



Character Creation Summary

- 1 Come up with a character **concept**. The order of the following steps is somewhat flexible.
- 2 **Attributes** - 3 points to buy Advantages, Poor gives an extra point to spend.
- 3 **Quirks** - individualise the character with 1-3 Advantages chosen from tables A, B, C or D at any point in character creation, each balanced by a Disadvantage from the same table - except you can't use both C and D (i.e. pick one or the other).
- 4 **Childhood**. Get a selection of skills at level 1 by choosing or rolling Birthplace, Parents and Fosterer, plus native Language and one Open (non-asterisked) skill. (Rolling simulates a person's lack of control over their early years; choosing lets you fit a strong character concept.) Duplicated skills give an extra Open pick instead, though native Language can go up to 2. Parents can't be from a higher-status group than Fosterer. If you roll, do [d6 + Wisdom - Vigour] twice to get occupation groups of Parents (lower result) and Fosterer (higher result), then pick occupations within the groups.
- 5 **Training**. Pick an occupation programme for apprenticeship; spend 9 points on skills and special options (all 1 point per level except magic Arts and attribute Boosts at 2pts). Repeat in the same occupation or a different one for journeyman training.
- 6 **Finish off** by writing down Goal(s), working out key ratings and giving yourself 1 Destiny Point.
- 7 **Equipment** - clothing, one simple weapon, travel gear, stuff from occupation(s), up to 3 additional items of low to medium value.

Birthplace

| Roll | Birthplace | Skills |
|------|------------|---------------------------|
| 1 | Highland | Earth Lore, Woodcraft |
| 2 | Lowland | Animal Lore, Horsemanship |
| 3 | Town | Two Interaction |
| 4 | Travelling | Legend, Horsemanship |
| 5 | Waterside | Earth Lore, Watercraft |
| 6 | Woodland | Plant Lore, Woodcraft |

6 OR MORE

Scholarly

| Occupation | Childhood Skills |
|------------|---------------------------------|
| Artificer | Science, Craft Metal |
| Bard | Oratory, Legend |
| Doctor | Medicine, Language |
| Druid | Earth Lore, Plant Lore |
| Magician | Esoteric Lore, one simple Charm |
| Official | Socialising, Language |
| Ovate | Plant Lore, Ogham |
| Priest | Socialising, Language |
| Shaman | Esoteric Lore, Dreaming |

4-5

Skilled

| Occupation | Childhood Skills |
|-------------|--|
| Butcher | Animal Lore, Craft: Meat |
| Crafter | Primary Craft; Animal, Earth or Plant Lore (craft materials) |
| Entertainer | Key skill of sub-type; one Interaction |
| Hosteller | Socialising, Legend |
| Navigator | Earth Lore, Watercraft |
| Spy | Trickery, Stealth |
| Thief | Stealth, Theft |
| Trader | Persuasion, Language |
| Witch | Plant Lore, one simple Spirit Charm |

3

Martial

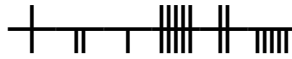
| Occupation | Childhood Skills |
|------------|--|
| Hunter | Fighting (pick a ranged weapon), Woodcraft |
| Thieftaker | One Fighting, Observation |
| Warrior | One Fighting, Athletics |
| Watchman | Fighting (Unarmed), Persuasion |

2 OR LESS

Manual

| Occupation | Childhood Skills |
|------------|--|
| Farmer | Craft Wood, Plant Lore |
| Fisher | Craft: Ropework, Watercraft |
| Herder | Fighting (Club, Staff or Sling), Animal Lore |
| Miner | Earth Lore, Observation |
| Reaver | Intimidation, Watercraft |
| Rogue | One Fighting, one Interaction |





ENHANCEMENTS

These are a collection of character abilities which let you fine-tune the description of what sort of person the character is and what kind of things they can do; perhaps things that most people cannot. Many provide one or more Advantages for the dice pool in certain circumstances. They differ in the source of the bonus and the way they're used. Record them in the "Special" box on the character sheet.

