

## Generic Skill Templates

Since not every player likes to take the time to fully customize their character to minute detail, below are generic skill packages that can be used for putting together a character in each of the four major classes. For those who do not like the full customization of characters that is normally available, I suggest also playing a single classed character as it cuts down on the variables as well. Below are instructions on how to make a template character

### Warrior Template

To create a warrior in the easiest manner, start normally with rolling stats and selecting a race. On each racial template page is a list of skills marked with an \*. These skills are generic for the race and will consume a fair amount of the racial ability points while leaving a couple of points for you to customize a bit. Once that is complete, the list below will round out the bulk of your skills and leave 10PP plus your knowledge and level bonuses in PP/WP to distribute for customization

Free - AK: Local Region	1PP - Rope Use/Nets ®	2PP - Display Weapon Prowess: WOC
Free - AK: Home Town/City	2PP - Survival: Pick Environment	2PP - Identify Weakness ®
Free - Fire Building/Control ®	1PP - Ambush: General ®	2PP - Resist Pain
Free - OK: Local Group	1PP - Detect Noise ®	1PP - Weaponsmith: Crude ®
Free - Literacy: Primary Language	2PP - Close Quarters Fighting: General	2PP - Broad Group Fam: 1 <sup>st</sup> Group
Free - Local History: Local Region	2PP - Endurance ®	1PP - Tight Group Fam: 2 <sup>nd</sup> Group
Free - Modern Language: Primary	1PP - Fast Draw: Primary Weapon	2PP - Tight Group Prof: Sub 1 <sup>st</sup> Group
Free - Observation ®	1PP - Hunting: General ®	2PP - WOC: Weapon Frm Tight 1 <sup>st</sup> Grp
Free - Swimming	1PP - Intimidation ®	2PP - Spec: Weapon Frm 2 <sup>nd</sup> Group
Free - Carousing	1PP - Light Sleeping ®	2PP - Spec: Unarmed Combat Style
Free - Trade Skill: Pick One	1PP - Running: Distance ®	1PP - Armor Proficiency: Armor Type
1PP - Alertness ®	2PP - Tactics: Primary Form	3PP - SOC: Pick a Style
1PP - Etiquette: Warrior ®	1PP - Tactics: Secondary Form ®	2PP - Spec: 2 <sup>nd</sup> Style
1PP - First Aid: Battlefield ®	1PP - Tracking: General ®	1PP - Prof: 3 <sup>rd</sup> Style
2PP - Heraldry: Local Military Group	2PP - Streetwise: General ®	

The above skill set uses 50PP of the base 60 allowed use your remaining skill points to pick out a specialized proficiency (something you are renowned for) and round out the rest of the skills. Ask the DM for help if you are having troubles

### Rogue Template

To create a rogue in the easiest manner, start normally with rolling stats and selecting a race. On each racial template page is a list of skills marked with an \*. These skills are generic for the race and will consume a fair amount of the racial ability points while leaving a couple of points for you to customize a bit. Once that is complete, the list below will round out the bulk of your skills and leave 15PP plus your knowledge and level bonuses in PP to distribute for customization

Free - AK: Local Region	2PP - Foraging: General	1PP - Fast Talk/Haggle ®
Free - AK: Home Town/City	1PP - Gambling: General ®	2PP - Fine Balance ®
Free - Fire Building/Control ®	1PP - Gesture/Sign Lang: Silent Lang ®	1PP - Information Gathering ®
Free - OK: Local Group	1PP - Heraldry: Local Gang/Group ®	2PP - Quickness ®
Free - Literacy: Primary Language	1PP - Hiding ®	2PP - Streetwise: General
Free - Local History: Local Region	1PP - OK: 2 <sup>nd</sup> Local Group ®	1PP - Trailing ®
Free - Modern Language: Primary	2PP - Survival: Pick Environment	4PP - Identify Weakness ®
Free - Observation ®	1PP - Detect Noise ®	2PP - Broad Group Fam: 1 <sup>st</sup> Group
Free - Swimming	1PP - Climbing: General ®	1PP - Tight Group Fam: 2 <sup>nd</sup> Group
Free - Carousing	2PP - Hide in Shadows: General ®	1PP - Spec: Weapon Frm Tight 1 <sup>st</sup> Grp
Free - Trade Skill: Pick One	1PP - Light Sleeping ®	1PP - Prof: Weapon Frm 2 <sup>nd</sup> Group
1PP - Acting ®	2PP - Move Silently ®	1PP - Prof: Unarmed Combat Style
2PP - Alertness	1PP - Tactics: Primary Form ®	1PP - Armor Proficiency: Armor Type
2PP - Danger Sense ®	1PP - Appraising: Pick a Type ®	2PP - Spec: Pick a Style

The above skill set uses 45PP of the base 60 allowed (a few extra points are reserved because rogues get so many specialized skill slots) use your remaining skill points to pick out your specialized proficiencies (things you are renowned for; rogues get more of these than any other class) and round out the rest of the skills. Ask the DM for help if you are having troubles

