2 for age and -1 for race, ending up at 15, CON with -1 for age and +1 for race, still at 19.

WIS gets -1 for age for a new total of 10, PER remains unmodified at 17, CHA with +1 for age, for a total of 5 which is a lot less than charming, and MAN for -2 for age and +3 for race, for a total of 17.

Attribute-rolls are also filled in (as per page 19). For STR the rolls are 91 (13x7), 65 (13x5), 39 (13x3) and 13 (13x1), and so on.

### 4. Calculate secondary attributes

Critical alertness is PER (17) x1.25 (as per page 19) which is 21.25, rounded down to 21, Difficult alertness is 17x2.5 which is 42.5, rounded down to 42, and Easy alertness is 17x5 which is 85.

Carry is the same as STR for humans, so Lorina has 13 in Carry.

With STR under 17 Lorina has no damage-bonus.

Initiative is SPD/4, and with an SPD of 15 this leaves her with 3.75, rounded down to 3.

Movement is (DEX/2) + SPD, so (12/2) + 15 for a total of 21.

Health and Cool are both CONx2, so 38 each. All of these are noted down on the character sheet.

### 5. Determine education

Georgina's gamemaster has decided that everyone should roll on the second table for educations, the one on the right (page 20). Georgina rolls 1D100 for a total of 25. This makes her a Monk, or rather a Nun, and she writes this down on her charactersheet. She then tests to see if she passes the test for the attribute (WIS in this case, as per page 28).

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A Normal WIS-roll is 50 for Lorina and she rolls 38, passing the test and earning not only the respect of her peers but also 1D10 Silver coins, in this case 7+1 Silver coins (page 27). She also rolls for a Karma-modification with a +2 for passing the Lead-attribute-test. She rolls an 8+2 for a total of 10 and +3 Karma and 3 Fingerprints at the start of the game.

She was also magically gifted, and trained to master nearly all that which could be taught to her

During her training she worked hard to increase her magical talents, succeeding beyond her instructor's expectations, but also trained for combat, and in the healing arts. She was always out in the temple yards, climbing and jumping between the rooftops, and it paid off.

## 6. Acquire magical skills

Lorina has MAN 17, giving her a Fathom-level of Seeing (as per table on page 20). She rolls for her Magical talent (also page 20) with 1D10 +1 for her age and gets 6+1. This means she is Magically gifted, getting Lower magic for her education to the level of her Fathom +1 (Seeing +1 is Discovering). She notes her five Lower magic forms (found on page 76) and adds a "0" to fail on all but the last two, along with "0" Drain, and "0,9" to fail on the last two with a Drain of "1". (This is covered on page 67.) Being Seeing she also notes her Fathom-rolls (as per the table on page 66); General (85) (Per 17x5) and Focused (42.5 rounded to 42) (PER 17 x2.5). Lorina does not get a Searching roll as her Fathom-level is too low.

## 7. Acquire skills

Now it is time to spend those 66 skillpoints. From her education (page 28) Lorina has gotten +25% in Activity, +10% in First Aid, +25% in Search as well as some knowledges which she now writes down. She also notes that she knowledges "Speak Snowspeak:3" and "Culture: Mykier" for free as specified at that knowledge (page 39).

Georgina was a bit miffed at seeing that the next level of Fathom was only a point of Mana away, and spends 15 points to increase her MAN to 18. She alters her Fathom-level, Astral rolls and Lower magic to match this. She now has 51 points left.

Lorina already has Activity (STR+DEX, 13+12) plus her 25% from the education, meaning she has 50%. She is happy with that, and leaves it. Camouflage, Hide, Ride and Sneak is based on her DEX (12 rounded down to the nearest five meaning 10%). First aids gets 10% from her education, meaning she has 20%. She wants this increased to 35. Now 35-20 is 15. This means three steps of five points each, at a cost of 4 points per step. This works out at (3 steps at 4 points each (3x4)) 12 points. This leaves her with 39 points.

Search is based on Lorina's PER of 17 (rounded down to the nearest five of 15%) plus 25% from the education (15+24=40%) and she wants 50%. This means two steps of five points each, costing (two points per step) 4 points. 35 points left.

Swimming is CON/2 (19/2 is 9.5 rounded down to 5) 5% but she leaves it.

Georgina feels that her character should be able to fight a bit at least so gets the skill Swords. She already has DEX (12 rounded down to 10) 10%, and wants 25. That means (25-10 = 15 /5=3) three steps of five points each. Each step costs 4 points, so that another (3x4) 12 points. 23 points left.

Evade at SPD 15 is not enough either, but at 6 points per step it is too expensive for now, same with Dodge. Georgina leaves Brawl at DEX+STR (25) as well.

Georgina looks at some knowledges and selects Battle-hardened (once) and Listen to grandma (twice) for a total of 15 points. 15 points left.

Georgina wants some more mobility, and wants to increase Activity. As she has 50% the cost is doubled, going from two points to four per 5%. For her 8 points she still gets 10%, increasing her Activity to 60%.

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One of her mentors during this time was the dreaded Sallas of Hannea, a dangerous magician who trained her in both fencing and magic. Sallas then used both of these talents to kill Prince Shaliess, and is now a very wanted man. When Lorina left the temple to go forth into the world she was given the "Griefmaker" by her father; a potent poison, as well as some of his saved silver.

Lorina was a strong follower of the faith, and after a visit to the Mausoleum the eye of Savior was on her, and she was empowered in her faith despite her young age. Her fascination of with stories of her mentor also lead to her to have a good general knowledge of history, myths and folklore.

During all her years of training she never overcame her dislike of heights. She was not fearful of them, but never liked them.

Following in her mentor's ill-advised footsteps she armed herself, getting a sword, armor, some basic packing clothes and food. Her money well-spent she left the cathedral and went out into the world. The word of her Priest Channas was with her in her new adventure-filled life.

### 8. Roll for Background Information

Now Georgina needs to find out a bit about Lorina's past. She rolls for Social status (page 21) rolling an 8 and gains High Status and noting it on the character-sheet. She then rolls for her money (2D10x3) and modifying it according to her age (x0.5). She rolls 17. This means  $(17 \times 3) \times 0.5 = 25.5$  Silver adding her 8 Silver from her education, meaning she gets 33 Silver and 5 Bronze coins.

She now checks for her parents (page 21) rolling a 10, so both her parents were alive when Lorina grew up. She rolls 4 for brothers and sisters, getting a single sibling to her family name. This is a (1D10 = 3) brother, who is (1D10 = 2) younger, by (1D10) 1 year. Georgina names her brother Hakkan.

Now for background-events (page 22), and rolls an 8 meaning she gets (8/2) 4 rolls. She rolls 90, 76, 29 and 11. This means she has acquired a dose of poison, a mentor, added some combat-training and more money (1D10 = 3 extra silver). She notes this on her character-sheet.

### 9. Determine Tertiary Attributes

Karma - Georgina picks the Salvation-church and notes the C, D, I and A-modifiers as found on page 103. She has +3 Karma for her education and -1 for her age. This gives her a total Karma of 2.

Common Sense - Georgina modifies her WIS with +2x2 for her two Listen to grandma and -1 for her age. This means she has an effective WIS of  $(10 + (2 \times 2) - 1) 13$ , which is multiplied by 2.5 (see page 25) this gives 32.5 (rounded down to 32) in Common Sense.

Memory - Georgina calculates Lorina's Memory to  $(PER + WS) / 2 = (17 + 10) / 2 = 13.5$  rounded down to 13.

### 10. Final Touches

Name - Georgina notes the name Lorina of Koor on her sheet.

Sword-hand - Georgina rolls 17 (on the table on page 26) and determines that Lorina is left-handed.

Appearance - Georgina notes some basic appearance of Lorina on the character-sheet.

History and personality - Georgina writes down some notes on her character-sheet.

Quirks - Georgina decides that Lorina hates heights, and writes it down. She also notes down some related words for her language, as well as her religious proverbs.

### 11. Acquire Equipment

Lorina has 38 Silver coins and change to spend on gear.

She gets a broadsword, half padded oilcooked leather armor, a small backpack with a torch, blanket, tinderbox and field-cutlery. This totals at 32 Silver, 5 Bronze and 5 Copper. Then she buys some clothes; underwear, trousers, shirt and robes. She also gets high soft boots that are water-proofed. This totals at 6 Bronze. She finishes off by buying a single day's Iron rations for emergencies. This is another 8 Copper. This totals her spendings at 33 Silver, 2 Bronze and 3 Copper. This leaves her 5 Silver, 2 Bronze and 7 Copper.

Totaling the weight, halving it for items in her backpack and worn armor, it comes to 4.85. This is  $(4.85 / 13) 37\%$  of her total Carry, and she gets +10 to some rolls (as per page 49), making her a tad less mobile.



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## Melee-weapons

Name	AS	DS	Pain	Class	Enc	Notes
Broadsword	4	3	1	H	2	

## Ranged weapons

Name	AS	Pain	Class	Range	Enc	Notes

Armor	H	S	C	O	Roll	Sus	Enc
P oil-c leath	2	2	4	2	4	10	2,5

Shield	DS	Sus	Enc

Container	
Type: 5 backpack	Enc: 0,5 Holds: 3
Contents	
Torch	0,0
Tinderbox	0,2
Blanket	1
Field-cutlery	0,2
	2,2/2 = 1,1

Container	
Type: _____	Enc: _____ Holds: _____
Contents	

## Money

Platina	_____	Gold	_____
Silver	5	Bronze	2
Copper	7	Tin	_____
Other currencies _____			

## Other equipment

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## Clothes

grey trousers and shirt, brown robe, water-proofed soft high leather boots. underwear

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Carry:	13	Current mod:	+10
Carry used:	4,05	Modification to Movement SPD-DEX-based skills	
Carry used		0-25%	±0
		26-50%	+10 (-10% to Movement)
		51-100%	+25 (-25% to Movement)
		101-200%	+50 (-50% to Movement)
		201-300%	+75 (-75% to Movement)
		300+%	Can not move or act

## Notes:

Religious proverbs: Follow your destiny, Dream your own dreams. care for the weak, Teach the truth.  
 "Harmony and eternal peace with you."

