

Character Creation

Hellenistika / Barbarians of Lemuria

v2.0 (2026-02-23)



Gullinkambi Games

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Character Creation

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Acknowledgements

To mangle a famous phrase: I stand on the shoulders of giants.

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Version History

This table will help ensure you have the latest version of this document

Version	Date	Summary of Changes
1.0	02/22/26	Not actually the first version, but the first one I put a Version History into.
2.0	02/23/26	Adjusted some page breaks & rewrote Careers section.

Character Creation

Each player in BoL needs to create a character to use during the game. To start with, you need to think about the type of character that you want to play. Once you have your idea, you need to determine your Attributes. These Attributes are important in defining your character's physical and mental nature – your strengths, weaknesses, and outlook.

These Attributes, Combat Abilities, Careers, and Traits will paint a very broad picture of your character, which you will refine through your participation in the game.

Attributes

Attribute Scores

Value	Meaning
-1	Feeble: limited capabilities
0	Average: normal capabilities
1	Superior: impressive capabilities
2	Great: amazing capabilities
3	Spectacular: the best in the region
4	Heroic: one of the best alive today
5	Mythic one of the all time best
6	Legendary: nearly godlike capabilities (only achievable in special cases)

Each character is initially defined by four Attributes. To determine your character's Attribute levels, divide 6 points between the four Attributes as desired. You may distribute them as you wish, but starting out, no Attribute can have more than 3 points assigned to it. A zero represents an average rating.

You may take 1 point from 1 Attribute to spend the point elsewhere. However, this option shouldn't be taken lightly, and you should consider whether being so weak in any of your Attributes is a good thing.

Agility

This covers general speed, dexterity, reactions, coordination, and prowess. In combat, it is used to determine whether you hit your target. Finally, it is used to get out of the way of hidden traps and snares, and to dodge effects where reflexes are vital.

Appeal

This represents the looks, charm, persuasiveness, and overall likeability of the character. It is used for any attempts to seduce, haggle, barter the price of goods, or get people to look upon you favorably. It can be used to sway the opinion of individuals, crowds, or even entire cities!

Mind

Intellect, willpower, knowledge, and perception are aspects of the mind. It is of particular importance for spell casting and defending against illusions and enchantments.

Strength

This represents raw physical power, toughness, muscle, physique, and endurance. It determines how much Lifeblood your character has, and how much damage your character delivers when hitting enemies with weapons or fists.

Combat Abilities

Once Attributes have been determined, then your Combat Abilities need to be worked out. You have 7 points to allocate amongst 5 areas, with a maximum of 3 in any one of those areas.

Just as with Attributes, you may take 1 point from 1 Attribute to spend the point elsewhere. However, this option shouldn't be taken lightly, and you should consider whether being so weak in any of your Combat Abilities is a good thing.

Combat, Armed

This is the ability to fight with hand-held weapons. This Combat Ability is generally used in conjunction with your character's Agility.

Combat, Ranged

Hitting targets with bows, crossbows, and slings, as well as thrown weapons like spears and knives. This Combat Ability is used together with Agility to determine a hit. The damage modifier for thrown or fired weapons is $\frac{1}{2}$ the character's Strength.

Combat, Unarmed

Covers hitting people with your fists, your feet, and your head, as well as boxing, grappling, throttling or throwing people around, as well as makeshift weapons.

Defense

When all else fails, there is of course the last Combat Ability to consider. Call it dodging, ducking, or sidestepping, defense is the skill of being able to avoid attacks.

Initiative

Initiative is the ability to be aware of your surroundings and being alert to danger in a rapidly changing situation. Your speed of thought is crucial to the tactical circumstances of a combat, and your ability to process this and make quick decisions can be vital. You use your Mind together with your Initiative when you are checking to see when you take an action during combat.

Traits

Boons are advantageous Traits and Flaws are disadvantageous ones. All characters start with at least one Boon. Your character may take an additional Boon, but then must take a Flaw for each additional Boon they take.

A complete list of Boons and Flaws can be found in the Careers, Boons, Flaws & Skills document.

Lifeblood

Lifeblood represents how much punishment and wounding you can absorb before you keel over.

It is based on a value of 10 plus the Strength of the character. When you are struck in combat, your body suffers wounds. The extent of the wounds suffered depends upon how powerful the blow was, and is expressed as a number of points. This comes off the character's Lifeblood total.

