

# Commoners & Non-Magickal Skills

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In the war-ridden realm of Anhelm, occasional commoners still eke out an existence in hiding. If your ongoing game of EAK features these sad souls, you'll need rules to whip them up, although they should pose very little threat to a wizard (no more than an angry dog). You can even the playing field some, so check out the extra section below on adding non-magickal skills to your game.

## Creating Commoners (Non-Wizards)

Character creation is essentially the same as wizards, except you ignore steps related to magick. You can also nix the sections on Events, unless a player, in a fit of insanity, decides he wants to play a commoner. The steps below apply – Concept, Name, Attributes, Derived Attributes, Description, Background, and Events (optional).

Your commoner will be pretty harmless in the scheme of things, but that may be a boon. Many wizards would love to have able hands help out around the castle – especially able hands that don't pose a direct threat. Protection and a small retainer fee may be all a commoner requires in exchange for his services, since Anhelm is such a dangerous place for one without magickal abilities.

Note: Focus won't have any use for a Commoner, since it is a magick-related attribute.

### Example Commoner:

*Abner*

*Agility: 4*

*Speed: 12*

*Endurance: 9*

*Life Points: 27*

*Concentration: 2*

*Focus: 6*

*Abner is a brawny fellow, usually wearing overalls and carrying a pitchfork. He likes to put on a straw hat when working out beneath the sun and talks in a slow drone when asked questions. He likes to lift heavy things and prefers to stay out from his master's watchful eye if it all possible. Abner remembers a better time, when he worked a small farm before the Breaking. He longs for those days, although he survived by casting his lot with the local wizard, who has turned out to be a scheming but trustworthy individual.*

## Non-Magickal Skills

Once you add commoners to the mix, you may want to add some parity to the game.

Could commoners do something wizards can't? Who painstakingly sews all those wizard

robes anyway? Clearly, the need for skilled craftsmen will become an issue for any wizard intent on taking over the world and collecting a fine set of china.

Adding non-magickal skills is a step in that direction. These skills would cover all sorts of mundane actions that normally fall under attributes. Your commoner could have a skill in Sewing, Pottery, Stonemasonry, Sneaking, Disguise, or any other sort of knowledge. Best of all, wizards get non-magickal skills too, although they will end up spending many of their precious points on magickal skills.

If you choose to add non-magickal skills to your game, all characters, commoner and wizard, get 50 points to divide between them (instead of 35). A wizard still must abide by the rules in the magickal skills section of character creation, but remaining points can be put into mundane skills of choice. The GM and players should feel free to come up with a list of skills that suits their game. The skills then work as normal, adding into rolls for related actions.

**Example:**

*Abner has the Lifting Things skill at 15. When he decides to lift something, the player rolls the dice and adds in 15 to the action.*