

Assemble a Character

1. Choose a character type or roll d66 and then record your starting Attribute and Luck scores
2. Improve Attribute and Luck scores by making Saving Throws
3. Roll d66 the number of times noted for the three types of Magic Heirlooms
4. Record your starting gear based upon the type of character you are and 6d6 Copper Pennies

Attributes

Heirlooms

Character	Will	Tinker	Agile	Tuff	Luck	Runes	Edibles	Items	Gear
11-15 Alv	3	2	3	2	1	x3	-	x1	A & B
16-24 Dvärg	2	3	2	3	1	-	x3	x1	A & C
25-33 Vätte	2	2	4	2	3	-	x2	x1	A & D
34-41 Grävling	2	4	2	2	2	-	-	x2	A & C
42-46 Krigare	2	2	3	3	1	-	x1	x2	A & E
51-54 Tomte	3	3	2	2	3	x2	-	x1	A & B
55-62 Troll	2	2	2	4	1	-	x5	-	A & D
63-66 Trollkarl	4	2	2	2	2	x4	-	-	A & B

Name

Type

Luck

USED LUCK

MAX

Stones

STONES CARRIED

MAX (10 + TUFF)

Recover

USED ATTEMPTS

MAX (TUFF)

Fängelsehåla

Notes & Scars

18

17

16

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

DOOM STACK

Gear

ST

Heirlooms

ST

Treasure #

- Gems
- Jewelry
- Pearls
- Copper

ST (÷100)