Hero Points

BoL is a game of heroic sagas. Player characters are the protagonists of these sagas. Heroic actions are an integral part of the game & this is where Hero Points come in. Most characters have 5 Hero Points to start the game with. Hero Points are used during the course of adventures to "dig deep" and do heroic (or lucky) things.

Advancement Points

At the end of a session, Advancement Points (AP) are awarded by the Referee, which can be used to improve your character. They can be used to increase your Attributes, learn a new Career, improve your Combat Abilities, etc.

Careers

Careers are the key to playing BoL. The career path of a character represents all of his upbringing, training, and experience, and therefore can be used to help determine everything they know; their skills, knowledge, expertise and influence. A complete list of Careers can be found in the Careers, Boons, Flaws & Skills document.

Note: “0” is a valid entry for a Career. It means the character has an affinity for (and some basic knowledge of) the career. If the Career is one of the "Special Careers" (Alchemist, Priest, Shaman & Spellcaster) a Career Rank of 0 indicates an apprentice who is familiar with the outlines of the Career, but has not learned any of the special features of that Career.

There are 2 steps to assigning your character’s Careers.

First

Assign 2 ranks to 1 of the following Careers: Beastmaster, Entertainer, Healer, Sailor and Warrior. This Career represents your experiences during the Isolaga (the war over Isolus).

Second

Assign 6 points to any 4 Careers of your choice, with a minimum rank of 0 and a maximum rank of 4. You may, if you choose, combine these points with the points you spent in the 1st step, so long as the following two items are true at the end of the process:

- You have no more than 5 Careers with a score of “0” or higher, AND
- You have no Career that exceeds Rank 4

Example

There are many possible combinations, but here is a specific example: Bugsy decides he wants to play a ship’s doctor. He chooses his first Career as follows:

- Healer: 2

He has chosen his 1st Career. He then decides that during the Isolaga war, his character dedicated himself to Sklaporo (the deity of healing) and became an initiate of the healer cult. He chooses his second set of Careers as follows

- Alchemist: 0
- Crafter: 0
- Priest: 2
- Spellcaster: 4

He has chosen 4 Careers (which was the maximum he could choose) and spent a total of 6 Career Ranks (also the maximum he could choose). His final list of Careers & Ranks is:

- Alchemist: 0
- Crafter: 0
- Healer: 2
- Priest: 2
- Spellcaster: 4

Special Careers

There are 4 Careers that require additional attention: Alchemist, Priest, Shaman & Spellcaster. A brief summary of each is provided here; consult Buggy if you want to take one of these Careers.

Alchemist

Alchemists are the scientists and inventors of the setting and are often mistaken for wizards by those who do not understand science. They are masters of metallurgy and chemical processes, mixing and blending various ingredients together to create potions and tinctures, and have extensive knowledge of herbs and plants, often growing them in their own gardens.

Their work with chemicals and metals enables Alchemists to produce perfumes, potions, powders, poisons, metal alloys, devices, machines, and other amazing creations. Some knowledgeable Alchemists can splice living things to create bizarre and horrific chimeras. When making machines, Alchemists work closely with blacksmiths to build their creations.

Progress with alchemical preparations is tracked using Craft Points. Between adventures, a character will gain a number of Craft Points equal to their Career rank in Alchemist. So if you have 3 ranks in Alchemist, you would get 3 Craft Points. Some items require you to spend your Craft Points over several adventures – which is actually necessary to make Mythic-grade preparations. So if you have 3 ranks, it would take you at least 3 adventures to generate the 8 Craft Points needed to make a Mythic preparation.

You cannot spend more than 5 Craft Points per adventure, and they cannot be saved between adventures, as they represent time as well as materials. So before each adventure, you need to invest Craft Points in a project, even if that project will remain unfinished.

If you wish your Alchemist to be able to cast spells, you must also take ranks in the Spellcaster Career.

Priest

Priests are the earthly agents of divinity in Hellenistika. Everyone worships the entire pantheon, but Priests serve specific deities and their areas of interest. Temples and shrines can be found almost everywhere.

If you wish your Priest to be able to cast spells, you must also take ranks in the Spellcaster Career.

Shaman

The physical world is inherently alive. All elements of nature (including trees, rivers, rocks and places) possess a distinct, living soul, spirit or consciousness. Shamans have the power to interact with these non-human, non-divine spirits.

If you wish your Shaman to be able to cast spells, you must also take ranks in the Spellcaster Career.

Functions of Priests and Shamans

Hero Points

One key function of Priests are to supervise rites and sacrifices so that the characters can regain the Hero Points they have spent. Characters can make offerings without the presence of a Priest, but can only recover a single Hero Point in this manner. Rites and sacrifices performed in temples and shrines allow characters to regain more Hero Points.

Boons & Flaws

A second key function of Priests is the ability to grant temporary Boons / Flaws to their companions / opponents. They are limited to those Boons / Flaws that are thematically consistent with the domains of the deities they represent. Fate Points are the mechanism used to administer this ability. Shamans have the same ability, but they draw on the power of spirits as opposed to the deities.

Spellcaster

Spellcasters who are not Priests or Shamans are called by many names, including: enchanter, magician, sorcerer, warlock, witch & wizard. In the Hellenistika setting, magic is very different than in most fantasy RPGs.

First: there is no academic tradition of magic; all magic is created via bargains with supernatural entities. These creatures don't have to have nefarious intent (although this is common); they can be the deities themselves, spirits of nature, benign elementals, helpful ghosts, etc. The source of a Spellcaster's powers must be detailed when the character is created.

Second: magic is neither entirely safe nor entirely predictable. Failing a spell roll represents losing control of the spell and can trigger detrimental, unpredictable, or chaotic side effects. This means that Spellcasters are widely regarded with suspicion and fear.

Third: the amount of time needed to recover the power spent on spells depends on the magnitude of the spell cast. Spellcasters start with Power Points equal to 10 + their Spellcaster Career rank. There are four tiers of spells:

Spellcasting Reference Table

Level	PP Cost	Minimum PP Cost	Power Point Recovery
Cantrip	1 - 2	1	Up to 50% of total, at noon or midnight (choose when character is created)
1st Tier	5	2	4 at noon or midnight (choose when character is created)
2nd Tier	10	6	4 per lunar month (choose specific day when character is created)
3rd Tier	15	11	4 per lunar month (choose specific day when character is created (see note below))

Note: Whenever the Spellcaster casts a 3rd Tier spell, one Power Point is permanently lost. The Spellcaster could alternatively sacrifice an Attribute point instead; for example, the Spellcaster could sacrifice 1 point of Appeal to represent unnatural aging. This can reduce the Attribute down to negative numbers.

Equipment

This game is not focused on inventory management. As a result, you may create an equipment list if you like, but you're not required to. During adventures, you are assumed to have what you need, as long as you are not carrying 2,000 lb. of equipment.

Weapons and armor are a bit more pertinent, so they are listed below. I will provide a PDF with the equipment that might be available during the Bronze Age.

Armor

Type	Protection	Penalties	Spellcasting Cost
No Armor	0	--	--
Light	d6-3 (1) from damage taken	Social if not concealed	+1 PP
Medium	d6-2 (2) from damage taken	Social / -1 Agility	+2 PP
Heavy	d6-1 (3) from damage taken	Social / -2 Agility	+3 PP
Helmet	+1 to armor	Social / -1 Initiative	--
Shield, Small	+1 to defense vs. one attack / round	--	--
Shield, Large	+1 to defense vs. all attacks / round	-1 Agility	--

Weapons

Weapon	Type	Damage	Range Increment	Notes
Axe	Melee	d6	10 ft.	Can be Thrown
Bow	Missile	d6	75 ft.	2H
Bow, War	Missile	d6H	125 ft.	2H
Club	Melee	d6	10 ft.	Can be Thrown
Cudgel	Melee	d6L	--	Non-lethal option
Dagger	Melee	d6L	10 ft.	Concealable, Can be Thrown
Flail	Melee	d6H	--	Attack Ignores Shield
Javelin	Missile	d6L	20 ft.	Thrown
Mace	Melee	d6	5 ft.	Can be Thrown
Morning Star	Melee	d6H	--	2H
Polearm	Melee	d6H	--	2H
Quarterstaff	Melee	d6	--	2H
Sling	Missile	d6L	30 ft.	1H
Sling, Staff-sling	Missile	d6L	60 ft.	2H
Spear	Melee	d6	20 ft.	Can be Thrown
Sword	Melee	d6	--	--
Sword, Foil	Melee	d6L	--	Fashionable
Sword, Great	Melee	d6H	--	2H
Sword, Tulwar	Melee	d6H	--	2H

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