

Lost Roads of Lociam

Example characters

Set 1

This is the first set of pre-created characters made for the Lost Roads of Lociam. There are five ready-to-use characters so that you can start in on the Core adventures even if you don't want to or have the time to make the characters yourself.

The characters are use-as-is, just created and with no further tinkering or experience. They lack the third character sheet, as this page is mainly for campaign-play. These characters are better used for one-shot play. If you want them to be part of a campaign then you can add a third page or copy the values to a normal character-sheet.

Below is a listing of the characters in this set along with some handy values for the gamemaster to keep track of.

Character	Description	Page	Alertness			Fathom
			Critical	Difficult	Easy	General/Range
Essiloss the Black	Young Laaner Warrior	2-3	20	40	80	75/80
Sarina the Ice-Wanderer	Old Mykier Magician	4-6	15	30	60	90/230
Minnos of the Eighth Tribe	Middle-aged Bauffer Healer	7-8	13	27	55	100/210
Hakkion the Smile	Young Liniek Courtesan	9-10	17	35	70	95/130
Charindria	Middle-aged Bamfyver Priest	11-12	21	42	85	80/150

Lost Roads of Lociam

Arcane 40 % _____ Exp
Lore 3 Level

Sway 23
Current _____

Fathom-level Understanding			
General roll	90	Range	230
Focused roll	45	Range/Width	46/12.5
Searching roll	45	Range	2300
Schooled searching possible (Yes)			

Lower magic

Form	Magnitude	Notes
Read magic runes	Seeing	_____
Sense might	Discovering	_____

Below is a list of all Lower magic a magician can potentially use. Remember that the cost is +1 point of Sway per use. The forms are listed by education. Courtesan (Co), Craftsman (Cr), Demon-hunter (DH), Healer (He), Leader (Le), Monk (Mo), Paladin (Pa), Pathfinder (PF), Priest (Pr), Sage (Sa), Thirf (Th) and Warrior (Wa).

Form	Education	Magnitude	Notes
Berserker	Wa	Underst.	_____
Bladelight	Wa	Look	_____
Blaze	Wa	Underst.	_____
Capture attention	Pr	Underst.	_____
Court-walk	Pa	Underst.	_____
Crush ill	Pa	Underst.	_____
Cure illness	He	Disc.	_____
Demon-cast	DH	Underst.	_____
Demon-face	DH	Underst.	_____
Demonname	DH	See	_____
Demonplace	DH	Underst.	_____
Dissipate	Co	See	_____
Ease pain	He	Look	_____
Evaluate	Cr	Look	_____
Find	Th	Look	_____
Find church	Mo	See	_____
Find church	Pr	See	_____
Find monk	Pr	Disc.	_____
Find offering	Mo	See	_____
Find paladin	Mo	Disc.	_____
Find paladin	Pr	Disc.	_____
Find priest	Mo	Disc.	_____
Find priest	Pa	Disc.	_____
Find sanctuary	Pa	See	_____
Firemaker	PF	Look	_____
Flagname	Sa	See	_____
Flash	Co	Look	_____
Food of the earth	PF	Disc.	_____
Glorify	Cr	Disc.	_____
Glory	Le	Underst.	_____
Guardpost	PF	Underst.	_____
Gust of wind	Th	See	_____
Heal break	He	Disc.	_____
Heal open wound	He	See	_____
Itch	Th	Underst.	_____
Judgement	Le	Underst.	_____
Jump	Co	Disc.	_____
Jump	Th	Disc.	_____

Light	Co	See	_____
Locate ill soul	Mo	Underst.	_____
Mend broken object	Cr	Disc.	_____
Might	Le	Disc.	_____
Might	Pr	Disc.	_____
Open/Close	Th	Disc.	_____
Pass through	Pa	Underst.	_____
Path-seer	PF	Underst.	_____
Peace	Cr	Disc.	_____
Peek	Th	Underst.	_____
Press	Cr	See	_____
Reading	Sa	Underst.	_____
Regenerate	He	Underst.	_____
Remove poison	He	Underst.	_____
Respect	Pa	Underst.	_____
Return of air	He	Underst.	_____
Righteous service	Mo	Look	_____
Search Collection	Sa	Disc.	_____
See ill	Pa	See	_____
Sense ill-thought	Le	Disc.	_____
Sense importance	Le	Disc.	_____
Sense lie	Le	Disc.	_____
Sense of traces	PF	Disc.	_____
Sense will	Pr	Underst.	_____
Shadow-walk	Th	Disc.	_____
Shielding chant	DH	Disc.	_____
Shine	Le	See	_____
Stonebreaker	Wa	Disc.	_____
Telekinesis	Co	Disc.	_____
Traceless	PF	Underst.	_____
Ventriloquism	Th	Underst.	_____
Voice-shift	Co	See	_____
Waterfind	PF	See	_____
Waterwalk	PF	Underst.	_____
Weaponflight	Wa	Disc.	_____
Weaponshine	Wa	See	_____
Weather-seer	PF	See	_____

