

# ADVANCED HEROQUEST

## Character Generation

### Humans:

53 Points can be used to fill in the 9 characteristics. Or to "buy" certain skills.

	min*	max*	(start)
Weapon Skill	5	10	
Bow Skil	5	10	
Strength	4	7	
Toughness	4	7	
Speed	5	10	
Bravery	4	11	
Intelligence	4	11	
Wounds	2	5	
Fate Points	2	2	

A human wizard can't wear non-magical armour, must have a minimum intelligence of 9 and the largest wielded weapon is a staff or a dagger (or magical rune sword). A human wizard chooses one of the eight colleges spell books.

### Elves:

59 Points can be used to fill in the 9 characteristics. Or to "buy" certain skills.

	min*	max*	(start)
Weapon Skill	5	10	
Bow Skil	6	11	
Strength	4	7	
Toughness	3	6	
Speed	6	11	
Bravery	4	11	
Intelligence	4	11	
Wounds	2	5	
Fate Points	2	2	

All elves add +1 to their surprise rolls.

A wizard elf can't wear non-magical armour, must have a minimum intelligence of 9 and the largest wielded weapon is a staff or a dagger (or magical rune sword). A wizard elf can also use a short bow or a bow.

A wizard elf can choose 1 of the eight colleges of magic or he can choose an elven magic spell book.

He gets a +1 modifier for intelligence tests and a -1 modifier for strength tests.

### Dwarves:

55 Points can be used to fill in the 9 characteristics. Or to "buy" certain skills.

	min*	max*	(start)
Weapon Skill	6	11	
Bow Skil	5	10	
Strength	4	7	
Toughness	5	8	
Speed	4	9	
Bravery	4	11	
Intelligence	3	10	
Wounds	2	5	
Fate Points	2	2	

All dwarfs add +2 to the roll to spot or disarm traps.

Every time a dwarf wizard cast a college spell he must make an extra intelligence test. A dwarf wizard must have minimum intelligence of 9, may not wear non-magical armour and the largest wielded weapon will be a dagger or a staff (or a rune weapon). He can choose a college spell book or a bag of runes.

### Weapons and armour:

Every hero starts with 85 GC to spend on armour, weapons and equipment. The starting weapons and armour must be as close to the ones shown by the miniature.

### College Wizards:

Every college wizard starts with the four low-level starting spells of his college. He also starts every quest with 4 free spell components. The colleges are: Bright, Celestial, Golden, Light, Grey, Amethyst, Jade and Amber.

### Paladins:

Paladins like "Ladril the Elf" always start with only two low-level spells. (And two components.) Paladins may wear armour and use every weapon. But they must make an extra intelligence test every time they cast a spell.

### Skills:

*Cost (in characteristic-points)*

*Skill*

1	Stealth: add +1 to surprise roll (no limit).
2	Tracker: add +1 to spot and disarm traps (no limit).
4	Flight: only for a binded succubes or sprite.
5	Berserker: page 40 in rulebook.
7	Two Attacks: page 40 in rulebook.

### Staff:

A staff costs 10 GC.

<i>Weapon</i>	<i>Strength</i>							<i>Fumble</i>	<i>Critical</i>
	1-2	3-4	5	6	7	8	9-12		
Dam. Dice	-	1	2	3	4	5	6	1	-