

Building Your Character

A Mercifully Brief Guide

Designing a character in Zurn is very simple. It often takes less than 30 minutes to complete, which is quite short compared to most roleplaying games. Our character creation guide (pages 2–3 of this PDF) will walk you through this process one step at a time.

We've also included a sample character sheet for you and linked it on this page. You can always design your own version to use with your gaming group. Personally, I like to put shareable copies of the party's character sheets on Google Drive or Dropbox. But our sample will show you what really needs to be on your sheet.

You will also find a helpful walkthrough of character creation in Chapter VI of our core sourcebook, *The Warriors of Zurn*. If you run into problems while creating your character, feel free to contact us for assistance!

HOW TO BUILD A CHARACTER IN ZURN

In the Zurn D6 Core Series, all of the players will have a character who will perform actions and make decisions that will shape the outcome of the campaign. One of the most foundational parts to any campaign is character creation, which determines the strengths and weaknesses of each character.

OVERVIEW OF CHARACTER CREATION

Characters are created using three overarching categories: their **race** (and innate talents), their **equipment** (the stuff they own and use), and their **enhancements** (the things that make their innate talents and stuff awesome).

In character creation the player will assign one of the following three words to each of these categories: **Strong**, **Average**, and **Weak**. Each player may only use each word once. Characters who are Strong in their race selection will have more dice to assign to their skill set, reflecting more natural skill than others of their race.

Characters who are Average or Weak, though, will have more points to purchase equipment (as they can make it their Strong category) or toward enhancing their skills and items with magical bonuses, adjectives that describe their talents, knowledge of powerful magical spells, etc. (as they can make it their Strong category instead). This provides balance between characters.

STEP 1: SELECT YOUR RACE

Zurn uses four base statistics (commonly referred to as “base stats”): Strength, Finesse, Charm, and Lore. When you make a roll, it will fall under one of these four stats.

Each race has a different minimum number of dice that must be allocated to each of the four stats (a giant can only be so small in the Strength category), as well as a maximum number of dice that can be allocated (an imp can only be so large). The number of dice that can be allocated is usually referred to using the letter “D” for “dice” and a slash to show the divide between the minimum and maximum number, so a “2D/4D” character must place at least two dice in that stat and cannot place more than four dice in that stat.

Each race has two variants, each being more naturally adept at performing certain types of rolls, granting them a higher maximum number of dice in that base stat. These variants are referred to as “classes,” and each player will select a class in addition to their race when creating their character. The increased amount is represented with another number in parentheses attached to the name of the class.

Pro Tip: Since the number of dice that we can assign to base stats is tied to whether this is our Strong, Average, or Weak category, it can help to look at the minimum number of dice required in all four stats to discern which assignment we give to the base stats. This is referred to as the “cost” of the race, and varies from race to race.

If the race is the character’s Strong category, allocate 14 dice across all four stats. If it is the Average category, allocate 11 dice across all four stats. If it is the Weak category, allocate 9 dice across all four stats.

Character Abilities

Cost: 8	Centaur (Augur or Sentinel)
Strength:	3D/5D (6D for Sentinel)
Finesse:	2D/5D
Charm:	1D/3D
Lore:	2D/4D (5D for Augur)

Example: Chris is building a centaur, so he notes the minimum and maximum dice in each stat for a centaur. The centaur has a Strength rating of “3D/5D (6D for Sentinel),” so at least 3 dice must be dedicated to Strength, and he can place up to 5 dice into Strength unless he opts to make his centaur a Sentinel (instead of an Augur), in which case he could place up to 6 of his dice into Strength.

He looks at the other stats, and notes that he will need at least 2 dice in Finesse, at least 1 dice in Charm, and at least 2 dice in Lore. Since he will have eight dice already dedicated to different stats, he opts to not make his race his Weak category, as that would only give him 1 dice to allocate. He makes it his Strong category, and allocates fourteen dice (with eight of them already assigned as the minimum in each category).

His final choice is to place 5D in Strength, 4D in Finesse, 2D in Charm, and 3D in Lore.