Quirks are part of all characters, and are mostly about intrinsic qualities rather than training. Positive ones make the character better at certain kinds of things. There are also negative ones that make them worse. Some Quirks give special abilities or banes instead.

Feats are available to some occupations at character creation (see the programmes) and can be developed by anyone in play. Most are areas of specialised training that link to skills to make you better at specific difficult uses of those skills.

Arcana are only available to a few occupations and are unlikely to be learned by anyone else. An Arcanum represents being so steeped in the nature of a symbolic entity like Oak or Raven that you can draw on it for aid with appropriate tasks.

If this feels like too much to get to grips with when you start, you don't have to. Just pick a pair of Quirks (one positive, one negative) from Table A and move on.

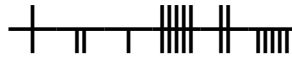
Quirks

These general factors can be more or less anything that gives the character a benefit or penalty in certain situations, adding individuality. Some are inborn and some are acquired as you grow up. The balancing act here, as with skills, is to make them broad enough to be a real help or hindrance, but not so broad that they become too powerful. As usual the GM can be flexible in interpreting their effects in specific situations. The following tables give a good selection for the setting, but it's possible to come up with new ones with GM approval.

Take them whenever you like in the character creation process, as long as you end up with 1-3 positive Quirks altogether, each balanced by a negative Quirk from the same table. Choose freely from tables A, B, C or D - except that C and D are mutually exclusive, that is you can use one or the other but not both. (Yes, the different tables mean something which might become relevant to the story as you play. It'll be explained in the GM's book.)

Some Quirks are direct opposites of each other, and it would not be appropriate for a character to have both. Most can be taken only once: the general rule is that you can't get a bonus for the same thing twice, but you might have more than one that applies in a given situation. Some of the Disadvantages might seem as if they could be solved in play - for instance, getting rid of Indebted by paying that huge gambling debt. This should be very rare, and a momentous in-game event if it does happen - after all, you got extra abilities for taking those. The GM is entitled to charge Destiny Points (see *Pool Points*).





Feats

"Then Cúchulainn too put on his war-like battle-harness and did a thousand thrilling, multiple and miraculous feats on high that he also had learned from no-one - not Scáthach nor Uathach nor Aife. Ferdia saw those feats and knew they were all for him."

The Táin, tr. Kinsella

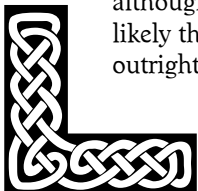
The ancient texts credit heroes with various special fighting moves, usually called "feats" in translation, or with particular knacks they can perform extremely well. In *Albion* Feats are knacks with all types of skill which can be gained through experience. For instance you might want your character to be the best in the land at playing relaxing harp music, or to have special training in fighting in the dark. It's freeform; players can invent their own Feats to reflect the abilities they want their character to have. Some occupations make them available at character creation; anyone can try to develop them in play by spending Destiny points. There are actually two types, working in slightly different ways.

Add Feats

The vast majority of Feats are of this type. They are specific uses of a skill which are more complex or difficult than normal and therefore have a lower Base Dice for rolls. Feats have levels, 1-3, which act as Advantages for rolls, thus counteracting the penalty. So hard things become no harder than standard things, and might even be easier. If more than one Feat applies to a given roll, throw them all in.

A Feat is always linked to a specific skill, and its level cannot be higher than the skill's. For instance a professional warrior might get *Shield Throwing (Shield) 2*, but could only max the Feat out to 3 if their Shield skill were 3 or above. A Feat might occasionally be used with a skill other than the one it's learned with. Some have very specific boundaries - learning to Quick Draw a sword, for instance, does not help you draw a bow - and others are looser, using the linked skill as a learning limit for a knack that's more widely applicable.

Feats have to be logical extensions of skills - although they make semi-magical results more likely they can't be defined as things which are outright impossible, though they can come close.



