



Neo Odyssey

CHARACTERS:

FROM CONCEPT TO ADVENTURER

TABLETOP ROLEPLAYING GAME



Questwood

This is where your character takes shape, step by step — from the life they have lived to the future they will chase. Here, you will give them a place in the world, put arms and gear in their hands, shape their heart and mind, and choose the path that will define who they become.

TOC

Creating a Character.....	3	Weapons & Armor	51
Kins.....	7	Arcane Classes	60
Origins	14	Corruption Classes	78
Backgrounds	28	Devotion Classes	88
Make Preparations.....	43	Nature Classes	102
What is Inventory?	45	Final Touches	115
Holdings.....	47	Character Advancement	116

LEGAL

Acknowledgments

A game with so many components took a great deal of time and collaboration from many hardworking individuals who took time out of their busy schedules to see this project brought to life.

These people developed, tested, and refined the rules through many sessions over the years. Each brought invaluable expertise – editing, artwork, knowledge, and crazy ideas.

Lastly, we are unbelievably grateful to anyone who plays this game and supports the work we have done. Thank you all, adventure on, and enjoy the game!

Copyright

Writers:

Kevin McLaughlin

Editors:

[Name(s)]

Created on:

[Date]

Owned by:

Questwood LLC



CREATING A CHARACTER

Foundation

1. Determine Ability Scores

Roll for six core numbers, then assign them to **Toughness**, **Agility**, **Focus**, **Reason**, **Belief**, and **Cooperation**. See **Ability Scores**, p4.

2. Choose a Kin

Choose your character's **Kin**. See **Kins**, p7 – 12. For now, record your character's **Movement**, **Speed**, **Size** (all entries), and **Ancestry**.

NOTE:

Weight and **Height** are suggestions and are non-Mechanical character details.

3. Choose an Origin

Choose your character's **Origin**. See **Origins**, p14 – 25. For now, choose and record **one option** from that **Origin's Heritage**.

4. Record Properties

Perception

Your character's ability to notice things within **30 FT** without searching directly is based on your **highest Ability Score** and affects what you are most likely to detect.

Modifiers and their Impact

Each **Ability Score** has a **Modifier** equal to **half the Ability Score, rounded down**. For now:

- **Toughness** — Record **Ability Score** as **Health (Body)**.
- **Agility** — Record **Ability Score** as **Vigor**.
- **Focus** — Increase one or more **Masteries**. Each increase follows the table below. The total amount for all increases cannot exceed your character's **Modifier**. See **[Focus]**, p# **(Arts and Disciplines)**.

RANK	TIER	AMOUNT
1 st	Elder	1
2 nd	Elder	4
3 rd	Elder	9

- **Reason** — Your character can have **Tricks up to their Modifier**. Nothing to record.
- **Belief** — Your character can have **Rituals up to their Modifier**. Nothing to record.
- **Cooperation** — Your character can have **Connections up to their Modifier**. Nothing to record.

Bloodline

If your **Origin** is of a different **Kin**, a Crossbreed, record one **Bloodline**; otherwise, record both.

Languages

Record all languages granted by your **Kin** and **Origin**.

Ability Scores

Ability Scores determine baseline values for your character's attributes, such as: **Health, Vigor, and Mastery** as well as their capacity to learn and gain valuable **Tricks, Rituals, and Connections**.

In a sense, attributes describe your characters innate, or biological, advantages while capacities, describe their learnings and gains from their time adventuring.

The attributes are: **Toughness, Agility, and Focus**. The capacities are: **Reason, Belief, and Cooperation**.

Toughness (TOU)

Toughness measures the vitality and physical prowess of your character. It is how well your character can keep fighting, survive physical ailments and injuries.

Agility (AGI)

Agility is your character's ability to be quick and nimble – both mentally and physically. It affects your character's ability to use **Sleights, Spells, and Stunts**.

Focus (FOC)

Focus represents your character's attention to detail and ability to perform delicate tasks. This will affect your character's starting **Mastery**.

Reason (REA)

Reason is your character's ability to learn, predict, and adapt to situations. It determines the number of **Tricks** your character can have.

Belief (BEL)

Belief represents your character's understanding of mythology and supernatural forces. Specifically, it determines the number of **Rituals** your character can know, and their ability to recognize magical effects.

Cooperation (COO)

Cooperation is developing a large network of different contacts. These **Connections** give your character sway when requesting information, aid, and more.

