



How to make a Character in Courage is Magic

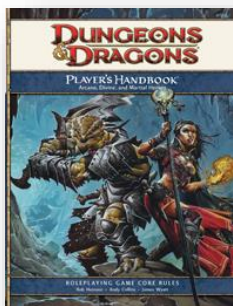


Hail loyal subjects! We hath receiveth thy entreaties for assistance in all matters of character creation in thy dice-rolling game of fun! Fear not,

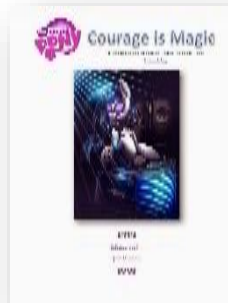
Foremost, acquireth the necessary components for said fun times. To playeth in a jovial game of Courage is Magic requires the following...



We doth recommend Roll20.net for use as thy tabletop



A copy of the Dungeons and Dragons 4.0 Player Handbook



A copy of the Courage is Magic Player Handbook

Knowledge of the basic DnD rules is required to play. Read!

Order doth take on newfound importance when creating a character. Followeth Our suggested order for ease.



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Before you Begin -- Print off a character sheet from the final pages of the Courage is Magic handbook

Then -- Pick a race for your character. There are quite a few to pick from! Try to pick one that both appeals to you and can be the type of creature you'd like to role play.

And -- Choose what Spirit you'd like to be. This is also known as the Class in Dungeons and Dragons, but functions the same. Try to get a good mix of types in the group.

Don't worry if you don't exactly understand what they do at the beginning. Just choose what sounds neat, the rest will come.

If thou art the Dungeon Master, We entreat thee to walketh thy players through the process of Character Generation.

Take care to readeth through the Rules Chapter to spy all the rule changes between DnD 4.0 and Courage is Magic!





For Our purposes, we shalt createth a mock character sheet for Ourselves. Princess Luna, Adventurer soundest nice!

Spirit of Laughter

"All the world's a party, and all the stallions and mares merely guests: They have their exits and entrances..."



Unicorn



Princess Luna is new to Courage is Magic, but wants to play a **Spirit of Laughter Unicorn**. She has a character sheet printed off and is enthusiastic to start! Let's take her through how to create a character together.

Ability Scores	
Strength	<input type="text"/>
Integrity	<input type="text"/>
Knowledge	<input type="text"/>
Friendship	<input type="text"/>

We need to help Luna generate her character's Stat Points (Also known as Ability Scores). These determine how good her character is at things!

Every Spirit has a specific Ability Score that is their 'Primary'. This means all their attacks, powers and abilities run off this Ability Score.

The first part of every Spirit's page includes a block of information titled, "Class Traits".

There's a lot of information here, so we'll take it a step at a time. It looks like that the **Laughter Spirit** class utilizes the **Friendship** ability score for all their attacks. This means it should be the highest

Class Traits

Role: Striker. You deal an extreme amount of damage, wiping out single targets with ease in melee range. Your low defenses and health are countered by mitigating the danger of exposure through your summoned minions.

Key Ability Scores: Friendship (Primary)

Ability Scores	
Strength	2
Integrity	3
Knowledge	2
Friendship	4

Courage is Magic uses a 'stat spread'. This means that you get to choose which Ability Score goes where. It is a 4,3,2,2. Spread.

In simple words, one Ability Score will be a 4. One will be a 3. And the remaining two will be a 2.

For Princess Luna we put a 4 in her Primary Ability Score (Friendship) Because it's the most important for all her rolls. We want it high!

We put 3 in Integrity because we want Luna's character hard to hit, and 2 in Knowledge plus Strength to finish out the character.

Now go back to the appropriate Race page to get the bonus and penalties to Ability Scores based on the species being placed.

Since Luna is playing a Unicorn, her species has +3 to Knowledge, +1 to Friendship but unfortunately -1 to Strength. She's very intelligent, witty but not very strong or fast.

Racial Traits

Ability Scores: +3 Knowledge, +1 Friendship, -1 Strength
Size: Medium
Speed: 5 Squares
Vision: Normal

Here we added them all in. The final numbers at the end will be the final Ability Scores for the character.

There's one more step for the Ability Scores to be complete.

Ability Scores	
Strength	$2 - 1 = 1$
Integrity	$3 + 0 = 3$
Knowledge	$2 + 3 = 5$
Friendship	$4 + 1 = 5$

Ability Scores

Strength $1+(1) = 2$

Integrity $3+(1) = 4$

Knowledge $5+(1) = 6$

Friendship $5+(1) = 6$

You add in your Character's level to all Ability Scores! Since these go up as you level, it's easier to keep them (separate) on the sheet.

For example, Luna has 5 **Friendship** total, and is level 1. So 5 for her Ability Score + 1 from level means she is +6 total for **Friendship**

What art all these boxes upon the right-hoof side of our page? There art so many!