Higher Magic

Spheres	%	Exp
Change	45	_____
Water	25	_____

Commonly-used effects

Name	Drain	Type	Sphere
Rust	2	Thought	Change
Cleansing	3	Thought	Change
Alter Visage	3	Thought	Change
Turn rock to s.	7	Spell	Change
Turn to Tree	7	Spell	Change
Veil of mist	2	Thought	Water
Water-walking	3	Thought	Water
Strangling mists	7	Spell	Water

Type is Thought, Spell, Rune or Ritual. Don't forget to alter the Drain as you gain more knowledge in Arcane

Lost Roads of Lociam

Player _____
Character *Hakkion the Smile*
People Second
Race Liniek
Social Status High

Age 26
Education Courtesan Passed? (Y)
Religion Fire-church
Sword-hand Left
Magical Talent Magically Gifted

	Value	Easy	Normal	Difficult	Critical
STR	12	84	60	36	12
DEX	11	77	55	33	11
SPD	19	133	95	57	19
CON	18	126	90	54	18
WIS	10	70	50	30	10
PER	14	98	70	42	14
CHA	20	140	100	60	20
MAN	13	91	65	39	13

Alertness	Critical 17	Difficult 35	Easy 70
Carry	12 (see Equipment-sheet)		
Damage-mod	±0 (add to AS)		
Initiative	4 (add to 1D10)		
Movement	24		

Common Sense	25
Memory	13
Karma	0 (add to 2D10 to beat 20+)
	C -3 D +3 I -2 A -2

Health	36	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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# of wounds	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cool	41	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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(Add lost Cool to all skill-, Attributes- and Alertness-rolls.
Reduce Initiative and Movement with lost Cool/5)

Fathom-level	Seeing
General roll	95 (MANx10 meters)
Focused roll	42 (MANx2, MAN/2 m)
Searching roll	- (MAN x100 meters)

Sway 13 Current _____

Lower Magic	Magnitude	Fail	Sway
Flash	Looking	0	0
Dissipate	Seeing	0	0
Light	Seeing	0	0
Voice-shift	Seeing	0	0
Jump	Discovering	0, 9	1
Telekinesis	Discovering	0, 9	1

Skills	%	Exp
Activity	40	_____
Camouflage	10	_____
First Aid	10	_____
Hide	30	_____
Ride	10	_____
Search	40	_____
Sneak	30	_____
Swimming	15	_____
_____	_____	_____
Animal-training	30	_____
Sleight of hands	50	_____
Games	15	_____
Escapology	10	_____
_____	_____	_____
_____	_____	_____
Knives	30	_____
Thrown weapons	20	_____
_____	_____	_____
Brawl	20	_____
Evade	15	_____
Dodge	15	_____

Knowledges	
Speak Windspeak - 3	_____
Culture: Liniek	_____
Jointlessness	_____
Battle-hardened x1	_____

Bonus Experience-points _____
Finger-points _____

Appearance Black short hair. Black short beard.
 Blue-gray eyes.

