

Quick Character Creation Guide:

So you want to build an Alliance Calgary LARP? The first thing you should do is grab a copy of the rules. That has all the information you really do need to build a character. Below are just the tables with a bit of support to explain how to create a character.

The two key components you need to consider are Race and Class. Asking which one to choose first will get you the answer: "it depends". Some races are better suited for some classes. There are really no "wrong choices" but your class and race choice can make the difference in how quickly you can level. Examples are races that have a double cost for Read/Write or Read Magic means it would be more difficult (but not impossible) to cast spells.

So below are the Races and their Advantages and Disadvantages:

RACE	ADVANTAGES	DISADVANTAGES
Barbarian	2 Body Points to start Resist Element: 3 BP Resist Fear: 2 BP	Double cost for Read and Write Double cost for Read Magic
Biata	Break Command: 2 BP Resist Command: 4 BP Mental Abilities	Cannot use Read Magic
Dark Elf	Resist Command: 4 BP Resist Magic: 5 BP Half cost for Archery	-1 Body Points to start Cannot use Two Handed Blunt Cannot use Two Handed Sword
Dryad	Resist Binding: 4 BP Half cost for Herbal Lore	Maximum Armor: 2 per location Can only use Blunt weapons, Staff, Thrown Weapon and/or Bow
Dwarf	1 Body Points to start Resist Element: 3 BP Resist Poison: 4 BP -1 cost for Blacksmith	Double cost for Read Magic Cannot use Two Handed Blunt Cannot use Two Handed Sword Cannot use Polearm or Staff
Elf	Resist Command: 4 BP Half cost for Archery	-1 Body Points to start Cannot use Two Handed Blunt Cannot use Two Handed Sword
Gypsy	Gypsy Curse: 2 BP	
High Ogre	2 Body Points to start Racial Proficiency: 10 BP Resist Necromancy: 4 BP	Double cost for Read and Write Double cost for Read Magic
High Orc	2 Body Points to start Racial Proficiency: 10 BP Racial Slay: 6 BP Resist Fear: 2 BP	Double cost for Read and Write Double cost for Read Magic
Hobling	Racial Dodge: 10 BP Resist Poison: 4 BP Half cost for Legerdermain	-1 Body Points to start Cannot use Two Handed Blunt Cannot use Two Handed Sword Cannot use Polearm Cannot use Staff Cannot be a Fighter

Racial Proficiency	10	10	10	10	10	10	10	High Ogre, High
Racial Slay	6	6	6	6	6	6	6	High Orc
Resist Binding	4	4	4	4	4	4	4	Dryad
Resist Command	4	4	4	4	4	4	4	Biata, Dark Elf, MWE, Stone Elf
Resist Element	3	3	3	3	3	3	3	Barbarian, Dwarf
Resist Fear	2	2	2	2	2	2	2	Barbarian, High Orc
Resist Magic	5	5	5	5	5	5	5	Dark Elf
Resist Necromancy	4	4	4	4	4	4	4	High Ogre
Resist Poison	4	4	4	4	4	4	4	Dwarf, Hobbling, Sarr

TRADES & CRAFTS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Alchemy	6	5	3	4	4	6	3	Herbal Lore
Blacksmith	3	3	4	4	4	3	3	none
Craftsman (Type)	2	2	2	2	2	2	2	none
Create Potion	6	6	6	4	3	4	3	Earth spell slot
Create Scroll	6	6	6	4	3	4	3	Celestial spell slot
Create Trap	6	4	3	4	6	6	3	Legerdemain
Herbal Lore	6	5	3	4	4	6	3	Read and Write
Legerdemain	10	8	4	8	10	10	8	none
Merchant	3	2	1	2	3	3	1	none
Teacher	1	1	1	1	1	1	1	none
Wear Extra Armor	1	1	1	1	1	1	1	none

WEAPONS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Archery	6	6	6	8	12	8	8	none
Florentine	4	6	6	6	8	6	6	none
One Handed Blunt	3	4	4	5	6	5	5	none
One Handed Edged	5	5	5	7	10	7	7	none
One Handed Master	7	8	8	10	14	10	10	none
Polearm	8	12	12	12	16	12	12	none
Small Weapon	2	2	2	2	2	2	2	none
Staff	4	4	4	4	4	4	4	none
Style Master	10	15	15	15	20	15	15	weapon skill
Thrown Weapon	2	4	4	4	4	4	4	none
Two Handed Blunt	6	8	8	8	12	8	8	none
Two Handed Sword	8	12	12	12	16	12	12	none
Two Handed Master	10	16	16	16	20	16	16	none
Two Weapons	2	4	4	4	4	4	4	Florentine
Weapon Master	15	20	20	20	25	20	20	none

FIGHTING SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Assassinate	8	3	3	4	8	8	8	Backstab x2
Back Attack	6	3	3	3	8	6	6	weapon skill
Backstab	6	6	3	6	8	6	6	Back Attack x4
Critical Attack	3	3	5	6	8	3	6	weapon skill
Disarm	2	2	2	3	8	3	8	Backstab or Weapon

