

# Woodlands & Wyverns

## CHARACTER CREATION

### Step 1: Race & Class

#### Races

**Daehling:** a proud race hated by most others and often fervently devoted to their patron god Futhuulu. Daehlings typically stand 7' – 8' tall, have shades of purple skin, black horns, and long reptilian tails.

**Racial Talents (choose 2):** *Eldritch Affinity* – +1 to all Eldritch spells; *Blessing of Futhuulu* – +1 to Luck score; *Glare of Fire* – 1 automatic Intimidation success per day.

**Dwarf:** stubborn race existing in tight-knit underground communities. They pride themselves on their craftsmanship, a gift given to them by their patron god Coradin. Dwarves stand 4' – 5' tall, have pale, ruddy skin, and wild bushy hair and beards.

**Racial Talents:** *Born Craftsman* – 1 automatic Fine Crafting success per day; *Blessing of Coradin* – +1 to Strength score; *Oral Traditions* – gain one extra History.

**Elf:** a race with a strong connection to nature, primarily through the high nature goddess Silvia. Elves typically stand 6' – 7' tall, have pale white skin, and elegantly pointed ears.

**Racial Talents (choose 2):** *Nature Affinity* – +1 to all Nature spells; *Blessing of Silvia* – Gain 1 Extra Nature Spell if a Druid; *Keen Hearing* – 1 automatic Listening success per day.

**Halfling:** a congenial race, halflings have the capacity for being good peacemakers or great thieves. Their patron goddess, Yolanda, is the goddess of wisdom and discretion. Halflings stand 3' – 4' tall, have ruddy-tanned skin, and large feet.

**Racial Talents (choose 2):** *Holy Affinity* – +1 to all Holy spells; *Blessing of Yolanda* – +1 to Eloquence score; *Silent Step* – 1 automatic Move Silently success per day.

**Half-Orc:** half-orcs are the children of humans and orcs. Disliked by other races for being “mongrels”, half-orcs have no patron god. Half-orcs stand 6' – 7' tall and have shades of green skin, prominent canine teeth, and large pointed ears.

**Racial Talents (choose 2):** *Born to Hardship* – +1 to Fortitude score; *Lone Wanderer* – 1 automatic Pathfinding success per day; *Tough Hide* – +1 to Defense score.

**Human:** the most populous race, humans are well-rounded and quick learners. They have many gods, most regionally bound. Humans stand 5' – 6'5" tall and have many skin tones.

**Racial Talents (choose 2):** *Scholarly* – +1 to Intelligence score; *Well-Travelled* – gain 1 extra Language; *Solider* – +1 to Damage score.

# Woodlands & Wyverns

## CHARACTER CREATION

### Classes

**Bard:** Depending on what school they attend, Bards unlock Arcane or Eldritch spells that are cast through an entertainment skill. Bards also gain 1 extra Standard Talent and the Unique Talent Bardic Motivation.

Choose 1:

**School of Boldness:** unlock level 1 Arcane spells.

**School of Secrecy:** unlock level 1 Eldritch spells.

**Druid:** Druids are finely attuned to nature, either plants or animals depending on the Way chosen. All druids use Nature spells, but choose either Fauna or Flora specialization.

Choose 1:

**Way of the Wild:** unlock level 1 Fauna Nature spells.

**Way of Winding:** unlock level 1 Flora Nature spells.

**Fighter:** Depending on the chosen Training, Fighters have heightened attack or defense skill. All Fighters have use of swords, and also gain an automatic +1 to Strength and Fortitude scores.

Choose 1:

**Offensive Training:** unlock use of polearms and two-handed swords at +1 Damage score.

**Defensive Training:** unlock use of shields and heavy armor at +1 Defense score.

**Paladin:** Paladins must choose an Order and an Oath, and must have a Lawful alignment. Depending on the chosen Order and Oath, Paladins can use either Holy or Eldritch spells, and gain damage or defense bonuses. However, if a Paladin breaks faith with their deity, Order, Oath, or Lawful alignment, they lose all bonuses.

Choose 1:

**Order of Purest Light:** unlock level 1 Holy spells.

**Order of Deepest Shadow:** unlock level 1 Eldritch spells.

Choose 1:

**Oath of Truth:** unlock use of shields, hammers, and gain +1 to Defense score.

**Oath of Valor:** unlock use of two-handed swords, axes, and gain +1 to Damage score.

**Rogue:** Rogues are skilled thieves or assassins, depending on chosen Specialty. All rogues duel wield daggers or use the bow. Rogues automatically get a +1 to Agility and Awareness, and 1 additional Stealth subset.

