

AAIE Character Creation

1. Determine Age

Roll	Age	History rolls	Starting money	Resolve Pool
1 - 5	Young	1	1d6	+5
6 - 10	Adult	2	2d6	
11 - 15	Middle aged	3	3d6	
16 - 20	Seasoned	4	4d6	-5

2. Determine Race

Roll	Race
1 - 4	Dwarf
5 - 8	Elf
9 - 12	Halfling
13 - 16	Human
17 - 20	Minotaur

3a. Roll Attributes

- Find the chart for your race, and roll the relevant die for each stat.

3b. Calculate Pools

- Calculate your Resolve, Focus and Mysticism pools. These are equal to 5 times the stat.

3c. Racial ability

- Roll 1d10 to determine your Racial ability.

4. Character history

- Roll 1d100 on this chart for each time indicated by your character's age.

5. Determine starting weapon(s)

- Roll on the appropriate chart for any starting weapons.
- If you have no starting weapons, roll on the Peasant Weapons chart to determine your starting weapon

6. Determine starting armor

- Roll 1d10 to determine your starting armor

7. Determine connections, if any

- Roll for any connections, rolling on the appropriate chart
- If you have no other connections, roll for an underworld connection

8. Determine mutations, if any

- Roll 1d100 for each mutation and consult the mutations chart

9a. Determine character class

- Roll 1d20 to determine your character class

Roll	Class	Bonus
1 - 5	Priest	+5 focus pool
6 - 10	Thief	+1 Athleticism
11 - 15	Warrior	+5 resolve pool
16 - 20	Wizard	+5 Mysticism pool

9b. Determine your deity

- Roll 1d100 twice to determine the first part of your deity's name
- Roll 1d100 twice to determine your deity's role and dominion

10a. Determine your character class ability

- Roll 1d12 to determine your class ability. If an 11 or 12 is rolled, roll again on the appropriate class ability table.

10b. Determine your wizard spell keywords, if any

- Wizards start the game with a number of spell keywords equal to their Academics + 1
- Spell keywords are divided into two groupings, nouns and adjectives.
- Nouns may be used on their own, or combined with adjectives to form a spell.
- Decide what mix of keywords you want, and roll 1d100 for each keyword, to determine what it is.

11a. Determine your personality kicker

- Roll 1d100 to determine the first part of your personality kicker
- Roll 1d100 to determine the second part of your personality kicker

11b. Determine your reason to adventure

- Roll 1d100 to determine your reason to adventure.

12. Determine your starting mundane equipment

- Roll 1d100 to determine your starting mundane equipment