Language-notes: Related words
 Horses, archery, plains, barter = *Liniek*

Special abilities Resists cold, May use Health instead of Sway, High pain-threshold, Good swimmer

Lost Roads of Lociam

Melee-weapons

Name	AS	DS	Pain	Class	Enc	Notes
Long Dagger	3	3	3	S	1	

Ranged weapons

Name	AS	Pain	Class	Range	Enc	Notes
Daggers	2	3	S	10	1x3	

Armor	H	S	C	O	Roll	Sus	Enc
Oil-c leath.	2	2	3	2	7	23	3

Shield	DS	Sus	Enc

Container

Type: Backpack Enc: 0.5 Holds: 6
 Contents
 Blanket, Iron rations x2
Total weight: 2 / 2 = 1

Container

Type: _____ Enc: _____ Holds: _____
 Contents

Money

Platina _____ Gold _____
 Silver 9 Bronze 5
 Copper 4 Tin _____
 Other currencies _____

Other equipment

Clothes

Orange shirt. Black extra warm pants. Low, soft waterproof boots. Underwear. Brown cloak

Carry:	12	Current mod:	+25
Carry used:	7	Carry used	Modification to Movement SPD-DEX-based skills
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:

Lost Roads of Lociam

Player _____
Character Charindria
People Second
Race Bamfyver
Social Status Middle class

Age 48
Education Priest Passed? (Y)
Religion Church of Passage
Sword-hand Ambidextrous
Magical Talent Magically Talented

	Value	Easy	Normal	Difficult	Critical
STR	11	77	55	33	11
DEX	18	126	90	66	18
SPD	18	126	90	66	18
CON	13	91	65	39	13
WIS	14	98	70	42	14
PER	16	112	80	58	16
CHA	17	119	85	61	17
MAN	15	105	75	45	15

Alertness	Critical 21	Difficult 42	Easy 85
Carry	11 (see Equipment-sheet)		
Damage-mod	±0 (add to AS)		
Initiative	5 (add to 1D10)		
Movement	27		

Common Sense	40
Memory	15
Karma	5 (add to 2D10 to beat 20+)
	C -3 D -3 I +1 A +1

Health	26	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
# of wounds	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cool	26	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Fathom-level	Seeing
General roll	80 (MANx10 meters)
Focused roll	40 (MANx2, MAN/2 m)
Searching roll	- (MAN x100 meters)

(Add lost Cool to all skill-, Attributes- and Alertness-rolls.
Reduce Initiative and Movement with lost Cool/5)

Lower Magic	Magnitude	Fail	Sway
Find church	Seeing	0	0
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Sway 15 Current _____

Skills	%	Exp
Activity	65	_____
Camouflage	15	_____
First Aid	40	_____
Hide	10	_____
Ride	10	_____
Search	65	_____
Sneak	15	_____
Swimming	5	_____
_____	_____	_____
Heraldry	10	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
Swords	40	_____
Bows	40	_____
_____	_____	_____
Brawl	15	_____
Evade	25	_____
Dodge	15	_____

Knowledges
 Speak Merchantspeak - 3 Speak Troll-talk - 2
 Culture: Bamfyver History - 1
 Religion: C. of Passage Battle-hardened x1
 Counting - 1 Intuition x1
 Speak Kyyran - 1 Wilderness-survival - 1

Bonus Experience-points _____
Finger-points _____

Appearance Long brown hair in three braids
 Clear-blue eyes.

Language-notes: Related words
 Barter, sell, money, deal = *Bamfyver*

Special abilities Has handled animals. Has a guardian. Lucky (may re-roll one roll per session)

Lost Roads of Lociam

Melee-weapons

Name	AS	DS	Pain	Class	Enc	Notes
Longsword	4	3	1	H	1	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Ranged weapons

Name	AS	Pain	Class	Range	Enc	Notes
Longbow	4	4	S	50	2	_____
_____	_____	_____	_____	_____	_____	_____

Armor	H	S	C	O	Roll	Sus	Enc
Hard c-m	7	1	2	2	3	18	5
_____	_____	_____	_____	_____	_____	_____	_____

Shield	DS	Sus	Enc
_____	_____	_____	_____
_____	_____	_____	_____

Other equipment

20 Longbow arrows in quiver 1.5

Container

Type: Backpack Enc: 0,5 Holds: 6

Contents

Blanket, Tinderbox, Torch x2, Iron ration x2

Total weight: $3.8 / 2 = 1.9$

Clothes

Black robes. Leather belt with bronze buckle.

Waterproof hard high leather boots.

Container

Type: _____ Enc: _____ Holds: _____

Contents

Carry: 11

Carry used: 9,4 **Current mod:** +25

Carry used Modification to Movement SPD-DEX-based skills

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

Money

Platina _____ Gold _____

Silver 14 Bronze 1

Copper 5 Tin _____

Other currencies _____

Notes: