

# Characters Sheet

Characters either have spell casting magical abilities or special ability points that they can add to their ability points. Characters who have spell casting magical abilities (Pixies, Giants from the Realm of Pax and Wizards) do not get any extra special ability points. There are lots of magical potions and magical items for sale in Arcana so characters who are not able to cast spells can still do a lot of magic.



## Elf (9 HP)

Elves are known for their wisdom, which they gain over their long lives. They are slightly taller than humans and their ears are pointed at the tip. Although they are not magical, they are resourceful and intelligent so they make excellent companions on a quest.

Place of Origin: Elves live in Pax's realm in the northern forest region.

Special Ability Points for Elves:

### +1 for Constitution

- knows a lot about medicine and healing
- heals quickly when wounded
- called immortals, but they do have a life span - about 3000 years long

### +1 for Perception

- heightened senses (excellent hearing, sight, smell, taste, touch)
- can sense when danger is near
- excellent sense of direction
- knowledgeable about the ways of the forest



## Pixie (7 HP)

Pixies range in height from 4 to 10 inches. They have butterfly wings that they can use to fly. Although they are very truthful in the sense that they do not tell outright lies, many pixies love to mislead others by playing with words.

**Place of Origin:** Pixies can be found in the southern and central regions all three realms of Arcana.

Magical Powers for Pixes:

**Dancing Feet:** A pixie who is Level 0 or higher can cast a spell that forces an opponent to dance (spell lasts 10 minutes)

**Big Brains:** A pixie who is Level 1 or higher can cast a spell that turns another creature into a genius (spell lasts 10 minutes)

**Instant Gold:** A pixie who is Level 2 or higher can give up to 100 gp to another player once a day

**Attitude Adjustment:** A pixie who is Level 3 or higher can cast a spell that changes an attacker's anger into kindness (spell lasts 10 minutes)

**Smell the Flowers:** A pixie who is Level 4 or higher can cast a spell that makes an opponent forget their objective and gives them an overwhelming desire to find and smell flowers (spell lasts 10 minutes)

**Pixie Dust:** A pixie who is Level 5 or higher can combine pixie dust with other ingredients to make potions. Go to the bookstore on 3<sup>rd</sup> street to buy Potion Making for Pixies.



## Giant (11 HP)

On Arcana, giants are creatures that combine bear and human features. They have human hands, eyes, and intelligence; they have bodies that are covered in fur and shaped like a bear and claws on their feet. Young giants are called *cubs*. When they turn 15, they reach their full cub height of 4 feet tall. At 20, giants go through a process in which they "pop" into their adult forms. As adults, they range from 12-15 feet tall and they are very strong.

### Place of Origin:

Giants have villages in both the Realm of Pax and the Realm of Markadron. The giants from the two realms have very different abilities and lifestyles. Giants from the Realm of Pax have some magical abilities that were gifted to them from the fairies. The giants from this realm spend their lives learning and often become teachers.

Giants from the Realm of Markadron have no magical abilities. Young giants from the Realm of Markadron often work as accountants or bankers from the time that they turn 15. Once they pop into adult giants, they join the royal guard as soldiers or become private bodyguards of wealthy Markadron citizens.

### Special Ability Points for Giants from the Realm of Markadron:

+1 for Strength (if your character has popped)

+1 for fighting skills

### Magical Powers for Giants from the Realm of Pax:

Your special power is that you have magical abilities. After you buy a ring, a spell stone, a Giant spell book, and a Tish dictionary, you will be able to cast spells.



## Human (8 HP)

It is very rare that humans find the secret portal that links Earth to Arcana. It is even more rare when they successfully activate the portal and travel to Arcana. Those who do this materialize in Lake Alba, in the southern part of the Realm of Pax. The few individuals from Earth have all turned out to be special people who played roles in shaping the history of Arcana.

Special Ability Points for Humans:

### +1 for Luck

- it takes more luck than skill to find the secret portal that links Earth to Arcana.

### +1 for Persuasion

- since you did not grow up on Arcana, you lack basic knowledge and skills to help you navigate in the world. You make up for this with your power to talk others into doing what you want.



## **Knight (9 hp)**

Arcana knights know how to hunt, track, and fight. They are also excellent horsemen. During times of peace, knights do military training drills in morning and hunt in the afternoons. During times of war they do their duty and fight for their realm.

Place of Origin:

Knights live in the central region of the Realm of Pax

Special Ability Points for Knights:

+1 for Justice

- strong sense of right and wrong
- have need to see their enemies punished

+2 for fighting skills

- trained to use long sword, long bow, javelin
- trained to fight on horseback
- trained in hand-to-hand combat



## Wizard (8 HP)

It is very rare on Arcana, but sometimes a human is born with magical abilities. When the child turns 10, he/she goes to see The Lady. The Lady assesses the child's nature and abilities and then consults the Seeing Pool. If the child is destined to develop his/her powers, The Lady sends them to the Phillisian Islands in Northwestern Pax to attend wizard

school. They train for 10 years at the wizard academy under the instruction of teachers who have attained full wizard status.

### Magical Powers for Wizards:

Your special power is that you have magical abilities. After you buy a ring, a spell stone, a wizard spell book, and an Ishmerish dictionary, you will be able to create and cast spells.



## Dragon (11 HP)

Dragons are powerful, wise creatures who can fly for long distances. They live for 500 turns. Once too old to hunt, they go for their final flight and teleport to the world of Beyond. Dragons are strong enough to do so, but they do not carry other creatures on their backs. If they feel that there is no way to get around it, they will sometimes carry other creatures in their claws. They can carry four humans at a time in this way, or two adult giants.

### Special Powers for Dragons:

Your special powers are that you can fly and teleport. Teleporting is when you disappear from one location and reappear in another. Teleportation happens in an instant. You can only teleport to places to which you have already travelled.

## Character Ability Scores

Your character gets 20 ability points. Distribute the points however you want to create your perfect character.

Non-magical characters get extra ability points. Check the “Characters Sheet” to see if your character gets extra ability points. Add the points to the correct ability scores.

Ability	Description	Points
Agility	Gymnastic ability	
Constitution	General Health	
Fighting Skills	How well you battle with weapons	
Humour	Make light of a situation	
Intelligence	ability to think on the spot	
Justice	sense of right and wrong	
Luck	chance	
Perception	Sense things that others miss	
Persuasion	Talk your way out of trouble	
Speed	Travel fast	
Strength	Raw muscle power	
Wisdom	Knowledge gained over a lifetime	

This sheet is for your rough work. Once you have your character’s ability points figured out, write them on the main character sheet, which is where you have all of your important information about your character.