## Priest Template

To create a priest in the easiest manner, start normally with rolling stats and selecting a race. On each racial template page is a list of skills marked with an \*. These skills are generic for the race and will consume a fair amount of the racial ability points while leaving a couple of points for you to customize a bit. Once that is complete, the list below will round out the bulk of your skills and leave 10PP plus your knowledge and level bonuses in PP to distribute for customization

Free - AK: Local Region	1PP - Law: Religious ®	1PP - Oratory/Debate ®
Free - AK: Home Town/City	1PP - Leadership ®	1PP - Research: General ®
Free - Fire Building/Control ®	1PP - Literacy: 2 <sup>nd</sup> Language ®	2PP - Spellcraft ®
Free - OK: Local Church	1PP - Local History: Church ®	2PP - Interrogation ®
Free - Literacy: Primary Language	1PP - Modern Lang: 2 <sup>nd</sup> Language ®	2PP - Intimidation ®
Free - Local History: Local Region	1PP - Survival: Pick Region ®	2PP - Tactics: Priest Spells ®
Free - Modern Language: Primary	1PP - Teaching: Religion ®	2PP - Harness Subconscious: Gen ®
Free - Observation ®	1PP - Trade Skill: 2 <sup>nd</sup> Trade Skill ®	1PP - Religion: General ®
Free - Swimming	1PP - Diplomacy: General ®	2PP - Broad Group Fam: 1 <sup>st</sup> Group
Free - Artistic or Musical Ability: Pick 1	1PP - Lore: Demons ®	2PP - Tight Group Prof: Sub 1 <sup>st</sup> Group
Free - Trade Skill: Pick One	1PP - Lore: Divination ®	2PP - WOC: Weapon Frm Tight 1 <sup>st</sup> Grp
1PP - Ancient History: General ®	1PP - Lore: Foci: Sacred Sites ®	2PP - Spec: Weapon Frm 2 <sup>nd</sup> Group
1PP - Chanting ®	1PP - Lore: Legends/Folk: Religious ®	1PP - Armor Proficiency: Armor Type
2PP - Etiquette: Religious	1PP - Lore: Undead: General ®	3PP - SOC: Pick a Style
1PP - First Aid: General ®	1PP - Lore: Wards/Sigils: Theurgic ®	1PP - Prof: 2 <sup>nd</sup> Style
2PP - Heraldry: Local Religions	2PP - Meditation	

The above skill set uses 50PP of the base 60 allowed use your remaining skill points to pick out a specialized proficiency (something you are renowned for) and round out the rest of the skills. Ask the DM for help if you are having troubles

## Wizard Template

To create a wizard in the easiest manner, start normally with rolling stats and selecting a race. On each racial template page is a list of skills marked with an \*. These skills are generic for the race and will consume a fair amount of the racial ability points while leaving a couple of points for you to customize a bit. Once that is complete, the list below will round out the bulk of your skills and leave 10PP plus your knowledge and level bonuses in PP to distribute for customization

Free - AK: Local Region	1PP - Heraldry: Local Wizards ®	1PP - Lore: Wards/Sigils: General ®
Free - AK: Home Town/City	1PP - Law: Magic Guilds ®	1PP - Mathematics ®
Free - Fire Building/Control ®	1PP - Leadership ®	1PP - Meditation ®
Free - OK: Local Guild/Group	2PP - Literacy: Estron	1PP - Physics ®
Free - Literacy: Primary Language	1PP - Literacy: 2 <sup>nd</sup> Language ®	1PP - Research: General ®
Free - Local History: Local Region	1PP - Modern Lang: 2 <sup>nd</sup> Language ®	1PP - Somatic Concealment ®
Free - Modern Language: Primary	1PP - Survival: Pick Region ®	2PP - Spellcraft ®
Free - Observation ®	1PP - Teaching: Magic ®	4PP - Detect Magic: General ®
Free - Swimming	2PP - Ancient Language: Estron	2PP - Intimidation ®
Free - Artistic Ability: Pick One	1PP - Modern Lang: 2 <sup>nd</sup> Language ®	2PP - Light Sleeping ®
Free - Trade Skill: Pick One	2PP - Linguistics: General ®	2PP - Tactics: Wizard Spells ®
1PP - Ancient History: Magic ®	1PP - Lore: Ancient Runes: General ®	4PP - Identify Weakness ®
2PP - Danger Sense ®	1PP - Lore: Circles: General ®	1PP - Tight Group Fam: 1 <sup>st</sup> Group
1PP - Distance Detemination: Spells ®	1PP - Lore: Foci: General ®	2PP - Spec: Weapon Frm Tight 1 <sup>st</sup> Grp
1PP - Etiquette: Wizard Guilds ®	1PP - Lore: Legends/Folk: General ®	2PP - Spec: Pick a Style

The above skill set uses 50PP of the base 60 allowed use your remaining skill points to pick out a specialized proficiency (something you are renowned for) and round out the rest of the skills. Ask the DM for help if you are having troubles