As Chris advances his centaur, he will be able to purchase upgrades to his base stats (expensive purchases, but possible). Now that we have our race, we are ready to buy equipment to help with some of the rolls we make.

STEP 2: SELECT YOUR EQUIPMENT

There are many weapons, armor, mounts, and tools that can be purchased. Equipment is arranged in three tiers (in the *Zurn: Medieval* era: future eras will have higher tiers), and equipment is purchased using points equal to the tier value of the item.

If equipment is the Strong category, allocate 14 points to purchase equipment. If it is the Average category, allocate 11 points to purchase equipment. If it is his Weak category, allocate 9 points to purchase equipment.

Example: Chris only has three items in mind: a large claymore sword (for killing things), armor for this torso (so that he will not die when charging people), and barding armor to protect his legs and boost his damage on the charge. Since this will only cost him 5 points (2 for the claymore, 1 for a leather brigantine, and 2 for the barding armor), he opts to make equipment his Weak category, and has four points to spend.

While he could save the remaining points (which would then start as money in his pocket at the start of the campaign), with his remaining points he purchases two magic rings for 2 points each: one has the *Stoke the Fires* spell from the Lore of Fire, and the other has the *Life Growth* spell from the Lore of Earth.

Now that Chris has purchased his items, he looks at how some of his rolls have improved. When striking opponents with his sword he will receive an additional +2D+2 to his damage rolls, for a total damage of 5D (Base Strength) +2D+2 (Sword) = 7D+2. For more information on how the rolling part of this works, see our how-to guide, “*How to Perform a Roll in Zurn.*”

Pro Tip: Remember that in the Enhancements category (Step 3) we will have another chance to boost our rolls. If some of the rolls you prize are still rolling a small number of dice, don't worry: you'll have a chance to boost it in Step 3.

Now that we have our character and their equipment, we proceed to giving character to them and their belongings.

STEP 3: SELECT YOUR ENHANCEMENTS

Enhancements are the difference between a typical broadsword and a broadsword made from stronger steel or enchanted with an inner flame. They also explain why a woodsman may not be skilled at cooking (a Finesse roll) but may have exceptional hearing (a Finesse roll) and can hide well in cover (another Finesse roll) by virtue of being a trained woodsman. This is the realm of enhancements: they nuance the person and the items we selected.

In *The Warriors of Zurn* there are five types of enhancements: **alloys** (improving the wood, leather quality, etc. of your item), **runes** (magical letters that boost rolls involving the item), **enchancements** (magical improvements to items), **magic spells** (spells cast to grant advantages ranging from damaging foes to healing friends), and **adjectives** (specifying character qualities and talents of the character). For all the details on the costs of enhancements, be sure to check out *The Warriors of Zurn* Chapter VI on character creation. There are other enhancements in *Zurn* which will be released in future sourcebooks; your sourcebook will tell you whether something is an enhancement for the purposes of character creation.

If enhancements is the Strong category, allocate 14 points. If it is the Average category, allocate 11 points. If it is the Weak category, allocate 9 points. At least 3 points must be spent on adjectives (to tell us something about the character).

Example: Chris has assigned his Strong and Weak categories, so enhancements will be his Average category. This gives him 11 points to spend, as least 3 of which must be spent on adjectives. As laid out in Chapter VI of *The Warriors of Zurn*, Chris opts to purchase the Wolf Leather alloy for his brigantine (to boost his damage resistance), and the Justice Spell for his sword (an enchantment that boosts his Strength against Forces of Fury) for a total of 7 points.

He then uses his last 7 points to purchase adjectives: the Tier 2 “Trained Swordsman” adjective (to help him use his sword more effectively), the Tier 1 “Quick Step” adjective (to help him with running and footing-related rolls), the Tier 1 “Brave” adjective (to help him stand his ground when he needs to), and the Tier 1 “Battle Scars” adjective (to make him more intimidating and resistant to physical damage in combat).

And that's it! This is the basics of character creation: choose your race, select the equipment choices that you would like to start the game with, flesh out the natural talents of the character and the special effects on his/her equipment, and enjoy the game! Your adventure awaits...