Skills			
	Level + Ability	Trained	Armor Penalty
Acrobatics		<input type="checkbox"/>	<input type="checkbox"/> [Integrity]
Arcana		<input type="checkbox"/>	[Knowledge]
Athletics		<input type="checkbox"/>	<input type="checkbox"/> [Strength]
Bluff		<input type="checkbox"/>	[Friendship]
Diplomacy		<input type="checkbox"/>	[Friendship]
Dungeoneering		<input type="checkbox"/>	[Knowledge]
Endurance		<input type="checkbox"/>	<input type="checkbox"/> [Integrity]
Heal		<input type="checkbox"/>	[Knowledge]
History		<input type="checkbox"/>	[Knowledge]
Insight		<input type="checkbox"/>	[Knowledge]
Intimidate		<input type="checkbox"/>	<input type="checkbox"/> [Strength]
Nature		<input type="checkbox"/>	[Friendship]
Perception		<input type="checkbox"/>	[Friendship]
Religion		<input type="checkbox"/>	[Knowledge]
Stealth		<input type="checkbox"/>	<input type="checkbox"/> [Integrity]
Streetwise		<input type="checkbox"/>	[Friendship]
Thievery		<input type="checkbox"/>	<input type="checkbox"/> [Integrity]

This is your **Skills** section, and it should be the easiest part for your player to fill out, despite its intimidating look!

Start off by having your players fill in each **Big Box** of each skill by simply putting the appropriate Ability Score total in each spot.

Skills

Level + Ability Trained Armor Penalty

Acrobatics ☐ ☐ [Integrity]

Arcana ☐ [Knowledge]

Athletics ☐ ☐ [Strength]

Bluff ☐ [Friendship]

Let's fill out the first 4 **Skills** for Luna to help her out.

Each skill says what Ability Score it runs off of in the [Brackets]. For example **Acrobatics** is based on [Integrity]

Notice each Skill is also color coordinated to what Ability Score it is based on. All Green colored Skills are based on [Integrity], yellow off [Knowledge], etc.

Skills

	Level + Ability	Trained	Armor Penalty
Acrobatics	4	<input type="checkbox"/>	<input type="checkbox"/> [Integrity]
Arcana	6	<input type="checkbox"/>	<input type="checkbox"/> [Knowledge]
Athletics	2	<input type="checkbox"/>	<input type="checkbox"/> [Strength]
Bluff	6	<input type="checkbox"/>	<input type="checkbox"/> [Friendship]

Acrobatics for Luna is 4, since her Integrity score of 3 + level score of 1 equals 4.

Arcana for Luna is 6, since her Knowledge score of 5 + level score of 1 equals 6.

Athletics for Luna is 2, since her Strength score of 1 + level score of 1 equals 2.

Bluff for Luna is 6, since her Friendship score of 5 + level score of 1 equals 6.

Skills

	Level + Ability	Trained	Armor Penalty
Acrobatics	4	<input type="checkbox"/>	<input type="checkbox"/> [Integrity]
Arcana	6 + 5 = 11	<input checked="" type="checkbox"/>	<input type="checkbox"/> [Knowledge]
Athletics	2 + 5 = 7	<input checked="" type="checkbox"/>	<input type="checkbox"/> [Strength]
Bluff	6 + 5 = 11	<input checked="" type="checkbox"/>	<input type="checkbox"/> [Friendship]

Notice the boxes on the right side beneath **Trained** and **Armor Penalty**? Armor penalty is a negative to skills with a box there if your character wears medium or heavy armor. Otherwise ignore them.

Trained is far more interesting! At character creation you are allowed to **Train 3** skills. This adds a **permanent +5** bonus to that skill! For Luna, she really likes Arcana, Athletics and Bluff, and decided to train those three.

Add in the bonus **+5 points!**



That art a surprisingly task to complete! Now what art these remaining boxes?

Character sheets are the kind of thing that grows with your character, Luna. More than half of it will probably be blank when you start the game, but that's okay!

Let's get your armor, weapon and fill out these boxes and we'll be able to play right away.

Name			
Age		Level	
Race		Class	
HP	Class Base + Armor + Integrity	Scared	Half Total HP
Total Armor	Equipped Armor	Integrity	
To Hit	Weapon + Primary Stat + Level	Damage	Id4 + Weapon + Primary Stat + Level
Initiative		Speed	
Surges per day		Action Points	
Bonuses			

Name	Princess Luna		
Age	1184	Level	1
Race	Unicorn	Class	Laughter

This should be fairly easy to fill out. It's mostly information to remind the player of what they're playing so they don't forget between games.

We filled it out for Luna.

HP		Class Base + Armor + Integrity
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HP, also known as how much health you have has gone through some changes since the game first came out. Make sure to check out the Rules chapter to learn about Life Points/Stamina Points.