The Apples Method

Another way to remember each **Ability Scores** is... apples:

- **Toughness** — Resisting illness from a rotten apple, lifting apples, or cutting one.
- **Agility** — Catching falling apples.
- **Focus** — Throwing apples accurately or mastering tricks.
- **Reason** — Knowing different apple varieties and how to grow them.
- **Belief** — Recognizing magical apples and using them properly.
- **Cooperation** — is sharing apples with others.

Roll and Assign Ability Scores

Time to roll for your character's **Ability Scores**. Here's an overview:

1. Roll **3d6** with 3 Rerolls
2. Sum and Record Result
4. Repeat Steps 1 and 2
5. Assign Sums to Ability Scores
6. Improve Ability Scores

1. Roll 3d6 with 3 Rerolls

Roll **3d6**. You may reroll any die from that roll, replacing its previous result. You may reroll as many dice as you wish per roll, but you may reroll no more than three dice across the entire Ability Score generation process.

2. Sum and Record Result

Once you are satisfied with the roll, choosing not to reroll, record the summed total.

3. Repeat Steps 1 and 2

Repeat steps 1 and 2 until you have **six** sums. These represent the raw values you will assign to your **six (6) Ability Scores**.

4. Assign Sums to Ability Scores

Distribute the **six (6)** sums among your **Ability Scores** as desired.

5. Improve Ability Scores

For each unused reroll, **increase an Ability Score by 1**. No **Ability Score** can exceed **18**.

Example

After rolling **3d6**, you get **1, 4, 4**. You may keep the total (9) or use a reroll. You reroll the 1 and get a 3, giving you **3, 4, 4** for a total of 11. Record **11**.

On your next roll, you get **5, 6, 5** for a total of 16. **Record 16**. After four more rolls, and no other rerolls, your six totals are: **11, 16, 12, 12, 9, 14**.

Assign these six numbers to your Ability Scores as you choose, based on the type of character you want to play. A strong but less scholarly character might assign:

ABILITY SCORES	SUM
Toughness	16
Agility	12
Focus	11
Reason	9
Belief	12
Cooperation	14

With your two rerolls, you can increase one **Ability Score** by 2, or two different **Ability Scores** by 1. Increase **Toughness** to 17 and **Focus** to 12. You now have your starting **Ability Scores**.

Size

Each character has 3 aspects for **Size**:

- **Scale** — Total amount of occupied space, reflecting its overall mass and presence.
- **Build** — Breadth and muscular development of its frame.
- **Stature** — Its vertical height.

Build and Stature

Your character's **Build** (**Bulky, Fair, or Petite**) and **Stature** (**Short, Average, or Tall**) affect the armor and weapons they can use and prefer.

Movement

Movement represents a character's ability to cover distances and often improves with time. Per action:

- **Impaired** — Covers **negligible** ground.
- **Sluggish** — Covers **minimal** ground.
- **Moderate** — Covers **steady** ground.
- **Fast** — Covers **significant** ground.
- **Swift** — Covers **exceptional** ground.

NOTE:

These are general categories whose effects vary depending on how movement is represented. See **Encounters, p# (Adventuring)**.

Reading a Talent

A **Talent** is any Trait or Ability of your character. It will look like:

- **Name (Timing, Uses, Reset):**
Effect

Where timing is *when* it can be used, uses is *how often* it can be used, and reset is *when it becomes available again*.

Timing

Timing options are:

- **At Will** — Can be used freely.
- **Boost** — Always in use (Passive).
- **Trigger** — Usable when meeting some condition.
- **Basic** — Requires a **Basic Action**.
- **Single** — Requires one **Action**.
- **Double** — Requires two **Actions**.

Uses

Uses are unlimited unless it has:

- **Once / Twice** — Fixed number of uses.
- **LB** — Uses equal to your Level Bonus.
- **Pool** — Limited number of uses.

Resets

A **Talent** does not need to be rest unless it has:

- **Refresh** — Resets during your character's Refresh (from their **Background**).
- **SR** — Resets when you take a **Safe Rest** and choose to restore **Talents**.

DWARF KIN (LOW FANTASY)

Dwarves are stout, broad-built humanoids, often bearded and compact in stature. Their features tend toward earthen tones, and they favor durable craftsmanship. Known for stubbornness and practicality, they hold strong ties to tradition and stone.

Resolve

Dwarves are **Stout**, known for their enduring strength and steady conviction. They begin with **12 Will**.

