

STEP	H.O.M. PAGE REF	C&S PAGE REF	DESIGN NOTES	POINT COST	RUNNING TOTAL	DONE?																																												
0	ALL	ALL	CHARACTER CONCEPT																																															
			Think about the kind of character you want to play. What sort of background, what sort of skills and what sort of Vocation are required to bring your character to life.																																															
1	4	1-2	BIRTH OMENS																																															
			Does the Universe favour you, act against you or is it neutral																																															
2	4	1-2 to 1-4	Personal attributes																																															
			Select the physical and mental abilities as you desire. Remember that Vocations have Primary and Secondary attributes so you will want high numbers there.																																															
			Attributes cost 1 point per point up to and including 15 and 2 points up to the maximum of 22. No attribute can be lower than 2.																																															
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3	5 - 8	1-4 to 1-11	Social Background and status																																															
			Social class in Marakush, as anywhere, determines the starting opportunities and range of skills for your character. Your father's (or possibly grandfather's if illegitimate and unacknowledged) social background and vocation is vitally important in this respect.																																															
4	8	1-11	Rank within the family																																															
			This is where the legitimacy of the birth is chosen and, if legitimate, when you were born within the family. A first child will inherit almost all on a parent's death, the fourth or fifth child will inherit almost nothing and will have to make their own way in the world.																																															
5	8	1-11 to 1-12	Status within the family																																															
			Are you well-loved, the apple of your parent's eye or a disgrace who brings shame upon the family name.																																															
6	9 - 10	1-12 to 1-13	"The Curse"																																															
			Does the Universe hate you? Poorly Aspected characters or those sent here by the "defects and deficiencies table" have to take on the curse table. Others may do so to earn back points to spend elsewhere.																																															
7	10	1-14	Special Talents or abilities																																															
			You don't have to but it may suit your character to have something that marks them out from the norm.																																															
8	10 - 11	1-9 to 1-10	Deficiencies or defects																																															
			If you have a special talent then you must have at least one flaw, or you may take them for the extra points to spend elsewhere.																																															
9	11	1-11 to 1-12	Personal fears																																															
			A personal terror can be used to gain extra points, but beware, it will surely come up in play sometime and may well paralyse your character with fear.																																															
10	12	1-16 to 1-17	Character size																																															
			The bigger you are the more hit points you have and the more you can carry.																																															

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11	12 - 13	1-17 to 1-18	Body points and recovery																																															
			Remember base body points based on weight + CONSTITUTION + ½ STRENGTH (<i>round down</i>)																																															
12	13	1-19	Fatigue points and recovery																																															
			Remember CONSTITUTION + STRENGTH or CONSTITUTION + DISCIPLINE Whichever is higher																																															
13	13	1-19	Lifting and carrying capability																																															
			Remember, carrying is only half of lifting. Lifting ability is 5lbs + ____% of _____ (Body weight) lbs																																															
14	13	1-20	Jumping ability																																															
			2 feet + ¼(STRENGTH + AGILITY)																																															
15	13	1-20	Movement rates																																															
			Here movement rate means how much a character can perform in a certain amount of time. A speedy movement rate is important as it means a character can perform more actions in combat. Base Action Points = ½(AGILITY + CONSTITUTION) or ½(AGILITY + INTELLECT)																																															
16	14	1-20 to 1-21	Birth sign																																															
			The Zodiacal sign that is dominant when a person is born influences the nature of their character. Each Sign is shown along with certain skill areas that that character is able to select skills from. If that skill is one favoured by the character's VOCATION (A <i>Primary Skill</i>) then a free Mastery is earned.																																															
17	14	1-21	Character age																																															
			The older the character at the start of the game then the more chance they have had to learn. In game terms this gives them more points with which to buy skills.																																															
18	14	1-20	Personalising the character's traits																																															
			Name your character obviously, but also fill in personal details like appearance																																															
19	15		Choosing a Vocation																																															
			Really you should have chosen this at step 0, " <i>thinking about your character</i> ". But now you should finalise what Masteries you want to take and what vocational skills your character receives at level 1																																															
20	15 on	1-20 to 1-74	Choosing skills																																															
			Most skills have a success chance based on the BASE SKILL + ATTRIBUTE BONUS + (3 * SKILL LEVEL) The easier a skill is the less points it costs to buy a level in that skill, do a DF2 skill is easier than a DF 3 skill which is easier to learn than a DF4 skill. Some skills can be made easier to learn by making them MASTRIES, which reduces the DF (and the skill point cost) by 1. Magick users get even greater a reduction in the cost of their primary Mode of Magick																																															
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