Character Stats

Strength	For Melee attacks and Melee dmg. A successful Melee hit ALWAYS does at least 1 pt of dmg
Agility	Effects AC, ranged attacking, initiative, dual-wielding, and REFLEX saves
Stamina	Effects HP and FORT saves. You always earn at least 1HP per level, no matter what your STA stat is. If STA 5 or less, you always take double dmg from poison and disease
Person-ality	A very important stat for PCs, as they are trying to be popular TV personalities. Not a dump stat!!! Messengers and Blaster use to cast spells, Jammers use to boost the crowd. If you're gonna Grandstand, you'll need this
Intell-igence	Perception, discern info, etc. If INT is 7 or less, you can only speak one language, INT = or < 5 means you're utterly illiterate
Luck	Favor of the gods!
	Applies to Birth Auger, and what you apply your Luck to
	Your LUCK MOD never changes, even if you burn/lose some luck
	Luck also effects rolls like crits, fumbles, etc.

Character Stats (cont)

	You can permanently burn luck on a 1:1 basis to boost a die roll
	You can roll vs Luck for certain special feats, Judge must agree to you using it that way
	Luck can be regained over time, especially if you do stuff your deity likes
Saving Throws	- all level 0 PCs start with +0 to all saves but do get the STAT mod bonuses to the save
	FORTITUDE - boosted by STAMINA, use vs physical threts
	REFLEX - boosted by AGILITY, use for reaction--based situations
	WILLPOWER - boosted by PERSONALITY. Use vs mind-influencing threats
Languages	Everyone starts with English
	For every point of INT mod, you get one more language as approrpriate

Roll 3D6 down the line for all of these. No wimping out!

Level 0 PCs

1d4 HP modded by STA	0 XP
1 random equipment package p.73	1 random occupation p.16
1 weapon and training for it (choose from club, dagger, sling, spear)	Some basic gear/equi-pment

Level 0 PCs (cont)

+0 to all attacks and saves (modded by applicable stats)	1d4 crit die on Crit Table 1
Level 0's who start with a specific weapon also are proficient in that weapon	Ignore the -1d attack penalty for using weapons they are not familiar with, as they pretty much suck in general

Alignment - Law, Neutrality, Chaos

Misc. Starting PC Notes

Birth Augur	See page 15
Non Humans advance as follows	Dwarves advance as such. p 52 or specialist dwarf mechanics
	Elves advance as specialist elf tricksters, p 46
	Gnomes advance as gnomes p. 55
	Half elves advance as half-elves p. 58
	Half orcs advance as half-orcs p. 61 or specialist half orc slayers p 58
	Halflings advance as specialist halfling rogues p.47

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Skill Checks

Standard check	d20+ability mod
DC ratings	easy 5, considerable 10, difficult 15, heroic 20
Opposed	Each side rolls, highest wins
Grands-tanding	d20 +PERS + Character Level
	Crowd DC is usually 14
	Hometown crowd could be 10 for ex, visiting town could be 15
	Once during combat you can grandstand as a free action.
	Successful check gains +1 point of FAME
	Once during the round after combat ends you can also try, success is 1 pt of FAME
	The check should be combined with an action

Racial Attributes

Dwarves	60' infravision, base speed 20'
Elves	Sensitive to iron, 60' infravision, heightened senses
Gnomes	Base speed 25', draw aggro ability
Half Orc	30' infravision, robust
Halflings	30' infravision, 20' movement rate
Half Elves	+1 on personality-based skill checks, +1d on saves vs magic sleep and magic paralysis

Classes

Athlete (Wrestler) p. 22	Blaster (Spell-caster) p. 25
Brawler (Melee Specialist) p. 28	Jammer (Bard, cheerleader) p. 31
Messenger (Holy Champion/Paladin) p 35	Specialist (Trapm-aster/finder) p. 39
Acrobat (Gymnast) p 41	Commando (Surprise specia-list) p 43
Criminal (gangster) p 43	Scout (explorer) p 44
Crypt Raider (tomb raider) p 44	Dwarf Mechanic p 45
Elf Trickster (spell-caster) p 46	Half Or Slayer (assassin) p 47
Halfling Rogue p 47	

Character tables - including action dice, crit die, attack bonus, Saves, etc start on page 48)

Races start on p 53

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