Choose 1:

**Robbery Specialty:** gain Lockpicking, Disarm Trap, and Location Recall.

**Hitman Specialty:** gain Move Silently, Alchemy/Poisons, and +1 Damage score.

**Wizard/Warlock:** A true spellcaster, the Wizard or Warlock has their name determined by their chosen Soul-Locked deity, who also determines what type of Spells the caster can use. The Wizard/Warlock must obey the will of the deity they are Soul-Locked to, or are stripped of power.

Choose 1:

**Eldritch Soul-Lock (Warlock):** Choose either Futhuulu or Melemvor as your patron. Unlock level 1 Eldritch spells; gain +1 to all Eldritch spells. If you are a daehling, gain an additional +1 to Eldritch spells if Soul-Locked to Futhuulu. If you are a human, gain an additional +1 to Eldritch spells if Soul-Locked to Telemvor.

**Arcane Soul-Lock (Wizard):** Choose either Kystra or Favras as your patron. Unlock level 1 Arcane spells; gain +1 to all Arcane spells. If you are a human, gain an additional +1 to Arcane spells if Soul-Locked to Favras.

# Woodlands & Wyverns

## CHARACTER CREATION

### Step 2: Ability Scores, Subsets, and Talents

#### Ability Scores

1. Roll a D6 seven times, recording each result on a separate sheet of paper, rerolling any 1's.
2. Assign each Ability one of the results.
3. Six Bonus Points are now applied; use these to increase your Ability scores as desired.  
**Note:** You CANNOT spend more than three Bonus Points on any one Ability.
4. Write finalized Ability score on the Character Sheet in the appropriate hexagon on the left side of the dividing slash.
5. Once Ability scores are finalized, determine the Ability Modifier using the table below; write the modifier to the right of the dividing slash in the appropriate hexagon.

Score Value	Modifier Value
1-2	-1
3-4	0
4-6	+1
7-9	+2

#### Sub Sets

Each Sub Set refers to specific skills your character has. Depending on your chosen race/class, you automatically unlock several of these. In addition, at Character Creation you can choose 3.

**Note:** In Languages, all races start with Common.

**History:** Ancient, Cultural (choose specific location/race), Magical, Religious.

**Science:** Alchemy/Poisons, Astronomy, Chemistry, Herbalism, Physics.

**Finesse:** Create Art (choose specific art), Disarm Trap, Fine Crafting (choose specific craft), Lockpicking, Pickpocketing.

**Music:** Composition, Instrument (choose specific instrument), Singing.

**Memory:** Information Recall, Location Recall, Pathfinding, Random Facts.

**Languages:** Common, Daehlic, Draconian, Dwarfish, Elven, Goblish, Orcken, Spiritae.

**Stealth:** Camouflage, Listening, Move Silently, Sneak Attack.

#### Talents

There are three types of Talents – Standard, Racial, and Unique. At Character Creation, your Racial Talents are gained by choosing your race (see p 1). Unique Talents are co-created by the Player and the ST at level 3. The Standard Talents are listed below (choose 3):

**Animal Whisperer:** Gain +1 to Eloquence or Luck checks when handling animals.

**Battle Sense:** May add +1 to an Awareness check after the roll when searching for ambushes once per day.

**Disgusting:** Your character is hideous! +1 to Eloquence checks when attempting to intimidate.

**Fortunate:** Your character was born under a lucky star! Once per story, do a Luck check after failing any other check; take the result of the Luck check instead.

**Good-Looking:** Your character is attractive! +1 to Eloquence checks when attempting to persuade/seduce.

**Magical Scholar:** May add +1 to a cast spell after the roll once per day.

**Musically Gifted:** Once per day gain an automatic success when doing any Music check.

**Slight:** Your character is light on their feet. +1 to Agility checks on difficult terrain.

**Sturdy:** Your character is built like a bull. +1 to Strength checks when carrying/lifting.

# Woodlands & Wyverns

## CHARACTER CREATION

### Step 3: Deities and Alignments

#### Deities

Choosing your patron deity impacts your character's behavior and moral center. In addition, praying to a specific deity may incur their favor if you act in line with their values. On the other hand, if you are a devotee of a deity and defy their will, it may incur their wrath. You may choose instead to be an Atheist and have no patron deity.

