

THE DARK CRYSTAL

The Role Playing Game
Character Sheet

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Character Name:

Character Type

Player:

Appearance:

Character Points

Personality:

VITALITY

- ✧ *Healthy*
- ✧ *Bruised*
- ✧ *Wounded*
- ✧ *Injured*
- ✧ *Seriously Injured*
- ✧ *Unconscious/Dead*

ABILITIES

MENTAL

Perception:

Politics:

Science:

MYSTICAL

Nature:

Rituals:

Spirit:

PHYSICAL

Athletics:

Fight:

Pilot:

SPECIAL ABILITY

Equipment

Other:

I. Introduction

In order to create a character for "*The Dark Crystal: The Role Playing Game*," begin by examining the character sheet. It is divided into four parts.

Part 1: Basics contains general information about the character.

- **Player:** This is the name of the person who created and is playing the character.
- **Name:** This is the name of the character; it can be anything appropriate to the world of *The Dark Crystal* (see section VII for example names).
- **Character Type:** This is the species of the character: who he or she is and what he or she does. Select one from section VII. For ease of discussion, all references will use the word "he" for the rest of the manual.
- **Appearance:** This is a space to describe the physical look of the character: his hair color, clothing, etc.
- **Personality:** This describes the character's general attitude toward the outside world. Examples include "self-serving, only exists to gain power," "always willing to sacrifice his life for others," "constantly making jokes in order to disguise his fear," etc.

Part 2: Status shows the health and experience of the character. See section III for more information on both of these listings.

- **Vitality:** The physical and mental well-being of a character is measured in six levels, from Healthy to Unconscious/Dead. Each character begins by marking the Healthy box.
- **Character Points:** This is a space to show the growth and learning of a character. Begin with 0 (zero).

Part 3: Characteristics describes the skills and powers a character has. See section II for information on these listings.

- **Abilities:** These are the different types of talents a character has developed during his lifetime. They are measured in levels from 0 (zero) to 5.
- **Equipment:** This is a space to record a character's weapons, armor and items.

Part 4: Other is a space to add more information about a character, such as a background, a list of personality traits, adventuring notes, etc.

I am going to create a character for "The Dark Crystal: The Role Playing Game". I think my character will be a Gelfling who grew up in a Podling village, like Kira, but he will be an athlete who organized sports competitions among the villagers. I take a copy of the character sheet and begin filling it out. I write my name in the space for Player, and choose the name "Arra-Of-The-Swamp" for my character. He is a Gelfling, as I have already decided, which I record as his Character Type. I also write down his appearance and personality based on the ideas I have for Arra.

II. Abilities

ABILITIES — Every character in "*The Dark Crystal: The Role Playing Game*" has 10 abilities, the different skills and aptitudes the character possesses because of his species and training. The world of *The Dark Crystal* is built around sets of three, and as such the abilities are arranged into three groups, called "triads".

Mental: These abilities relate to a character's intelligence and alertness.

Perception: The character's observational skill.

Politics: The character's skill at manipulating and outwitting others.

Science: The character's knowledge of the way things work.

Mystical: These abilities relate to a character's inner-strength and his interconnectedness with all things.

Nature: The character's understanding of the deeper mysteries of the wilderness.

Rituals: The character's skill at participating in rites and performing for others.

Spirit: The character's ability to harness the magical harmonies of the world.

Physical: These abilities relate to a character's strength and endurance.

Athletics: The character's skill at running, jumping, climbing, etc.

Fight: The character's skill in combat with weapons.

Pilot: The character's skill at controlling and caring for vehicles and riding animals.

There is also space on the character sheet for a Special Ability (see below).

When creating a character, a player must first choose a Character Type from one of the following chapters. Each of the three triads will have a label next to it, describing the number of points which are to be divided by the abilities in that triad.

Primary Triad: 9 points
Secondary Triad: 7 points
Tertiary Triad: 5 points

You can split the points up among the abilities in the triad any way you wish. All of the points must be spent in the triads they are assigned to. No ability can have more than 5 points or less than 0 (zero) points. When all points have been divided and assigned, each ability will have a level between 0 (zero) and 5.

<u>Ability Level</u>	<u>Description</u>
0 (zero)	Terrible
1	Poor
2	Average
3	Good
4	Excellent
5	Outstanding

Your character also begins with a Special Ability of your choice. It is an ability you have become especially good at because of your personal talents. Some examples appropriate for each Character Type are listed in section VII. Your Special Ability automatically begins at level 5.

Athletics: This Ability measures a character's skill at physical actions such as running, climbing and swimming, among others. It represents his speed, sleight-of-hand, and endurance. This ability is the "default" Physical ability (see section IV).

