Speed Character Creation

for use with LegendQuest

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INTRODUCTION

By all accounts, the toughest thing about role-playing games is teaching a new game to new players. At Board Enterprises, we knew this was a challenge, and we worked hard to develop a game that was much easier to learn than most of the others. This was the reason behind our "one rule": Attribute x10% + Skill Level x5% = Chance of Success.

But the designers at Board Enterprises fully understand that designing point based characters can be time consuming. Games with classes usually require only a single decision to create a character - What class do you want to be? When the options are far greater, so is the time commitment.

Our goal is for players and game masters to get to the gaming more quickly. In an effort to do just that, we present **Speed Character Creation**! The whole point of this book is to get your gaming session off to the adventure as quickly as possible, but still help you create characters that are believable and have at least the skeleton of a history.

We're not looking to bend the rules as far as possible in order to give you a killing machine from the start. This supplement will walk you through a process of making a small number of decisions about your character's earlier life and leading you right up to a fully designed starting character.

While the character points and the skill level names are all designed to be used with **LEGEND QUEST**, the general design works for any game. Yes, we said <u>any</u> game, even the class based ones. Even if all you are doing is using this system to build your character history, it still adds to any fantasy role-playing game out there. For other skill level based games, well, you'll have to apply the appropriate points, but it should still get you there pretty quickly.

This book was written with the **LEGEND QUEST Omnibus Rules** in mind. Having said that, it should work easily for any edition of the rules, or as we mentioned, for just about any role-playing game.

GENERAL COMMENTS

It would be impossible to list every imaginable character history aspect. Understanding that, we have chosen to use what we consider to be some of the most common aspects and life segments. The point is to give the person devising the character (GM or player) enough decisions to make the character what they want, but not require <u>so many</u> decisions that it takes forever to complete.

You will see that the "character sheet" at the end of this book is titled "Character Scratch Paper". While we have tried to lay out the quick build process in as logical a pattern as we could, character creation is not entirely linear. You make a decision here, but change your mind there, and have to come back and fix, etc. That's the point! Work through the process, but feel free to go in whatever order makes sense for you. Use pencil - nothing is permanent!

After you're done, take a look at it and make sure it's as close to what you want as it can be. This process is trying to build you a starting character that you can take where you want to go. Starting characters get fleshed out as they go, so don't worry too much if you start playing the character and realize that he doesn't have the cooking skill you thought he needed. You can learn that as you go - no sweat!

What you should wind up with is a starting (and therefore not overwhelmingly powerful) character who is able to survive, but has a smattering of miscellaneous skills that make sense due to the character's background. Chances are if you built the character "the old fashioned way" you would have far fewer miscellaneous skills and far more combat orientation. It's OK to be well rounded! Not every aspect of a fantasy role-playing game is about battle - that would make it a fantasy war game. Live a little! Role-play!