

# GOBLINZ QUICK BUILD GUIDE

Alpha 1.0

## STEP 1: STATS

### ASSIGN YOUR STATS

All STATS start at 0. During this step you have 4 points to assign to any of the stats below.

You can reduce a Stat by 1 to gain 1 additional point to assign to a different stats. Stats can be no lower than -2 and no higher than 5.



**POWER** Used for Physical Attacks, Determines your Hit Points (HP).

**AGILITY** Determines Armour and Speed (how far you can move).

**MIND** Used for Mystical Attacks, Spell Effects and your Will (your Mystical Defence).

**SPIRIT** Determines Stamina & Mana Gain as well as your Will.



### ROLL FOR LUCK

Roll 1 dice to determine your LUCK score. Do this each Level-Up.

## STEP 2: KIN

**CHOOSE A KIN OF GOSTAR** And apply their PROS & CONS to your Character Sheet.

## STEP 3: ORIGIN

**REALM OF GOSTAR**



Which Realm of Gostar you hail from & the Role you had there.  
Determine your starting gear, wealth & potentially give you a few abilities.

## STEP 4: ARCANE AFFILIATION (STRANDS)

### ASSIGN A STRAND

Your starting Strand is PHYSICAL, unless otherwise specified by your Kin or Origin.

## STEP 5: TRAINING

### BUILD A BASE

What Training background do you have?

You get 8 points to spend on different forms of training from the list below:

| TRAINING           | POINT COST                        |
|--------------------|-----------------------------------|
| + 1 SKILL (MAX 4)  | 1                                 |
| ARMOUR*            | HEAVY: 3<br>MEDIUM: 2<br>LIGHT: 1 |
| + 1 TYPE OF WEAPON | 1                                 |
| SHIELDS            | 1                                 |
| TOG                | 1                                 |

**\*Note:** If purchasing training in "Heavy Armour", you also gain proficiency in every armour type below it. There is no need to double dip!

## STEP 6: SKILL TREE

### HIT POINTS

You start with Hit Points equal to your Level + your POWER

You will gain 1 HP each level up. If you want more, invest in the HEALTH node.

### LEVEL POINTS

Starting at Level 1 and each time you level up after that, you will gain **4 Battle Points (BP)** to spend on nodes in the COMBAT Skill Tree, to gain new powers & abilities.