Movement

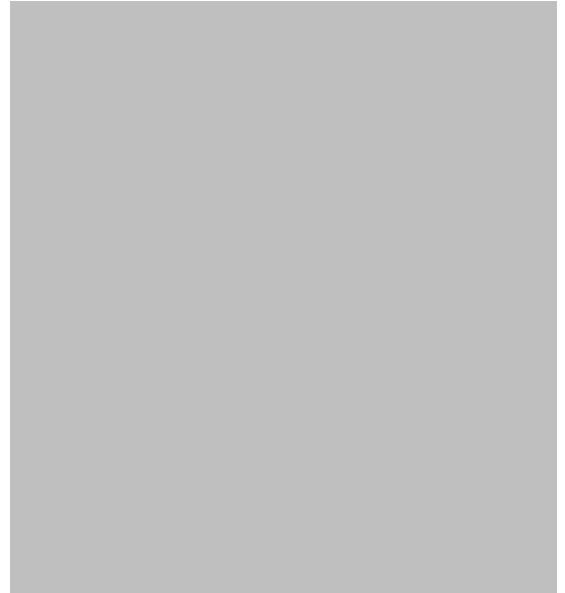
LEVELS	MOVEMENT
1st – 5th	Sluggish
6th – 15th	Moderate
16th – 30th	Moderate

Size

Scale	Medium
Build	Bulky
Stature	Short
Weight	100 – 200 LBS
Height	4 FT – 5 FT

Age Ranges

Young	50 – 125 YRS
Adult	125 – 200 YRS
Old	200 – 275 YRS
Lifespan	275 + (10 x d4) YRS



Languages

- Dwarven (*Humanoid*)

Ancestry

- **Craftsmanship (Boost):**
Gain the Crafting **Proficiency**.

Bloodline

- **Smith's Touch (Boost):**
Treat all weapons you wield as **Comfortable**.
- **Grudge (Trigger, LB, Refresh):**
When a creature **Braces** against your attack, you may add your **Level Bonus** as **Bonus Damage**.

ELF KIN (LOW FANTASY)

Elves are slender, long-lived humanoids with refined features and keen senses. Their appearance often carries natural grace, with sharp eyes and fluid movement. They are associated with ancient lore, artistry, and enduring cultural memory.

Resolve

Elves are **Solid**, known for their composed bearing and disciplined minds. They begin with **8 Will**.

Movement

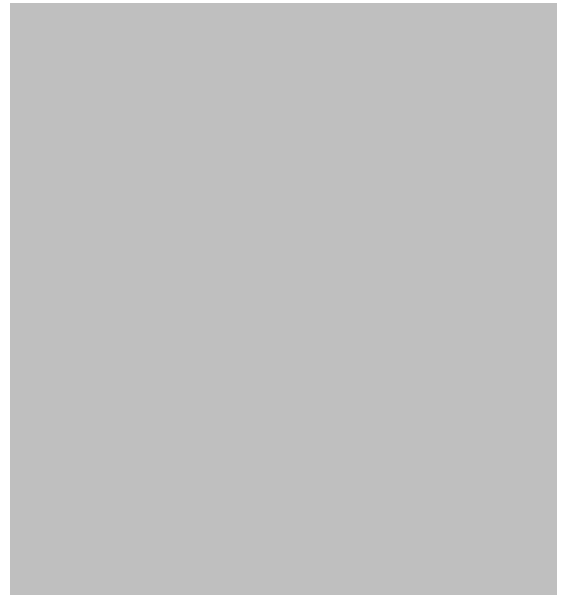
LEVELS	MOVEMENT
1st – 5th	Moderate
6th – 15th	Fast
16th – 30th	Fast

Size

Scale	Medium
Build	Lean
Stature	Tall
Weight	90 – 148 LBS
Height	5 FT 4 IN – 6 FT 8 IN

Age Ranges

Young	100 – 150 YRS
Adult	150 – 250 YRS
Old	250 – 350 YRS
Lifespan	350 + (10 x d6) YRS



Languages

- Elvish (*Humanoid*)

Ancestry

- **Fey Ancestry (Boost):**
Resistance 2 against Compel Conditions.

Bloodline

- **Trance (At Will, Once, SR):**
You may use any of your character **Talents**, ignoring reset restrictions.
- **Energized (Boost):**
Increase Max **Vigor** by 3.

HUMAN KIN (LOW FANTASY)

Humans are versatile, average-built humanoids found in nearly every environment. Neither extreme in stature nor form, they vary widely in appearance and culture. Their adaptability and ambition allow them to thrive across disciplines and shape much of the world.

Resolve

Humans are **Sturdy**, known for their adaptable strength and determined resolve. They begin with **10 Will**.