Remember the **Class Traits** at the beginning of your Spirit? Go there to get how many Life Points and Stamina Points you should have.

Life Points: Knowledge + Integrity x Level
Stamina Points per Level Gained: 7
Healing Surges Per Day: 4 + Integrity

For **Laughter**, their Life Points are Knowledge + Integrity x Level. They also get 7 Stamina Points per level.

HP	10/15	Class Base + Armor + Integrity
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That means Luna has 10 Life Points ($6 + 4 \times 1$), and 7 Stamina Points (For being Level 1)

Let's fill that in on the box. She also gets +8 Stamina Points from her armor, for 15 Stamina total (Read next for explanation)

Almost done! Only two more things. We need to determine your Armor Class (AC, or how hard it is to hit you).

The formulae for this is $10 + (\text{Armor}) + (\text{Integrity}) + (\text{Level})$

Let's go pick out an armor for Luna from the Equipment Chapter

Total Armor		Equipped Armor		Integrity	
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For Princess Luna, we’re going to just give her a simple Linen Dress, since Laughter says that it’s only good with Light Armor. That’s a +1 to the AC total, and a +8 to Stamina Points (This is where we got the bonus from earlier).

Light Armor	Armor Bonus	Stamina Bonus	Minimum Level
Linen Dress	+1	+8	-
Silken Dress	+2	+16	4
Cloud Weave Dress	+3	+24	7

This part will be updated soon (with the whole character sheet), but we’re concerned with getting your stuff done now! Let’s fill in those boxes with the AC formulae from earlier for Luna.

The formulae for this is $10 + (\text{Armor}) + (\text{Integrity}) + (\text{Level})$

So Luna gets $10 + 1 (\text{Armor}) + 3 (\text{Integrity}) + 1 (\text{Level})$ for a grand total of 15. That means all enemy attacks that roll 15 or higher hit her.

Total Armor	15	Equipped Armor		Integrity	
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We art surprisingly easy to striketh. This concerneth us.



Have no fear Princess Luna. Remember, you have class abilities such as summoning Imaginary Friends that fight in your place, and you may also use different types of weapons, which we’ll cover in the very last section.

To Hit		Weapon + Primary Stat + Level
Damage		1d4 + Weapon + Primary Stat + Level

The last section this guide will go over for now will be how to determine what you’re **To Hit** and **Damage** totals are. These are for determining whether you can successful hit an enemy with a weapon and exactly how much damage they do.

The **To Hit** formulae is $(\text{Weapon Bonus}) + (\text{Primary Ability Score}) + (\text{Level})$

The **Damage** formulae is $(\text{Weapon Dice}) + (\text{Primary Ability Score}) + (\text{level})$

But first you have to pick out a weapon just like the armor before.

Melee Weapons	Attack Bonus	Base Damage	Minimum Level	Range
Rusty	+1	1d12	-	-
Fine Steel	+2	2d12	4	-
Mastercraft	+3	3d12	7	-

Since **Laughter** can only use melee weapons, we'll be giving Princess Luna a Rusty quality weapon. As we can see it's +1 to the Weapon Bonus to hit, and deals 1d12 (or a 12 sided dice) worth of damage.

Lunarian Honor-Guard Spear

Honor-Guards fight in row to strike in precise rows designed to open up foes' defenses.

At Will ♦ Martial, Melee Weapon

Standard Action **Melee Range 2**

Target: One Enemy

Attack: Primary Stat vs AC

Ability: Searching Spearthrust

Hit: 1[W] + Primary Stat damage. The enemy takes a penalty to AC until the start of your next turn equal to your level.

You also get to choose what kind of weapon you're getting. This gives you extra powers that you can use in addition to your class powers! We're giving Luna a spear that can reduce enemy AC each time she hits.

Let's plug in the formulae for **To Hit** from earlier.

To Hit	7	Weapon + Primary Stat + Level
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The **To Hit** formulae is (Weapon Bonus) + (Primary Ability Score) + (Level)

For Luna this is 1 (Weapon Bonus) + 5 (Primary Ability Score) + 1 (Level) for a total of +7

Let's plug in the formulae for **Damage** from earlier.

Damage	1d12 + 6	1d4 + Weapon + Primary Stat + Level
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The **Damage** formulae is (Weapon Dice) + (Primary Ability Score) + (level)

For Luna this is 1d12 (Weapon damage) + 5 (Primary Ability Score) + 1 (level) or 1d12+6 damage.

(Roll a 12 sided dice and add 6 total in other words)



At last, We art preparent to sally forth to adventure! Thank thou for thy help and attention.

We hope this helps everypony get a good head start on creating a character for Courage is Magic. As always, thank you for your time.



Version 1.0 of the Making a Courage is Magic Character Guide