



# MYSTWOOD

Character Creation

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# CHARACTER CREATION

Players in Mystwood need to select certain skills and abilities for their character in the game, they have five points to spend and can select any of the abilities on the table but they must not exceed five points. These skills and abilities will help define your character and give the bare bones for you to flesh out in the 'Character Background' section of the sheet.

Skill	Point Cost
Archery	2
Barber	1
Chaplain	3
Constitution	1
Court Wizard/Scholar	3
Dual Wield	2
Footpad	2
Hedge Wizard	3
One Handed Speciality	1
Shield Use	3
Surgeon (must have barber)	1
Two Handed	2

## Archery

*2 points*

The Character has the ability to wield bows and crossbows.

Bows must not be fired at 3 metres or closer in order to avoid injury, it is a player's responsibility to check that all arrows are safe (these should be checked every time they have been fired).

Bows and crossbows cannot be used as melee weapons or used to block melee weapons. Bows and crossbows cannot exceed 30lbs draw weight.

## Barber

*1 point*

The Character has the ability to create bandages, clean wounds and repair leather armour and cloth.

## Chaplain

*3 points*

*The Character is a member of the Church of Alissa and has access to their abilities and influence.*

Characters with the Chaplain skill have access to a number of abilities that take the form of 'miracles'. Chaplain characters can access their powers depending on how faithful they are; this is determined by whether the character acts within the tenets of their faith. Characters will be informed if their faith is reduced and the effects of the reduction.

The Chaplain abilities are as follows:

- **Revered Lore** - This skill allows the character to read and perform rituals designed specifically for characters with the Chaplain Skill.
- **Heal** - Once a character has read the appropriate prayer, a target limb is healed fully.

- **Exorcism** - Removes a foreign spirit residing in a character's body.
- **Protective Circle** - Prevents a named target (who must be kept in sight) from entering a circle (**maximum** of 10ft radius) that the cleric has drawn out themselves. The cleric must remain in the circle at all times for it to remain active.
- **Purity Seals:** - At the beginning of the event, a Chaplain will receive five purity seals in their character pack.

Each a different colour, with identifying factors so you know who they came from/belong to, each with a different powerful effect.

By blessing the seal and pinning it visibly onto another player they will receive an aura that will grant them an advantage. A player can only bear one seal per chaplain, so to wear multiple seals a player would have to get seals from different chaplains; the seals will have the initial of the Chaplain they belong to on them. You may wear more than one of the same kind of seal but the effect will not stack (usually.).

*For example: A player may have been blessed with 2 seals of Isgrin, they will only get +1 on each armour piece, not 2. The effect does not stack. But the player may also wear and gain the effects of the other seals.*

The effects wear off at the dawn of a new day. They need to be reapplied each day, and the chaplain can choose new targets.

The chaplain also has full control to remove the blessing and put it onto another player, or themselves if they so wish at any time.

Though perhaps it is best to not abuse the power of the paragons.

**Mathlyew:** Makes wild creatures less likely to attack or harm the bearer.

**Isgrin:** Grants armour bonuses. Each piece of worn armour functions with an extra +1 hit.

**Tera-Lym:** No bleeding out (shock still applies).

**Naveen:** The chaplain who performed the blessing can pray to know the directional location of the wearer (A prayer will turn the chaplain to face the correct way.).

**Alissa:** Overwhelming bravery in the face of adversaries.

### Constitution

*1 point (can be taken twice)*

The Character can move at a normal pace if a limb is reduced to zero hits (though they cannot fight), the character also gains an extra hit point per location, this can be taken twice.

### Court Wizard/Scholar

*3 points*

*The Character is a Scholar and has access to their abilities and influence.*

Court Wizards/Scholars focus on academic studies of ancient tomes and trying to reveal the secrets of magic through the lessons of the past, Scholars serve as popular advisers to city courts that are interwoven with intrigue. They have access to the following abilities:

- **Illuminating Light** - Allows the character to create a small, bright light in their hand (this can be phys-repped with a small torch or similar).
- **Kindling Flame** - Allows the character to create a small magical flame, useful for dim lighting and starting camp fires (this can be phys-repped with an appropriate lighter or similar).
- **Arcane Sight** – Allows the character to detect objects affected by magic.
- **Maekhir** - Allows the character to read information written in the language of mages, this will require a code wheel used to represent the Scholar's mind at work  
*(this will be provided in your character pack).*
- **Ancient Lore** - This skill allows the character to read and perform rituals specifically designed for Scholars.

## Dual Wield

*2 points*

The Character has the ability to wield one normal sized weapon (up to 36”) in each hand.

## Footpad

*2 points*

Footpads grant you access to a number of unscrupulous abilities:

- **Forgery/Forgery Detection** – If you wish to forge a document or see if an existing document is forged, speak to a referee.
- **Access to the Black Market** – You will receive word in your character pack detailing how to find it.
- **The Bounty Board** – In your character pack you may receive special bounties to hunt down.
- **Lockpicking** – Footpads can pick certain IC locks
- **Tracking** – Footpads can determine the paths and types of enemies based on tracks left behind.

## Hedge Wizard/Witch

*3 points*

*The Character is a Hedge Wizard and has access to their abilities and influence.*

Hedge Wizards/Witches can use various forms of 'hearth' magic, this focuses on using magic for practical purposes, they are able to use magic to conjure a small flame and are well versed in home remedies and offer wisdom to those who need it. They have access to the following abilities:

- **Alchemy** - Allows the character to create various potions and poultices (*detailed in the In Character Recipe book*).
- **Herbology** - allows the character to harvest herbs without them either being damaged or losing their magical properties.

- **Illuminating Light** - Allows the character to create a small, bright light in their hand  
*(this can be phys-repped with a small torch or similar).*
- **Kindling Flame** - Allows the character to create a small magical flame, useful for dim lighting and starting camp fires *(this can be phys-repped with an appropriate lighter or similar).*
- **Arcane Sight** - Allows the character to detect objects affected by magic *(can be phys-repped with a UV torch).*
- **Woods Lore** - This skill allows the character to read and perform rituals designed specifically for Hedge Wizards.

### One Handed Speciality

*1 point*

Players can wield weapons up to 42” in one hand, cannot be taken with shield use.

*(please note the dual wield skill only allows weapons of up to 36”).*

### Shield Use

*3 points*

The Character has the ability to use any type of shield.

### Surgeon

*1 point*

The Character has the ability to perform surgery on wounds, this involves appropriate roleplay with Surgeon's tools for varying amounts of time depending on the limb that is wounded.

*The Barber skill is a prerequisite for taking the Surgeon skill.*

Arms/Legs	1 minute of appropriate roleplay
Chest	2 minutes of appropriate roleplay
Head	3 minutes of appropriate roleplay

## Two Handed

*2 points*

The Character has the ability to use two handed weapons (*including swords and staves*).