Go too far and you need a spell to do it instead. With spellcasting skills a Feat can reflect expertise with a specific spell effect, e.g. not the Art *Fire* but *Wall of Flame (Art - Fire)*.

Gaining Feats in play is covered in the rules for spending Destiny points in the *Pool Points* section later. Basically you come up with some cool stunt based on a skill you have, use it successfully in play or find a teacher, get the GM's approval, spend the Destiny points to get it and write it down with an appropriate name at level 1. Feat levels are pretty cheap to get, but watch out for those skill limits.

Here are some examples.

Blindfighting (Observation) - fighting without being able to see the opponent.

Catch Flight (Sleight, a Fighting skill, maybe Athletics) - aids in catching a fast-moving object near you, or cutting or knocking it out of the air. Thrown objects range from BD 2 to BD 0; arrows and the like are BD -2.

Dog-friend (Animal Lore) - Advantages for interactions with dogs.

Furious Countenance/Hero's Scream (Intimidation) - unnerve opponents by projecting battle rage through your appearance or battle cry

Multiple Attack (a Fighting skill) - set of moves for attacking several opponents in the same action.

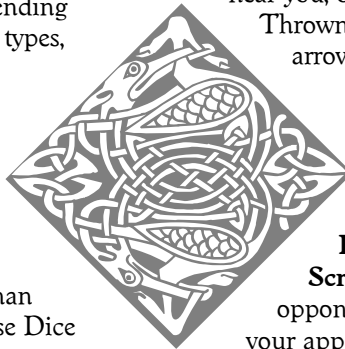
Multiple Defence (a Fighting skill) - set of moves for defending against several opponents in the same action.

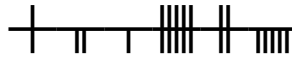
Quick Draw (a Fighting skill) - offsets penalties for drawing a weapon and using it in one action.

Rope of Feats (Athletics) - for balancing on a tightrope or other narrow support while doing other stuff like fighting

Stroke of Precision (a Fighting skill) - hitting a specific target which is hard to hit, like cutting the hair off an enemy or shooting an arrow through a rope.

Salmon Leap (Athletics) - perhaps the most famous Feat of all, improving vertical jumping ability. It's used in combat to leap into the air and add momentum to an attack as you come down





because it applies in combat, but you wouldn't include it for resisting a poison.)

To calculate **Physical Resistance**:

- The Roll box is the number of dice you roll to Resist damage. Count your Vigour levels starting at Poor=1 and add any relevant Quirks. *Example:* Talented Vigour plus the Quirk High Pain Threshold gives a total of 4 dice to roll. Some Disadvantage Quirks subtract from this total, but it never falls below zero.
- The Auto box gives you automatic successes that add on to your result when resisting physical damage, and may mean weak attacks automatically bounce off. The only factor likely to apply for PCs is armour.

To calculate **Mental Resistance** do the same, but use Presence instead of Vigour throughout (and different Quirks).

Miscellaneous

The **Blessing** and **Curse** boxes are to record temporary bonuses and penalties to all your actions that are applied during play. Leave them blank for now.

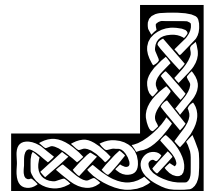
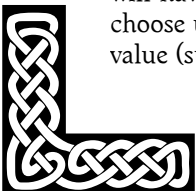
The **Honour** and **Shame** boxes are to record your reputation as it grows. Both start off at zero.

The **combat actions summary grid** is provided for you to put in details of your most common attacks and other moves so you don't have to look them up every time. Fill in any that you want by adding up the relevant Advantages to get the total dice pool you'll roll, or wait until they come up in play. The GM will help.

The **Hurts** and **Injuries** boxes are there to record damage you take during play, so leave them blank.

Equipment

All characters have ordinary, serviceable clothes suitable for travelling; one simple weapon if desired (knife, cudgel, staff, sling); and other equipment needed for travel in relatively safe areas in relatively clement weather (e.g. waterskin, cookware, bedroll). Each occupation programme will have given them something. You can also choose up to 3 additional items of low to medium value (subject to GM approval).



CHARACTER CREATION EXAMPLE

Here's a character created from start to finish to help explain the process.

Mitch Brophy is his name. I have a general idea of him as a nimble, roguish type, perhaps slightly dodgy though not outright crooked, but I don't have a clear picture of occupations. So I allocate the 3 **attribute** points to Agility, Ingenuity and Awareness and pick the random method for childhood skills, hoping it'll throw up some inspiration.

Birthplace is just a d6 roll, giving a result of 6 - a Woodland area. For the two rolls for Parents and Fosterer both Wisdom and Vigour are Average, so there are no modifiers. I roll 5 and 6: that means his parents were one of the Skilled occupations and managed to get him fostered by a Scholarly type. That's potentially a fairly high status start in life, but status isn't the only factor in the way the occupations are grouped and I decide to dirty it up a bit by making his **Parents** Thieves. For **Fosterer** I pick Magician. (There's opportunity for some good backstory in how that got arranged, and what Mitch's relationships with them all will be. Maybe they'll appear in the story at some point, or his siblings or foster brothers or sisters will.) So that gives level 1 in the skills Plant Lore, Woodcraft, Stealth, Theft, Esoteric Lore and Language (English). He also gets one simple Charm: I'll pick *Cat Feet*, which will help him walking ledges, sneaking around and generally getting into trouble. Finally there's one Open skill: let's go for Trickery, as I imagine he did a lot of "It wasn't me, honest."

OK, I have a bit better picture now. For **occupations** I'm going to say that first he became an Entertainer, travelling from town to town with an eye for the young ladies and the main chance. For the second I'll say Rogue: he gets a bit more serious and dangerous. Note that the occupations don't have to be mutually exclusive, one after the other: if you like you can view the borders as fuzzier and think of it as doing bits of this and that and ending up with a certain skillset - though of course they do start as an apprentice in something.



Albion



Character Name
Mitch Brophy

Player Name

BACKGROUND
Birthplace: Woodland
Parents: Thief
Fosterer: Magician
Occupation(s): Entertainer
Rogue
Goals:
- Have a good time
- Don't get caught

ATTRIBUTES

| | Poor | Average | Talented | Exceptional |
|-----------|------|---------|----------|-------------|
| Vigour | | | | |
| Agility | | | / | |
| Deftness | | | | |
| Wisdom | | | | |
| Ingenuity | | | / | |
| Presence | | | | |
| Awareness | | | / | |

SKILLS

FIGHTING
 Knife ----- ☐☐☐☐ 2
 Unarmed ----- ☐☐☐☐ 1
 ----- ☐☐☐☐ -----

INTERACTION
 Intimidation ☐☐☐☐ -----
 Music: ----- ☐☐☐☐ -----
 ----- ☐☐☐☐ -----
 Oratory ☐☐☐☐ -----
 Persuasion ☐☐☐☐ 2
 Socialising ☐☐☐☐ 2
 Trickery ☐☐☐☐ 2

LORE
 Animal Lore ☐☐☐☐ -----
 Earth Lore ☐☐☐☐ -----
 Esoteric Lore* ☐☐☐☐ 1
 Language: English ☐☐☐☐ 1
 ----- ☐☐☐☐ -----
 Legend ☐☐☐☐ 1
 Medicine ☐☐☐☐ -----
 Plant Lore ☐☐☐☐ 1
 Science* ☐☐☐☐ -----

MAGIC
 Arts*: ----- ☐☐☐☐ -----
 ----- ☐☐☐☐ -----
 Dreaming* ☐☐☐☐ -----
 Meditation ☐☐☐☐ -----
 Ogham* ☐☐☐☐ -----
 Spirit Magic* ☐☐☐☐ -----
 World Magic* ☐☐☐☐ -----

