

Part One: Character Templates

These character templates have been designed to make Hero creation quicker and easier. They supplement the backgrounds given in the core rulebook by adding more detail according to a more specific character concept.

Players can use character templates for suggestions on spending points on abilities and skills, buying equipment, and creating Fates for a Hero. GMs can use them as a quick way to create NPCs of a desired type.

Nothing in any character template is mandatory. Their purpose is to aid in character creation, not restrict it. However, when departing from a character template, it can be helpful to think about why this character is different from the norm; doing so will help flesh out the character's background and personality.

Format

Character templates are presented in the following format:

Name: The concept on which the template is based.

Descriptive Text: A brief description of the concept.

Background: Taken from the core rulebook. Some templates offer a choice of backgrounds.

Primary Ability: The most important Ability for this type of character. It need not be the character's highest Ability, but you should have a reason for making an exception – possibly something in the character's background and history.

Skills: Typical skills for a character of this type would have. Specialist characters will have fewer skills with higher scores, while more versatile characters will have a wider range of skills with lower overall scores.

Suggested skill levels are not given; the player may spend points as desired. When creating a generic NPC, the GM can divide points equally between the listed skills. For more detailed NPCs, points can be allotted as desired.

Possessions: Typical possessions for a character of the type, along with item costs and a total cost for the package of goods. In some cases, it is difficult or undesirable to list specific equipment, and no possessions are given; the player or GM can equip the character as desired.

Clothing is included when a uniform or other distinctive form of dress is associated with the character type; otherwise, it must be purchased separately.

Fates: Sample Fates for a character of this type. These are mainly included for inspiration, and players are encouraged to develop specific Fates that reflect the history and foibles of their particular character. GMs can use them for NPCs that need to be created at this level of detail.

How to Use Character Templates

A character template is a partly-created character based on a specific concept: a lawyer, minuteman, minister, academic, and so on.

To develop a fully-fledged Hero from a character template, go through the following steps:

Choose Template: Read through the template to make sure it is close enough to your concept of the character, and for inspiration in developing the character's personality and personal history.

Abilities: Assign points following the process in the core rulebook, keeping in mind the template's Primary Ability. Calculate derived ability scores (Vitality, Resolve, and Sanity) as normal.

Fate Cards: Read the Fates given with the template for ideas and then develop your own Fates for the character as desired.

Background: Most people described by the template will have the listed background. However, Heroes are not most people. Decide whether you want to choose another background for the character, and why. Make a note of your reasoning on the back of the character's Hero sheet, as it will probably be an important part of the Hero's personality or personal history.

Skills: First, apply all the character's background bonuses. Then go through the listed skills and apply points as you see fit. Finally, choose any other skills you desire and adjust point allocations until you have spent all 55 Skill Points.

Possessions: If you are in a hurry, buy the whole equipment package for the listed cost. Otherwise, look through the list and decide which items you want the character to have. Buy them, and then fill out the character's equipment from the lists in Chapter 4 of the core rulebook.

Finishing Touches: Choose the character's name, age, and gender as usual.

Part Two: The Templates

Able Seaman

Able seamen are experienced sailors serving in a nation's navy. They are a cut above the ordinary seamen, who are employed for their strength rather than their ability. A petty officer has Intimidation (Orders), as well as the skills listed below.

Background: Military

Primary Ability: Vigor

Skills: Athletics (Climbing), Brawl (Brawling), Bureaucracy (Military), Defend (Block), Dodge, Intimidation (Bluster), Language (1-2 of French, Spanish, or Dutch), Melee (Knife, Cutlass), Socialize (Carousing), Study (Weather), Trade (Sailor).

Possessions: Uniform (£11), Knife, Cutlass (£1 10s). **Total:** £12 10s.

Fates

Limp: The character was badly wounded at some point. Although his leg was saved, he walks with a pronounced limp.

Superstitious: The character believes all the seamen's superstitions and is wary of bad luck and curses.

Monsters from the Deep: The character has seen a sea serpent or some other mysterious creature and now believes in monsters and the supernatural. This goes beyond mere superstition, as described above.

A Shady Past: This character has "gone on the account" as a pirate, freebooter, or buccaneer of some stripe. He may have been pressed, or he may have joined the navy of his own free will. But if his secret becomes known, it could mean hanging for him. On the other hand, he can occasionally call on some unusual low-life contacts.

