

# 1 character stats

## 1.1 name

This is your character's name (such as Bob the Fighter, or Gandalf the Grey).

## 1.2 race

There are four available races: dwarf, human, half-elf and elf, each with their own physical and psychical traits. Depending on your race, people may react differently, and some items are race specific. Furthermore, each race has a unique set of special abilities from which they may choose.

## 1.3 experience

Soon to come. ;-)

## 1.4 alignment

Also still to come.

## 1.5 abilities

Abilities describe what weapons, armour and special talents a character may use. Every ability has a certain number of possible ranks. A character starts the game with 0 ranks in every ability (except *melee*). As he proceeds through the game, i.e. gains levels (see **experience**), he receives *ability points* to buy more ranks; One rank in one ability costs one such ability point. The maximum number of ability ranks can vary from race to race, and every race has its own set of special abilities from which only they may choose, representing the unique powers of their people.

table: possible ability ranks per race

ability	dwarves	humans	half-elves	elves
fighting feat	0-5	0-5	0-5	0-5
melee	1-3	1-3	1-3	1-3
ranged	0-2	0-3	0-3	0-3
armour	0-3	0-3	0-2	0-2
shield	0-3	0-3	0-2	0-2
weapon improvements	0-3	-	-	-
armour improvements	0-3	-	-	-
alchemy	-	0-4	-	-
mechanics	-	0-4	-	-
songs of the birds	-	-	0-3	-
songs of the beasts	-	-	0-3	-
songs of the trees	-	-	0-3	-
earth magic	-	-	-	0-3
fire magic	-	-	-	0-3
water magic	-	-	-	0-3
air magic	-	-	-	0-3

### 1.5.1 general abilities

**fighting feats** Determines which special combat moves the character can use

**melee** Determines what kind of melee weapons the character can use. Depending on his rank in this ability, he may use minor melee weapons (1 rank), minor and major melee weapons (2 ranks), minor, major and greater melee weapons (3 ranks). This is the only ability every character starts with one rank.

**ranged** Determines what kind of ranged weapons the character can use. Depending on his rank in this ability, he may use no ranged weapons (0 ranks), minor ranged weapons (1 rank), minor and major ranged weapons (2 ranks), minor, major and greater ranged weapons (3 ranks).

**armour** Determines what kind of armour a character can use. Depending on his rank in this ability, he may use no armour (0 ranks), light armour (1 rank), light and medium armour (2 ranks), light, medium and heavy armour (3 ranks).

**shield** Determines what kind of shields a character can use. Depending on his rank in this ability, he may use no shield (0 ranks), small shields (1 rank), small and medium shields (2 ranks), small, medium and large shields (3 ranks).

### 1.5.2 special abilities

**dwarves** Dwarves are renowned for their smithing talents. They use ancient lore handed down from generation to generation to create arms unparalleled by any other race. Dwarves have the special abilities of *weapon improvement* and *armour improvement*. They can permanently improve sharpness and durability of their equipment, and use powerful runes to give their weapons unique force or to further enhance their superb armour. Depending on his rank in these abilities a dwarf will have access to better runes and enhancements.

**humans** Human's recklessness and flexibility allows them access to inventions that other races would not even consider. Human's abilities *alchemy* and *mechanics* are a crude (nevertheless effective) copy of elven magic and dwarven craftsmanship. Depending on their rank in alchemy humans can create and use potions and chemicals to various (often unpredictable) effects, while their infamous mechanical devices range from simple slings (1 rank) to powerful powderweapons (3 and 4 ranks).

**half-elves** Rural half-elves closeness to nature often shows in their profound understanding of the workings of the natural world. Some can even communicate with the spirits of living things by the means of songs. By channeling nature's power in themselves they are even able to take on virtues of birds, beasts and trees. The *songs of the birds* improve the characters sight and movement, while *songs of the beasts* improve the characters fighting powers and strength. Lastly the *songs of the trees* convey regenerative healing powers. The higher a rank in one of these three abilities, the better a character's understanding of these spirits. With every new rank the half-elf character has a new range of more powerful songs to learn and use.

**elves** Elves are the only race who can tap the magical power of the four elements. This enables them to cast spells of great power. They have the choice between the four schools of magic: *Earth magic* is devoted to creation and protection, *fire magic* is the lore of short-lived energy and destruction and alteration. *Water magic* spells practice enchantment and healing while the art of *air magic* is used for control and summoning. Every spell requires a certain rank in one (or more) of these lores of elements. The more powerful a spell, the more ranks an elf character needs to cast it.