GENERAL
 Athletics ☐☐☐☐ 1
 Craft: ----- ☐☐☐☐ -----
 ----- ☐☐☐☐ -----
 Gaming ☐☐☐☐ 2
 Horsemanship ☐☐☐☐ 1
 Observation ☐☐☐☐ -----
 Sleight ☐☐☐☐ 2
 Stealth ☐☐☐☐ 2
 Theft ☐☐☐☐ 2
 Watercraft ☐☐☐☐ -----
 Woodcraft ☐☐☐☐ 1

----- ☐☐☐☐ -----
 ----- ☐☐☐☐ -----
 ----- ☐☐☐☐ -----
 ----- ☐☐☐☐ -----

SPECIAL

Charm: Cat Feet (Spirit)
 Charm: Impression (Spirit)

 Quirks:
 Lucky (like a free Destiny/ scene)
 Fame (Shame) (Shame 3)
 Attractive Appearance (Adv for social)
 Secret (sort out with GM later)

 Equipment:
 Clothes
 Knife
 Travel gear
 Conjuror's props
 2 knives (Q4)
 Nice clothes

Energy (1) Blessing Curse

Honour  Shame 3

Initiative +5 In. penalty Destiny 1

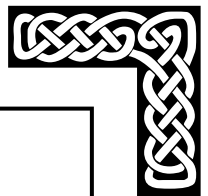
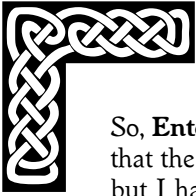
| Combat actions | Roll | Base Damage |
|----------------|------|-------------|
| Knife | 5 | 1 |
| Unarmed | 4 | 0 |
| | | |
| | | |

| Resistance | Roll | Auto |
|------------|------|------|
| Physical | 2 | |
| Mental | 2 | |

Hurts Physical, Mental

Injuries Physical, Mental

 Healing limit:



So, **Entertainer**. Looking at the programme I see that the basic skill requirements are quite loose, but I have to pick a specialism for the type of entertainer he is. Thinking back to his fosterage I go for conjuror (plenty of opportunity for trouble there!). I have to pick a key skill to be at 2/4 and a supplementary one at 1/3: those can be Sleight and Trickery. The other required skills are Persuasion 1, Socialising 1, Legend 1. Filling all those in on the sheet uses 5 of my 9 points, because I already have one level in Trickery. I like the idea that as a conjuror he's picked up another real spell - *Impression* makes minor illusions in a target's mind, which could be useful in the act as long as it's for a very small audience. I also want him to start being able to defend himself, so take Fighting: Knife as an Open pick. That leaves just 2 points: another on Trickery and one on Gaming.

Now the **Rogue** programme. Again, it's pretty loose. The minimum requirements are 1 in one Fighting, one Interaction, Stealth and Theft. Well, we've met all those already so we can spend all 9 points on whatever listed skills we fancy. There are no special options. Let's take Knife, Persuasion, Socialising, Stealth and Theft from 1 to 2: that's 5. Let's gain a level each in Athletics and Horsemanship for climbing into windows and fleeing scenes: that's 7. I could make him more of a fighter, but I don't see him as majoring in that; perhaps a level of Unarmed would be useful, though. With the last point I can either pick an Open skill at level 1 or expand something on the list. Options: Intimidation 1 to toughen him up a bit, Gaming up to 2, or maybe a level of Observation for wariness. I think he's blithely uninterested in details (and he's got an Awareness Advantage anyway); I can see him wiggling out of confrontations rather than staring anybody down; but the cardsharp idea fits. Sorted.

I could have started adding **Quirks** at any time, but I wanted to fill him out and see what fit best. I need at least one pair of positive and negative. The idea of him being lucky seems good, to account for him remaining free and unkilld so far. There is a *Lucky* Quirk on Table B. That needs to be balanced by a negative Quirk from Table B. Lots of those seem too heroic or metaphysical for Mitch, but *Fame (Shame)* seems about right - there are rather a lot of angry fathers who'd like to roast his chestnuts on an open fire, and some merchants who'd like to ask some very pointed questions. Any further Quirks? From Table A, *Attractive Appearance* fits, but the negative to balance it is trickier. Um. I'm going to enlist the aid of my helpful GM and say that he has a *Secret*,

Occupation skills

The lists are reproduced here to help you understand the skill picks. For other details of the occupations, e.g. special options, look back at the programmes.