								Proficiency
Dodge	8	6	5	6	8	8	8	Backstab x2
Evade	8	3	3	4	8	8	8	Backstab
Eviscerate	5	7	14	14	14	7	14	Weapon Proficiency x4
Parry	4	4	8	8	8	5	8	Weapon Proficiency x2
Riposte	5	5	5	6	8	6	8	Backstab x4 or Weapon Proficiency x4
Shatter	3	3	3	4	8	4	8	Backstab x3 or Weapon Proficiency x3
Shield	6	10	10	10	12	10	10	none
Slay	4	4	8	8	8	5	8	Weapon Proficiency x2
Stun Limb	3	3	3	4	8	4	8	Backstab x3 or Weapon Proficiency x3
Terminate	12	6	4	6	12	12	12	Backstab x4
Waylay	12	8	6	8	12	12	12	none
Weapon Proficiency	3	6	6	6	8	6	6	Critical Attack x4

SCHOLARLY SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Read and Write	6	6	6	3	3	3	3	none
Read Magic	8	8	6	4	4	4	6	Read and Write

HEALING SKILLS	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
First Aid	2	2	2	2	2	2	2	none
Healing Arts	6	6	4	2	2	2	4	Read and Write, First Aid

CELESTIAL (Primary)	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Celestial Level 1	3	3	2	1	1	1	1	Read Magic
Celestial Level 2	3	3	2	1	1	1	2	Celestial Level 1
Celestial Level 3	6	6	4	2	2	2	2	Celestial Level 2
Celestial Level 4	6	6	4	3	2	3	3	Celestial Level 3
Celestial Level 5	9	9	6	3	3	3	4	Celestial Level 4
Celestial Level 6	9	9	6	4	3	4	4	Celestial Level 5
Celestial Level 7	12	12	8	5	4	5	5	Celestial Level 6
Celestial Level 8	12	12	8	5	4	5	6	Celestial Level 7
Celestial Level 9	15	15	10	6	5	6	6	Celestial Level 8
Formal Celestial	12	12	8	4	3	4	4	Celestial Level 9

CELESTIAL (Second.)	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Celestial Level 1	6	6	4	2	2	2	2	Read Magic
Celestial Level 2	6	6	4	2	2	2	4	Celestial Level 1
Celestial Level 3	12	12	8	4	4	4	4	Celestial Level 2
Celestial Level 4	12	12	8	6	4	6	6	Celestial Level 3
Celestial Level 5	18	18	12	6	6	6	8	Celestial Level 4
Celestial Level 6	18	18	12	8	6	8	8	Celestial Level 5
Celestial Level 7	24	24	16	10	8	10	10	Celestial Level 6
Celestial Level 8	24	24	16	10	8	10	12	Celestial Level 7
Celestial Level 9	30	30	20	12	10	12	12	Celestial Level 8

Formal Celestial	24	24	16	8	6	8	8	Celestial Level 9
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EARTH (Primary)	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Earth Level 1	3	3	2	1	1	1	1	Healing Arts
Earth Level 2	3	3	2	1	1	1	2	Earth Level 1
Earth Level 3	6	6	4	2	2	2	2	Earth Level 2
Earth Level 4	6	6	4	3	2	3	3	Earth Level 3
Earth Level 5	9	9	6	3	3	3	4	Earth Level 4
Earth Level 6	9	9	6	4	3	4	4	Earth Level 5
Earth Level 7	12	12	8	5	4	5	5	Earth Level 6
Earth Level 8	12	12	8	5	4	5	6	Earth Level 7
Earth Level 9	15	15	10	6	5	6	6	Earth Level 8
Formal Earth	12	12	8	4	3	4	4	Earth Level 9

EARTH (Secondary)	Fighter	Scout	Rogue	Adept	Scholar	Templar	Artisan	PREREQUISITE
Earth Level 1	6	6	4	2	2	2	2	Healing Arts
Earth Level 2	6	6	4	2	2	2	4	Earth Level 1
Earth Level 3	12	12	8	4	4	4	4	Earth Level 2
Earth Level 4	12	12	8	6	4	6	6	Earth Level 3
Earth Level 5	18	18	12	6	6	6	8	Earth Level 4
Earth Level 6	18	18	12	8	6	8	8	Earth Level 5
Earth Level 7	24	24	16	10	8	10	10	Earth Level 6
Earth Level 8	24	24	16	10	8	10	12	Earth Level 7
Earth Level 9	30	30	20	12	10	12	12	Earth Level 8
Formal Earth	24	24	16	8	6	8	8	Earth Level 9

As an example: If you want to cast Earth Level 1 spells, you need Healing Arts, Read/Write and First Aid. So before you can cast a level 1 Earth Spell a Scholar would need to spend 7 points: Healing Arts 2, First Aid 2 and Read/Write 3. At that point you could buy an Earth Level 1 spell for 1 point.

Spell Pyramids:

Before you can cast a higher level spell you need to learn a spell or two from the lower levels. You must build a "Pyramid" of spells as such:

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3
2 2
1 1 1

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To get a 3rd level spell, you need to have 2, 2nd level spells below it and to get those 2, 2nd level spells you need 3 1st levels. As you progress in spell levels your pyramid continues to grow:

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5
4 4
3 3 3 3
2 2 2 2 2
1 1 1 1 1

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This should give you the basics to get your character started. All the spells and skill descriptions are in (yes, you guessed it right!) the Alliance rulebook. This book is a vital item that each player needs to have as it explains all the rules for combat, role-playing, race descriptions and how crafting works plus much more.

Your Battle Board:

To track your abilities and uses of them when you come to an event you will receive the following Battle Board:

