

LAST UPDATED: 24 July 1996

# Gardásiyal Character Generator

Version 0.9 (beta test release)

Zane H. Healy

healyzh@holonet.net

The "Gardásiyal Character Generator" is based upon the rules found in *Adventures on Tékumel, Part One: Growing up on Tékumel*. When used in conjunction with that book it will allow you to rapidly create a character for Solo Play with the *Adventures on Tékumel* series of books, and/or Standard Play using the *Gardásiyal* Role Playing rules.

In order to use this program you should own a copy of *Adventures on Tékumel, Part One: Growing up on Tékumel*. This program will make far more sense if you have it to explain various things.

To install the application simply place the *Gardasiyal* application file in whatever folder on your Hard Drive that you wish, or you can run it off of a floppy disk.

## CREATING A CHARACTER

Once you have started the application you begin creating a new character by selecting command-n. You will be greeted by an opening screen that looks like *Figure 1*.

Race	Sex	Clan	Clan Ranking
<input checked="" type="radio"/> Human	<input checked="" type="radio"/> Male	<input checked="" type="radio"/> Choose	<input checked="" type="radio"/> Imperial
<input type="radio"/> Pé Chói	<input type="radio"/> Female	<input type="radio"/> Random	<input type="radio"/> Very High
<input type="radio"/> Shén			<input type="radio"/> High
<input type="radio"/> Ahoggyá			<input type="radio"/> Middle
<input type="radio"/> Pachi Léi			<input type="radio"/> Low-level
<input type="radio"/> Hláka			
<input type="radio"/> N'lüss			
<input type="radio"/> Pigmy Fol			
<input type="radio"/> Swamp Fc			
<input type="radio"/> Tinlya			

Personal Name

Lineage Name

Clan Name

Religious Sect

Figure 1. Opening Screen

Using this screen you will define your characters Race, and Sex. You also have the choice of selecting your own name, lineage name, clan, Clan Ranking, and religious sect, or you can choose to have any or all of these randomly generated.

In order to randomly generate the entries for your personal name, lineage name, clan name, and religious sect you can simply leave them blank and they will be randomly generated. If you use this method in order to get your clan name, the program will select either the Imperial Clan, a Very High, or a High Clan.

If you wish to randomly select a Medium or Very Low clan you will have to first select *Random* in the *Clan* block. You then select the Clan Ranking that you wish. Using this method you can select any Clan Level that you desire. See Figure 2.

The screenshot shows a window titled "Gardasigal" with the following elements:

- Sex:** Radio buttons for "Male" (selected) and "Female".
- Clan:** Radio buttons for "Choose" and "Random" (selected, circled in red).
- Clan Ranking:** Radio buttons for "Imperial", "Very High", "High", "Middle" (selected, circled in red), and "Low-level".
- Text Input Fields:** "Personal Name", "Lineage Name", "Clan Name", and "Religious Sect".
- Button:** "Done" at the bottom center.

Figure 2. Choosing your Clan Ranking

Once you are finished with the Opening Screen you advance to the next step by pressing the *Done* button.

At this point the computer will perform a majority of the work of generating a character for you. It will generate all of your characteristics, and the first part of the information on your relatives. The program will complete the generation of your family after you finish your character, that way their ages are correctly shown.

Now you can view your character by selecting *Display Character Sheet* from the *Character* menu, or by pressing command-3. This will bring up a window with the Character Sheet in it, and you can then review how your character is doing thus far and verify that you want to continue generating the character.

To continue select *Find Skills from Age 5 to 10* from the *Character Menu*. This will bring up the *Elementary Academic Skills Window*, see Figure 3.

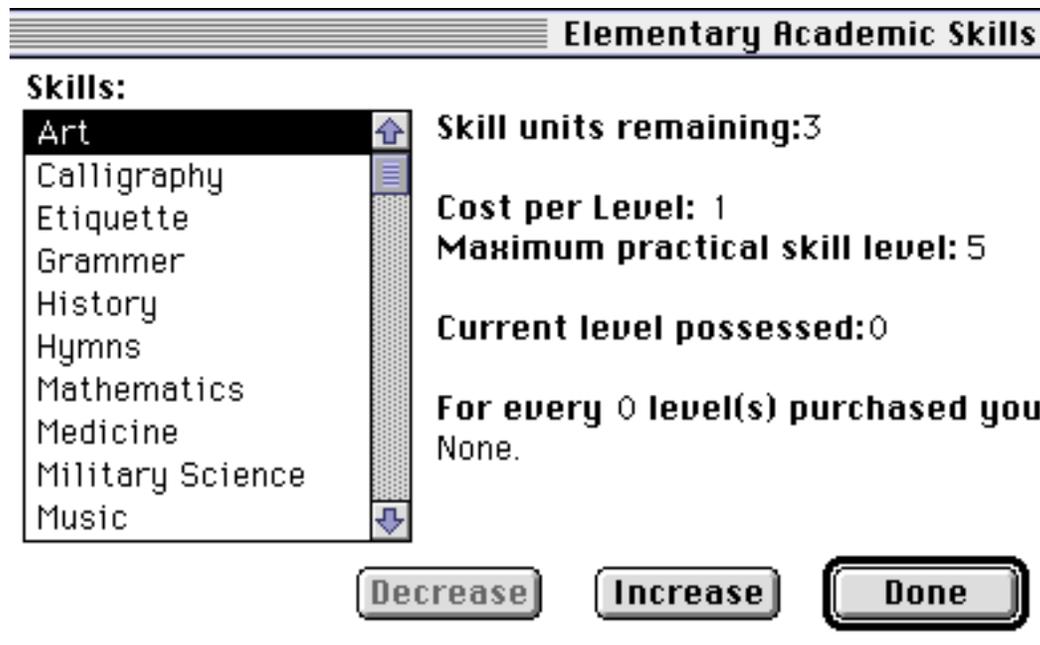


Figure 3. Elementary Academic Skills Window

Using the scrollable skill's window select the desired skill. You can then use the *Increase* button to add levels to the skill that you have selected.

Should you desire to take away levels from a specific skill you can only do so prior to selecting another skill. Once you have selected another skill you will not be able to remove levels from skills which you have previously added levels to.

As you can see in Figure 3, you will be able to see how many skill points you have to spend on skills. If you do not spend these skill points at this time they are lost!

You also have useful information such as the cost of the skill, what the maximum practical skill level is, and what level you currently hold in the skill. It also informs you if levels of this skill can be applied to other skills.

Once you have applied all of your skill units simply press the *Done* button.

The next window to appear will be the one for selecting your *Outdoor Skills*. After you are done with that you may or may not have the opportunity to select either *Rural*, or *Urban skills*.

Then women will automatically get the opportunity to select *Women's Skills*, and men may try for the opportunity.

You have now finished generating your character up to the age of ten. It is now time to select *Find Skills from Age 11 to 15* from the *Character Menu*. This will run you through the same bunch of windows for the choosing of skills that you just went through. Men will have a second opportunity to get some *Women's Skills*, should they so desire.

After completing the second time through these windows you will be asked to select your future training path. See Figure 4.

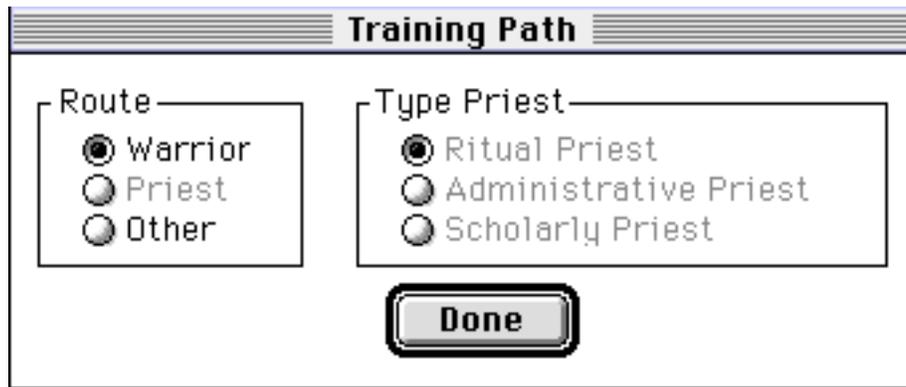


Figure 4. Training Path Dialog

In this example the character has obviously not shown any inclination towards a religious vocation. Had the character shown such an inclination early in life he would have had the opportunity to select the training path of *Priest*. At which point he would also have to decide what type of priest he wanted to be.

Your character is now fifteen years of age and it is time for him to start gaining some advanced academic training. See Figure 5.

You will note at the top of the *Advanced Academic Skills* window in Figure 5 that it shows your skill units remaining as 4/0. This indicates that you have four skill points to use for skills, and zero points to use for hobbies.

Certain buttons will be greyed out indicating that you are ineligible to gain skills in those categories. This is in part thanks to the choices that you made in selecting your training path.

Unlike the previous skill windows that you have seen the ones that are associated with *Advanced Academic Skills* don't have separate pools of skill points the points are all shared among them. At the end of each year, any skill units that haven't been used are lost. It is possible to buy a partial level of a skill one year, and then finish obtaining the skill level the next year.



Figure 5. Advanced Academic Skills

The same is true for the hobby skill points that you will have starting in your sixteenth year.

Certain skill groups have a seriously different look from ones that you have seen previously. See Figure 6. When you see a window such as this you will only be able to buy skill levels in skills that have a dot by the number.

As you buy levels of the skills that have the dots next to them you will then be able to purchase levels of the higher skills. In order to learn the specifics of this please refer to *Adventures on Tékumel, Part One: Growing up on Tékumel*.

Once you have reached zero points for both skills and hobbies, you will be presented with a dialog that wants to know if you wish to continue developing your character, or if you are ready to go out adventuring in the wide world of Tekumel. This dialog will continue to appear until you reach the age of 20. Should you wish the dialog to appear prior to using all of that years points you simply press the *End Year* button on the *Advanced Academic Skills* window.

When you select the hobbies option from the *Advanced Academic Skills* window. You will be presented with a window that is almost identical. The only real changes are that only your hobby points are displayed at the top of the window, and you must select the *Done* button at the bottom of the window when you are finished.

You can select the done button either when you are out of points to spend, or if you simply wish to wait till later in the year to finish allocating the hobby points. Just remember that like skill points, hobby points do not carry over.

If you have any questions concerning what a skill is for, or why something is being done, please refer to *Adventures on Tékumel, Part One: Growing up on Tékumel*.

		Soldierir			
Skill Units remaining <sup>4</sup>		Towards			
Subjects		Level	Next Lvl		
● 1	Drills, basic training:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
● 2	Formations:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
● 3	Field tactics:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
4	Military history:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
5	Artillery:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
6	Military engineering... :	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
7	Siege methods and forti... :	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
8	Logistics and supply:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
9	The use of magic in... :	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
10	Naval tactics:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
11	Grand tactics:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>
12	Grand strategy:	0	<input type="button" value="+"/> <input type="button" value="-"/>	0	<input type="button" value="+"/> <input type="button" value="-"/>

Figure 6. Another style of window for allocating skills

## WHAT TO DO AFTER CREATING THE CHARACTER

You should have now finished your character. As such you have several options which available to you via the file menu. The most obvious choice would be to print the character out, this way you can start using the character you just created. If you so desire you may save your character, this will allow you open the character back up so you can either view or print it.

There is another option available to you. This is primarily in case you do not have a printer attached to the computer that you are running the character generator on. You may select *Print to File*. This will bring up a Save Dialog which will ask you for the name of the file you wish to save it to. The file that this option creates straight text. It can be read into a Word Processor, and then printed. If you use this method you will probably want to print it out in a monospaced font such as *Courier*.

## WHAT TO DO IF YOU DON'T LIKE YOUR CHARACTERS NAME

Should you decide that you do not like your characters name, his lineage name, Clan name, or Religious sect, you can change any of them. Please note however that this does not change your Clans Ranking. In order to do this simply select *Change Name, Clan, or Sect* from the *Character* menu.

## **CREATING A CHARACTER THAT CAN USE MAGIC**

It is very hard to roll up a character that can perform any sort of magic. For this reason there is a *Cheats* menu. This menu allows you to select the type of magic your character will be able to perform. Simply select the menu item that corresponds to the level of magical ability that you wish to possess, and then start a new character.

These options should only be used with the consent of the Game Master.