Entertainer Skills

- 1/3 Persuasion
- 1/3 Socialising
- 1/2 Legend
- 0/4 Music (take up to 3)
- 0/3 Oratory
- 0/4 Trickery
- 0/3 Language (take up to 2)
- 0/1 Medicine (for dancers and acrobats)
- 0/2 Athletics
- 0/2 Craft (pick one, e.g. Cloth for costumes)
- 0/2 Gaming
- 0/1 Horsemanship
- 0/2 Sleight

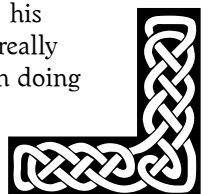
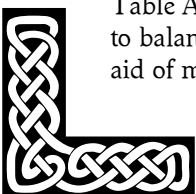
Rogue Skills

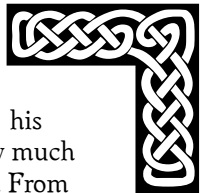
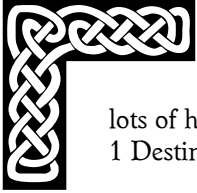
- 1/3 Fighting: pick a weapon
- 1/2 Interaction: pick one, except Music
- 1/2 Stealth
- 1/2 Theft
- 0/3 Fighting: pick up to 2 others
- 0/2 Interaction: up to 2 others, except Music
- 0/2 Athletics
- 0/3 Gaming
- 0/2 Horsemanship

but we'll work out what it is later. I could take another pair. On a quick scan of Tables C and D nothing jumps out; the only possibility is *Item* from A, for some enchanted object he picked up, but I'd have to find another negative from A so I abandon that one.

So now we're on to **finishing off**. First we need some **Goals**. "Have a good time" seems to be the primary one, and another that's just about allowable is "Don't get caught". Nothing deeper suggests itself yet, but the Goals list can change in play and the GM, grinning evilly, hints that Mitch might find other motivations when bigger events start to intrude on his rather shallow life.

For **Pool Points** Mitch's Energy score is the average of Vigour and Presence Advantages, plus 1. That's a depressingly easy calculation: his Energy score to use each scene is 1, so he really will be saving it for desperation rather than doing





lots of heroic boosting. He starts with the standard 1 Destiny point.

Initiative looks like his best asset when things get tough. He gets 1 from the average of Wisdom and Ingenuity, 1 from Agility, 1 from Awareness and 2 from his best combat skill, for a total of +5.

Resistance rolls go off the Vigour and Presence attributes respectively. He has no Advantages there, so will just roll the Base Dice of 2 - I write the actual number of dice in the box to save working it out when I need it.

While I'm there I tot up the numbers for his commonest **combat actions**. For attacking or defending with his knife he'll get Base Dice 2 plus Agility plus Fighting, for a total of 5 dice. His base damage will be 1 for the knife plus Vigour Advantages, which he doesn't have. For fighting unarmed, with a lower skill, he rolls 4 dice and does base damage zero. (This stuff is explained in the combat section.)

The very last bit is **equipment**. Mitch has his clothes, one simple weapon, which is pretty much going to be a knife, and general travel gear. From his occupations he has kept all the props for working as a conjuror and sideshow man (scarves, cups and balls, etc), and either two Quality 4 weapons or one Quality 5 - he goes for quantity and has two nice knives. He can also have up to three more items of modest value... um, I dunno, maybe some nice clothes as well as ordinary travelling gear so he can look good at social events.

That's it! One character completed. Once you've done one or two the system parts of the process should become fairly straightforward, leaving you to concentrate on decisions about the character concept. Run off a copy of the blank character sheet and try one yourself.

