

E O S Character Generation: Quick Guide

This character generation quick guide has been produced for your convenience. It is not a replacement for the rule book. For information on what each of the below spells and abilities do, please refer to the E O S rulebook.

Species	Race	Free Abilities	Will Points	Character Points	Mutations Available?
Elf	Aivelle	One Free Magical Spell	4	5	No
Elf	Deniel	Bow Use	3	5	No
Human	Argen	Advanced Mapmaking	4	5	No
Human	Arimin	Dress Wounds	4	5	No
Human	Sornasian	Literacy	4	5	No
Orc	Urgat Orcus	Light Armour	4	5	Yes
Orc	Venin Orcus	Mutation (Minimum 2 pts)	3	5	Yes
Orc	Orogan Orcus	Toughness	2	5	Yes
Beastkin	Gumallan	Survival	4	5	Yes
Beastkin	Primane	Mutation (Minimum 1 pt) Forearm Parry*	3	5	Yes
Beastkin	Raggard	Mutation (Minimum 1 pt)	4	5	Yes

Combat Skills	Cost	Pre-requisite
Double with sword	3	none
Double with axe	3	none
Double with mace	3	none
Double with great weapon	3	none
Double with polearm	3	none
Bow use	2	none
First strike through with sword	2	Double with sword
First strike cleave	2	Double with axe
Crush with mace	2	Double with mace
Strike down with great weapon	2	Double with great weapon
Strike down with polearm	2	Double with polearm
Bow through	2	Bow use

Knowledge Skills	Cost	Pre-requisite
Literacy	1	none
Advanced mapmaking	1	none
Basic alchemical knowledge	2	none
Basic military knowledge	1	none
Basic archive knowledge	2	none
Craft item type (see list)	2	none
Survival	1	none
Basic construction	3	none
Dress wounds	1	none
Basic healing	2	none

Hit Point Skills	Cost	Pre-requisite
Toughness	3	none
Advanced toughness	3	Toughness
Wear light armour	1	none
Wear medium armour	2	none
Wear heavy armour	3	none
Wear extra heavy armour	4	none

Magical Skills	Cost	Pre-requisite
Use magic type	2	none
Per spell of magic type	1	Use magic type
Per extra will point (Max. initial 6)	1	none
Sense enchantment	1	none

Spells of Druidism
Heal
Vivify
Imbue life
Draw strength
Purge or enhance poison
Cure or cause disease
Mutate

Spells of Evocation
Strike Down
Bolt of power
Force
Dispel
Identify enchantment
Shock

Spells of Necromancy
Speak with dead
Raise shade
Animate dead
Imbue cadaver
Banish
Spiritual grasp
Grant will

Spells of Enchantment
Enhance vestment
Prevention
Wizard's lock
Preservation
Resistance
Ethereal mantle
Craft rune

Spells of Charm
Divine Will
Entrance
Command
Forget
Terrify
Embolden

Spells of Summonation
Draw forth the words
Summon and bind entity <type>
Condition vessel
Pact

Basic Skills	Cost
Melee Single	Free
Numeracy	Free
Stun	Free
Shield Use	Free
Thrown Weapon	Free

Religion Quick List	Races *
Koar	Primane
The Destructor	Urgat, Venin
The Guide	Gumallan
The Lady	Arimin, Sornasian, Raggard
The Land	Deniel, Arimin
The Protector	Sornasian, Raggard
The Traveller	Argen, Urgat, Gumallan

*This is a guide only and not exhaustive of the possibilities

Crafted items skill
Make crafted dagger
Make crafted axe
Make crafted sword
Make crafted mace
Make crafted great weapon
Make crafted polearm
Make crafted bow
Make crafted crossbow
Make light and medium armour
Make heavy armour
Make extra heavy armour
Make healing tools
Make metal shield
Make wooden shield