

## COREAC Character Creation

### Pulp Fantasy Adventurer

You are a competent, clever rogue who has decided for one reason or another to brave the wild and dangerous places of the world in search of rich plunder, ancient relics, lost knowledge, worldly influence, personal ambition, or just an opportunity to prove yourself.

### Common Game Statistics

- **Hit Protection (HP, aka Hit Points):** 6.
- **Saves (Vigor, Agility, and Discipline):** 2.
- **Combat Skills:** Distribute 4, 2, and 1.
  - *Optional:* Instead, roll 3d6 for each: discard the highest and lowest die, then subtract one. Gain 3 Cash.
- **Exploration Skills:** Distribute 5, 5, 4, 4, 3, 3, 3, 2, 2, and 1.
  - *Optional:* Instead, roll 3d6 each: the Skill rank equals the middle result (discard others). Gain 3 Cash.
- **Inventory:** Carry *Camping Gear* and up to twelve **Slots** of other gear (one significant item per Slot), including one slot of *Lights (6+)*, one slot of *Rations (6+)*, and one basic weapon of your choice: *staff, club, mace, dagger, spear, sling (with ammo pouch), or pistol (with bullet box)*.
  - **Random Gear:** Roll 1d20 once on each of the three Miscellaneous (Random) Equipment lists.
- **Class:** Choose a core class. Gain the class features and equipment indicated below.
  - **Explorer:** Well-rounded, highly survivable characters who can specialize in wilderness exploration, dungeon delving, scouting, skirmishing, or pushing their luck and succeeding.
  - **Warrior:** Veteran martial characters who shine in any form of physical combat, from archery to mounted combat to the scrum of melee to advanced strategy and tactics.
  - **Sorcerer:** Potent magicians who channel powerful spells to manipulate reality, blast their foes with arcane power, or delve into the mysteries and dangers of other dimensions.
  - **Leader:** Marshal a group of followers in battle or excel in social, political, and criminal situations.
- **Sorcery Skills (*Only Generated Immediately Before Gaining First Spell*):** Distribute 4, 3, 2, and 1.
  - *Optional:* Instead, roll 3d6 for each: discard the highest and lowest die, then subtract one. Gain 3 Cash.

## Explorer

### Peak Performance

You are skilled in exploration skills like running, throwing, jumping, swimming, climbing, acrobatics, sneaking, hiding, dungeoneering, bushcraft, evasion, and endurance.

- Improve Bushcraft, Athletics, and Stealth by +1.
- Gain +2 Agility and +1 Discipline.
- Gain 1 Luck.
- Choose one Boon from the Adventurer or Explorer lists.

### Equipment:

Make four picks from the Explorer Equipment List:

- Pair of Matching Hand Weapons\*
- Crossbow or Blunderbuss; Box of Bullets/Quarrels\*
- Pack Animal (Mule, Donkey, or Camel)
- Trained Dog (Mastiff, Hound, or Shepherd)
- Leather Armor or Chain Shirt (Block 2)
- 60' Strong Silk Rope
- Set of Lock Picks and Other Burglary Tools
- Climbing Harness and Pitons; Small Icepick\*
- Item from Another Class's List [Costs +1 Pick]

## Warrior

### Martial Expertise

You are an experienced, dangerous combatant in any fight.

- Improve each of your Combat Skills by +1: Brawling, Hand Weapons, and Marksmanship.
- Gain +2 maximum HP.
- Gain +2 Vigor and +1 Agility.
- Choose one Boon from the Adventurer or Warrior lists.

### Equipment:

Make four picks from the Warrior Equipment List:

- Sword and Shield (Block 2)\*
- Pair of Light Weapons (Javelins, Hand axes, Short Sword and Dagger, etc.)\*
- Heavy Weapon (War Ax, War Hammer, Halberd, Lance, etc.)
- Heavy Ranged Weapon (Longbow, Musket, etc.) and Ammo Box\*
- Light Armor, e.g. Embroidered Gambeson, Suede Jack Coat, or Breastplate and Chain (Block 2)
- Heavy Armor, e.g. Plate Armor (Block 4)\* [Costs 2 Picks]
- Warhorse (8 HP)
- Shieldbearer Hireling (3d, 4 HP)
- Steward Hireling (5d, 1 HP)
- Letter of Introduction from a Prominent Local Aristocrat or Other Authority
- Item from Another Class's List [Costs +1 Pick]

## Sorcerer

### Puissant

Barely contained mystical power flows through your every thought, word, and gesture.