The system underlying all of these abilities is the following: Unlike in many other RPGs, a character does not automatically get better when raising an ability. Instead, a new rank opens a new range of items/feats/spells etc. he can use. Every item/feat/spell requires a certain rank in the appropriate

ability. For example, a 'Heavy Axe' might require 2 ranks in *melee*, since it is rated as a major weapon. A character with 1 rank in *melee* would therefore not be able to use this weapon. This system is applied to every ability, including special abilities and feats. Therefore, a half-elf might need at least 1 rank in *songs of the birds* to use 'Song Of The Nightingale', or at least 2 ranks in *songs of the beasts* and at least 2 ranks in *songs of the trees* to use the more powerful 'Song Of The Dryad'. A human character might need at least 2 ranks in *alchemy* and 3 ranks in *machinery* to use 'Smokepowder Gun' and so on.

The abstract principle is that ability points are 'free spaces' that only enable a character to use certain items. Item in this case can mean anything from an actual real item like a weapon or suit of armour to a song, potion, scroll, rune or combat move (feat). Every one of these items must be gained in the game, and is never automatically there. The way a character gains items can differ significantly from buying actual items to getting taught by a teacher. Wherever it seems fitting items can be acquired in one of these ways. Obviously some types will mostly be acquired in one way (Weapons cannot be taught) and others in another (Combat moves cannot be bought). Some types of items can be acquired in several ways (You might learn a spell from a loremaster or find a scroll or even buy one). The system underlying this will always be the same.

One more important note is that per rank abilities can have several items tied to them (for example: a selection of minor/major/greater weapons for every rank in *melee*). Also, an item can have requirements spread over several abilities. Example: The 'Phoenix Shield' requires the character to have 2 ranks in *shield* aswell as 2 ranks in *fire magic*, thus only allowing an elf with certain combat/magic abilities to use it.

## 1.6 energy

The two forms of energy are *health* and *power*. A character's *health* displays his physical stamina and ability to take damage as a number. *Power* is a more abstract energy, representing the character's ability to draw on his special powers. Depending on the race these can be totally different concepts. For elves it is the amount of pure magical energy they draw upon to cast their spells. A Half-elfs power value shows how much he is attuned to nature, and how likely nature's spirits will listen to his songs. A human's power reflects his inventiveness and technical understanding, while a dwarf's power lets him draw upon the earth's ores strength to craft great works of smithery. Special abilities (spells/songs, even some alchemy and runes) draw upon this power.

## 1.7 skills

Skills are used for roleplaying purposes, they are not combat relevant. Since Adonthell is a roleplaying game skills, are an important part of the system. They describe the character's strengths and weaknesses away from the battlefield. Similiar to the abilities a character's proficiency in a skill is measured in ranks. In contrast to the abilities though a character can directly benefit from a rank improvement in a skill (he does not need to find any items/feats/spells ect.).A character can have 0 to 5 ranks in any given skill. Every rank stands for one of the following proficiencies: 0=Unskilled; 1=Novice; 2=Trained; 3=Professional; 4=Master; 5=Extraordinary. Not every character can gain 5 ranks in all skills (see table below). ( will be added later ;- )

table: possible skill ranks per race

skill	dwarf	human	half-elf	elf
body control	0-5	0-5	0-5	0-5
charm	0-5	0-5	0-5	0-5
climb	0-5	0-5	0-5	0-5
diplomacy	0-5	0-5	0-5	0-5
disarm trap	0-5	0-5	0-5	0-5
drinking	0-5	0-5	0-5	0-5
entertain	0-5	0-5	0-5	0-5
haggle	0-5	0-5	0-5	0-5
herb lore	0-5	0-5	0-5	0-5
luck	0-5	0-5	0-5	0-5
open locks	0-5	0-5	0-5	0-5
pick pockets	0-5	0-5	0-5	0-5
spot	0-5	0-5	0-5	0-5

**body control** How well the character can control his body. For example:

A high body control rank can reduce the damage a character takes when falling, representing him rolling off.

**charm** Use your charm to influence and impress others. The more ranks a character has in this skill, the more favorable NPCs will react.

**climb** This represents how well a character can climb.

**diplomacy** A character with enough ranks in diplomacy can convince others of his opinion during a discussion. More ranks in diplomacy can open more dialogue choices.

**disarm traps** Some treasure chests or areas are trapped, use this skill to render these traps useless.

**drinking** The more ranks a character has in drinking the better he can consume alcohol. Use this skill to win drinking contests, a very popular sport amongst young dwarves.

**entertain** Earn money with juggling, instruments or by telling tales. It is also possible to contest against other entertainers.

**haggle** This skill allows a character to pay less in shops. The more ranks a character has in haggle, the lower the prices he has to pay.

**herb lore** Allows the character to find and use healing herbs or poisonous berries.

**luck** This skill represents how lucky a character is and whether he gets out of tricky situations unharmed or not.

**open locks** Use this skill to open locked doors and treasure chests.

**pick pockets** This skill represents how well a character can steal from others without them noticing. It is also used to determine how dexterous a character is with his hands.

**spot** A character who has ranks in spot may notice traps or enemies hidden in ambush.