



CREATING A STARTING HERO

SUMMARY

Ordinary starting hero				1000 AP
Attributes:	Base 8	Max 13	Sum 98	
Abilities/ Combat Techniques:		Max 10		
Spells/ Chants:	# 10		1	from other traditions

3 CHOOSE RACE

Note stats (LP,SPI,TOU,MOV)

Note attr mods

Read common adv/dis

Read restricted adv/dis

Roll hair colour, eye colour, height & weight

Human	0pts	tDE p88	Age 14 +d3
Half-elf	0pts	tDE p92	14 +d3
Elf	18pts	tDE p90	19 +d6
Dwarf	61pts	tDE p93	27 +2d6

4 CHOOSE CULTURE

Note language and script

Ignore area knowledge region

Note Social Status

Read common adv/dis

Read restricted adv/dis

Read common professions

Read common skills

Read restricted skills

Apply cultural package

THE REVELATIONS FROM HEAVEN ADVENTURE MODULE

RfH starts near the mountain village of Oldenbridge, Kosh Mountains, Western Gareth, Left of the 'I' on p8. The rivulet 'Baumel' runs through it.

Other places:

The lakeside town of Ferdok, home of the famous Ferdok Ale

Angbar, capitol of the region, famous for its annual market

Ridgerock, a common destination for travellers from Angbar, home of the sulphur springs and alchemical works

Close to Oldenbridge

H#: Koshan (1,C) -p106	12
D:Hill Dwarves (1,C) -p123	+13 (74)
D:Ore Dwarves (1,C) -p124	+34 (95)

Medium Range

H#: Albernians (1,W) -p106	12
H#: Northmarchans (1,CNW) -p106	12
H#: Almadans (1,S) -p106	12
H#: Griffonsfordans (1,CNE) -p106	12
H#: Garetians (1,E) -p106	12

Long Range

H:Nostrians (4) -p112	15
H:Adergastians (5) -p96	20
H:Aranians (13) -p98	26
H:Horasians (6) -p102	27
H:Novadi of Khom (11) -p113	25
H#: Weideners (1,NN) -p106	12
H#: Rommilynsians (1,EE?) -p106	12
H#: Tobrieners (1,NE?) -p106	12
D:Diamond Dwarves (\$) -p121	+29 (90)
D:Forge Dwarves (\$\$) -p122	+31 (92)

Exotic

H:Thorwalians (3) -p117	24
H:Mhanadistanis (12) -p104	28
H:Bornlander (18) -p99	18
H:Cyclopean (7) -p100	16
H:Svellter (17) -p116	21
H:Fjarnings (19) -p100	33
H:Maraskans (14) -p103	26
H:Nivese (18/19) -p109	37
H:Norbards (18) -p110	18
H:Northern Aventurian (18/19) -p111	25
H:Southern Aventurian (8/9) -p114	26
E:Glade elves (16,S) -p119	+43 (61)

Not Permitted

Orcs (2/17)	AP Cost
Cylopes, Minotaurs and Fairies (7)	
Utulus (9)	
H:Mohas (9) -p108	38
Colonists (10)	
?:Creatures of the Shadowlands (15)	
?:Rieslandian (off map - NE)	
?:Uthurian (off map - S)	
?:Myranor (off map - W)	
E:Firnelves (16,N) -p118	+55 (73)
E:Wood elves (16,C) -p120	+47 (65)

* Numbers ref the map on p8 # Middenrealm, the Raulian Empire.

\$ Used to reside in the Beilunkan Mtns, (A small range on the Southern tip of the East Coast of 1). Mainly found in the Rashtul's Wall Mtns (1,S on the W border of 13). And in human cities around that area.

\$\$ Mainly found in Forestguard(?). Also found in Dark Ridge(?), Thasch Mtns (border of 5 & 17), Dragon Stone Mtns (North of 15, South of and parallel to the Red Sickle Mtns), Khunchom Mtns (?) and the East side of Rashtul's Wall Mtns (1,S on the W border of 13)

5 ALLOCATE ATTRIBUTES

Each attribute starts at 8 at no cost
At character creation 13 is the maximum
The total of all 8 can not exceed 98
Racial mods adjust these rules slightly
eg. Dwarves have one which starts at 6

An attribute of 14 would cost	90
An attribute of 13 would cost	75
An attribute of 12 would cost	60
An attribute of 11 would cost	45
An attribute of 10 would cost	30
An attribute of 9 would cost	15
An attribute of 8 would cost	0

Mini CHARTS

human/halfelf								Elf/ Dwarf			
12	13	14	14	12	14	14		12	12	14	14
12	12	13	13	12	13	13		12	12	14	14
12	12	12	13	12	13	13		12	12	12	13
12	12	12	12	12	13	13		12	12	12	13
11	11	11	11	12	13	12		11	12	11	12
11	11	11	11	12	13	12		11	12	11	10
11	11	10	10	12	11	11		11	12	10	10
11	10	9	8	12	8	10		9	10	6	10
total	92	92	92	92	96	98	98	90	94	90	96
cost	420	420	420	420	480	540	540	420	480	420	510
							s				g

6 CHOOSE A PROFESSION

see p127 and the summary table on p159

7 CHOOSE ADVANTAGES AND DISADVANTAGES

summary on p47, full details p161

max AP cost of advantages 80

not including racial or cultural compulsories

max AP cost of disadvantages -80

8 IMPROVE SKILLS

see p351 for more costs

In character creation the maximum is
the lowest between 10 and <best attr> +2

NOTE: After character creation the 10 limit is removed

IC rating	A	B	C	D	Attributes (E)
0-12	1	2	3	4	15
at 10	10	20	30	40	per point for example

Melee Attack Bonuses	
Courage	Bonus
8 - 10	
11 - 13	+1
14 - 16	+1

Parry Bonuses	
<Primary Attr>	Bonus
8 - 10	
11 - 13	+1
14 - 16	+1

Ranged Attack Bonuses	
Dexterity	
8 - 10	
11 - 13	+1
14 - 16	+1

9 CHOOSE SPELLS, ETC.

this section has not been written

10 CHOOSE SPECIAL ABILITIES

Throughout tDE are various feat-like abilities, these are summarised on p52

11 REVIEW CHOICES

You can keep up to 10 AP if you like

The detailed cost calculations mean that even the professions can be tweaked to fit your concept

12 CALCULATE DERIVED CHARACTERISTICS

All Hero characters receive 3 Fate points (FtP)

13 PURCHASE EQUIPMENT

55 ducats (550sp)

15 ANSWER THESE QUESTIONS

- What is your name?
- What do you look like?
- What is your birthday (roll p58)?
- What are your morales?
- Who are your family?
- Where do you live?
- How do you spend free time?
- What are your weaknesses?

ix) What is your motivation?

did you flee some trouble? do you seek honour and glory? are you emulating a famous adventurer? do you have a debt to pay? do you seek revenge? do you seek travel and adventure? do you want to explore the forgotten places and seek out new lands? do you seek fame and fortune?

x) What is your social status? (see culture)

1	Not Free	Plantation Slave, Serf, Gladiator, Convict
2	Free	Burgher, Trader, Free Peasant
3	Lesser Noble	Lord, Knight, Squire
4	Noble	Baron, Count
5	Aristocracy	A close relative of Empress Rohaja, like a Duke, etc