- Improve each of your Sorcery Skills by +1 each: Produce, Transform, Ruin, and Reveal.
- Reduce your highest Combat Skill by -1.
- Gain +2 Discipline and +1 Vigor.
- Gain 2 Control.

### Arcane Secrets

- Choose any Spell Family and gain the ability to cast two random spells (d8) from that family.
- Choose one Boon from the Adventurer or Sorcerer lists.

### Equipment:

Make four picks from the Sorcerer Equipment List:

- Arcane Vestments (Empower 1)
- Basic Wizard Orb of your choice (Empower 2)
- A random Staff or Ritual Implement
- Chest of Arcane Tools (scrolls; alchemical beakers, vials, and reagents; rare herbs and incense, etc.)\*
- Traveling Library: Local Maps, History, Almanacs, Parchment and Ink, etc.\*
- Pouch of Psychoactive Drugs (11+)
- Vial of Poison (11+)
- Vials of Antitoxins (6+)
- Trained Pet (3d, 1 HP): Cat, Rat, Weasel, Owl, Raven, or Serpent
- Steward Hireling (5d, 1 HP)
- Item from Another Class's List [Costs +1 Pick]

## Leader

*Special: Experienced Players Only*

### Charismatic and Accomplished

You excel when marshaling a group of followers in battle or when performing in social, political, or criminal situations. As a commander and diplomat, you are skilled at reading people and responding appropriately, including while negotiating, persuading, lying, haggling, performing, commanding, interrogating, spying, etc.

- Improve Diplomacy, Subterfuge, and Streetwise by +1 each.
- Improve one of the following Skills by +1: Book Learning, Medicine, or Crafting.
- Improve one of your Saves by +2 and one by +1.
- Choose two Boons from the Adventurer, Scoundrel, or Commander lists.

### Equipment:

Make *three* picks from any of the core Class Lists (above).

## **Miscellaneous (Random) Equipment Lists**

Roll 1d20 once per list (or throw three at once and read them left to right).

### **Hirelings and Animals (d20)**

1. Porter (2d, 2 HP)
2. Porter (3d, 1 HP)
3. Torchbearer (4d, 1 HP)
4. Shieldbearer (4d, 2 HP)
5. Mercenary (4d, 5 HP)
6. Mercenary (5d, 4 HP)
7. Expert (4d, 3 HP)
8. Expert (5d, 2 HP)
9. Porter (3d, 1 HP) with Barrow
10. Porter (2d, 2 HP) with Large Cart
11. Large Livestock (Cow, Ox, or Buffalo)
12. Pack Animal (Mule, Donkey, or Camel)
13. Riding Animal (Horse or Camel)
14. Large, Untrained Dog (Mutt)
15. Trained Dog (Hound, Shepherd, or Mastiff)
16. Hunting Bird (Eagle, Hawk, or Falcon)
17. 1d2 Goats or Sheep
18. 1d4 Chickens
19. Bag of 2d6 Baby Snakes
20. [Roll Again Twice]

### **Tools, Instruments, and Curios (d20)**

1. Hammer and Iron Spikes
2. Pickax
3. Crowbar
4. Camp Shovel
5. Hooded Lantern and Lantern Oil (6+)
6. Grappling Hook and 20 ft Rope
7. Rope (60')
8. Four Animal Snares
9. Spyglass
10. Set of Powerful Magnets
11. Manacles
12. Fishing Net
13. Wooden Drum/Flute or Tin Penny Whistle
14. Hand Mirror
15. 7' Wooden Pole
16. Medical Instruments
17. Lavish Attire (1 set)
18. Small Obscene Artwork
19. Three Small Voodoo Dolls
20. [Roll Again Twice]

### **Expendables (d20)**

1. Bundle of Candles (6+)
2. Sticks of Chalk (6+)
3. Tub of Grease (6+) and Bag of Flour (6+)
4. Soap (6+)
5. Bottle of Strong Spirits (11+)
6. Vial of Strong Acid (11+)
7. Dropper of Undetectable Poison (16+)
8. Jug of Strong, Fast-Acting Glue (11+)
9. Alchemical Lubricant (11+)
10. Set of Strong Dyes (6+)
11. Pack of Strong Incense (6+)
12. Flask of Strong Animal Scent (6+)
13. Bundle of Fireworks (11+)
14. Small Bomb (4d damage)
15. Large Bomb (8d damage)
16. Bag of Ball Bearings (11+)
17. Bag of Caltrops (11+)
18. Box of Hundreds of Tiny Silver Bells (6+)
19. Spool of Wire (11+)
20. [Roll Again Twice]