Fight: This Ability measures a character's skill at using weapons, from slings to swords. A character with a high Fight level is quick and able to out-manuever and hit enemies more accurately.

Nature: This Ability measures a character's skill at making use of the plants and animals of Thra. He can find food among the trees, survive for long periods of time with nothing but the clothes on his back and use moss and bark to help heal wounds (as Kira did).

Perception: This ability measure's a character's skill at noticing out-of-place things. He can spot animal tracks in the deep forest, catch an enemy sneaking up behind him and detect hidden traps.

Pilot: This Ability measures a character's skill at riding creatures such as Landstriders and driving vehicles like rafts and carts. The character also knows how to care for the creature and repair the vehicle, and also has a good sense of direction.

Politics: This Ability measures a character's skill at running the business of a group, from the Royal Court of Skeksis to a Village Council of Pod People, and making friends. It involves administrative talent as well as charisma. A character with a high Politics level can make friends and bargains easily and can also take charge of a group.

Rituals: This Ability measures a character's skill at knowing and performing the various rituals in use among the peoples of Thra. He can look at a sand painting and tell what the urRu were intending, can (like Jen) read the runic carvings in a Gelfling stronghold or participate in a Haakskeekah sword duel.

Science: This Ability measures a character's skill in all areas of scientific knowledge, from the graceful movements of the planets and moons to the distilling of vliya to the creating of new medicines and tools to speaking numerous ancient languages. This ability is the "default" Mental ability (see section IV).

Spirit: This Ability measures a character's skill at summoning his inner-strength, as well as his willpower and resistance to fear and other supernatural powers (like those coming from the Crystal). It also measures his skill at playing a musical instrument and singing, because music is so important to the natural balance of Thra itself. This ability is the "default" Mystical ability (see section IV).

EQUIPMENT — The peoples of Thra live comfortably with very few material goods. You begin with the weapon and armor listed for your Character Type (see section VII) and may select other items. This list may change as the character gains and loses possessions. See section VI.

As a Gelfling, Arra's Ability triads are in the following order: Physical Primary, Mental Secondary and Mystical Tertiary. I get 9 points to divide between his three Physical Abilities, but none of the Abilities can have more than 5 points. Since he is a talented runner and thrower, I give Arra a 4 for his Athletics Ability. He has also led a few Podling hunts, so he has a Fight of 2, and the remaining 3 points go to his Pilot Ability. He has 7 points to spend on his Secondary triad, and I decide that he is very observant, so 4 points go to his Perception Ability. Arra has also dealt with the leaders of the Podling community, so he is somewhat familiar with leadership. I spend 2 points on his Politics Ability. The remaining 1 point goes to his Science Ability. Finally, Gelflings only have 5 points to spend on the Mystical triad, so I assign 3 to Arra's Nature Ability and 2 to his Spirit Ability. The Pod people have never had very many complex, intricate ceremonies, and Arra has never been interested in learning history, so he has 0 (zero) points in his Rituals Ability. After dividing all the points, Arra-Of-The-Swamp has the following Ability levels: Perception 4, Politics 2, Science 1, Nature 3, Rituals 0, Spirit 2, Athletics 4, Fight 2 and Pilot 3. I also choose a Special Ability for Arra, which begins at level 5. I decide it will be Running, since he has always been very fast. Arra also begins with Leather Hide armor and a Knife.

III. Status

A character has two different measures of status: Vitality (health) and Character Points (experience).

VITALITY — The Skeksis are only one of the many dangers found on the world of *The Dark Crystal*. Characters can suffer damage from many different sources, from monsters to falling off cliffs to drowning in a river. A character's health is measured in six levels. Whenever a character suffers damage (see section V), subtract the appropriate number of levels of Vitality. If the character reaches the Unconscious/Dead level, he has fallen unconscious and cannot make any actions. If he takes any further damage or is not healed in 3 turns (possibly more if Character Points are spent — see below), he has died and the player must create a new character. All characters begin at the Healthy level and cannot restore Vitality levels above Healthy.

There are a number of ways to restore Vitality. The most common is rest, which requires a few hours of sleep and at least a little bit of food to eat. This will restore 1 level per resting period (exact duration is up to the Keeper of Secrets, depending on what the character has been doing recently and what is available).

Another is through the use of medicines, whether it be with advanced medicines (use of the Science Ability) or plant life (use of the Nature Ability). On a successful Ability Check (see section IV), the character will regain 1 Vitality level.

The third is through mystical powers, which are known only to the most skilled healers.