#### Deities:

**Coradin** – male patron deity of Dwarves, crafting, and physical strength.

**Futhuulu** – male patron deity of Daehlings, dark magics, destruction, and chaos.

**Silvia** – female patron deity of Elves, nature, life/death cycle, and the wilderness.

**Yolanda** – female patron deity of Halflings, wisdom, discretion, subterfuge, and patience.

**Melemvor** – genderless deity of death, chaos, and the void.

**Kystra** – genderless deity of pure magic, dispassionate intellectualism, and scholars.

**Favras** – male deity of holy magic, law, divination, and painting.

**Mharlanghn** – female deity of fortune, travel, weather, and the crossroads.

#### Alignment

Your character's alignment refers to how good or evil your character is, and how closely they follow the letter of the law (or the law of your deity). For the sake of roleplay, this will help you determine how your character behaves within the world of Woodlands & Wyverns. In addition, acting in ways that go against your alignment may cause your character to have existential crises, at your Story Teller's discretion. Choose one of the following:

Lawful Good	Neutral Good	Chaotic Good
Lawful Neutral	True Neutral	Chaotic Neutral
Lawful Evil	Neutral Evil	Chaotic Evil



# Woodlands & Wyverns

## CHARACTER CREATION

### Step 4: Max HP and Starting Equipment

#### Max HP

Your character's Maximum Health Points are calculated by rolling two D6, adding the results together, then adding your Fortitude Modifier +1. Write the total in the trapezoid provided.

**Note:** Max HP cannot be lower than 4.

#### Starting Equipment

All adventurers begin with basic equipment – a basic clothing outfit, a backpack, a waterskin, rations, a bedroll, and a coin purse. All other items (nameably weapons and armor) are determined by your class. These items provide your Defense and Damage Scores. Choose the appropriate item(s) from the charts below:

<u>Armor Type</u>	<u>Base Defense Score</u>	<u>Restrictions to Use</u>
Light (Cloth)	1	None
Medium (Leather)	3	Strength score of 3+
Heavy (Chain)	5	Strength score of 4+
Extra Heavy (Plate)	7	Strength score of 6+
Reinforced (Modifier)	Adds +1	Costs 50 gold pieces

<u>Weapon Type</u>	<u>Base Damage Score</u>	<u>Restrictions to Use</u>
Small (Dagger)	2	Agility score of 3+
Medium (Short Sword)	4	Agility score of 4+
Large (Long Sword)	7	Agility score of 6+
Massive (Two- Handed Sword)	11	Agility score of 8+ and Strength score of 4+
Sharpened (Modifier)	Adds +1	Costs 50 gold pieces

# Woodlands & Wyverns

## CHARACTER CREATION

### Step 5: Spells

#### Magic and Spells

In Woodlands & Wyverns, all magic is broken up into four schools – Nature, Holy, Arcane, and Eldritch. For Character Creation, you will only need to consider Level 1 Spells. Depending on your class, you unlock use of one school of magic (more can be unlocked at higher levels). At Character Creation, you may choose 2 Spells and 1 Ritual or 4 Spells for your character to use. Choose wisely!

#### Level 1 Nature

##### Spells:

Fauna Dialects  
Fauna Form: Wolf  
Fauna Form: Bear  
Squirrel Swarm (Fauna)  
Star Smite (Fauna)  
Flora Dialects  
Flora Form: Oak Tree  
Flora Form: Thorn  
Vine  
Vine Wrap (Flora)  
Wood Skin (Flora)

#### Level 1 Nature

##### Rituals:

Spirit Communicae  
(Fauna)  
Call Animal Follower  
(Fauna)  
Root Command  
(Flora)  
Fertilize Soil (Flora)

#### Level 1 Holy Spells:

Marking Strike  
Enraged Strike  
Roaring Strike  
Place Palms  
Upend Undead  
Anoint  
Heal Injuries  
Bubble of Deflection  
Shelter of Belief

#### Level 1 Holy

##### Rituals:

Defense Against  
Evil/Good  
Prayer  
Foreseeing

#### Level 1 Arcane

##### Spells:

Prestidigitonium  
Sonic Hammer  
Bandaging Phrases  
Largely's Poking Hand  
Arcane Ammunition  
Flame Orb  
Ballad of Breaktime  
Coma  
Butter

#### Level 1 Arcane

##### Rituals:

Locate Helper  
Hovering Platform  
Observe Enchantment

#### Level 1 Eldritch

##### Spells:

Eldritch Stitches  
Eldritch Tentacles  
Eldritch Meditation  
Eldritch Burst  
Eldritch Condemnation  
Eldritch Vapor  
Eldritch Semblance  
Eldritch Dash  
Eldritch Mending

#### Level 1 Eldritch

##### Rituals:

Eldritch Summoning  
Eldritch Prayer  
Eldritch Hallucinatory  
Calligraphy