Movement

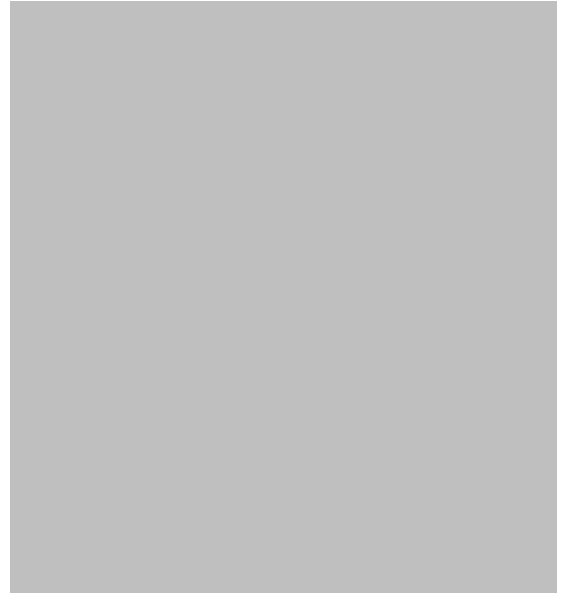
LEVELS	MOVEMENT
1st – 5th	Moderate
6th – 15th	Moderate
16th – 30th	Fast

Size

Scale	Medium
Build	Fair
Stature	Average
Weight	90 – 230 LBS
Height	4 FT 10 IN – 6 FT 6 IN

Age Ranges

Young	20 – 40 YRS
Adult	40 – 60 YRS
Old	60 – 80 YRS
Lifespan	80 + 2d12 YRS



Languages

- Common (*Humanoid*)

Ancestry

- **Well Versed (Boost):**
Gain any one **Proficiency**.

Bloodline

- **Noteworthy (Boost):**
All weapons are **Comfortable**.
- **Strong Genetics (Boost):**
Take a **Bloodline** from the **Kin** matching your selected **Origin**. You may take the same Bloodline more than once.

GNOME KIN (MID FANTASY)

Gnomes are small, bright-eyed humanoids with animated expressions and lively features of curiosity and eccentricity. Shaped by keen minds and quick hands, they value ingenuity, crafting, and clever solutions, while being drawn to subtle magic or intricate work.

Resolve

Gnomes are **Solid**, known for their spirited resilience and quiet tenacity. They begin with **8 Will**.

Movement

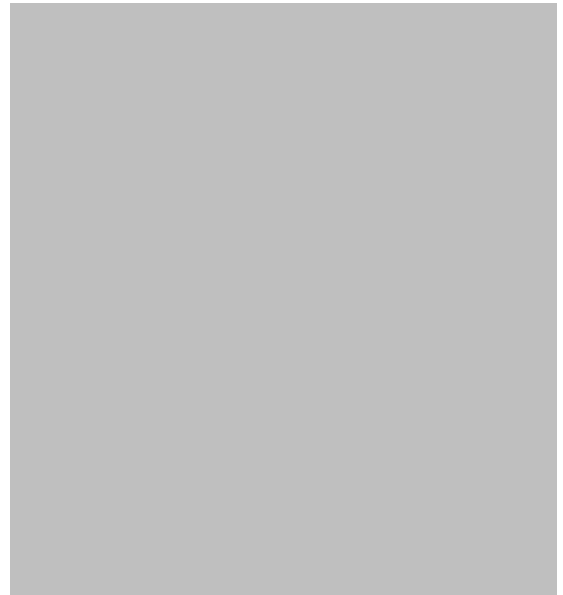
LEVELS	MOVEMENT
1st – 5th	Sluggish
6th – 15th	Moderate
16th – 30th	Fast

Size

Scale	Small
Build	Fair
Stature	Short
Weight	35 – 65 LBS
Height	2 FT 8 IN – 3 FT 4 IN

Age Ranges

Young	50 – 100 YRS
Adult	100 – 150 YRS
Old	150 – 200 YRS
Lifespan	200 + (5 x d6) YRS



Languages

- Gnaelyth (*Magical*)

Ancestry

- **Craftsmanship (Boost):**
Gain a **Crafting Talent**.

Bloodline

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Reasonable (Boost):**
Increase your **Reason** by 1.

GORGATH KIN (MID FANTASY)

Gorgaths are broad-framed, imposing humanoids shaped by strength and discipline. Their pronounced features reflect both endurance and martial training. They organize into ranked war-clans where loyalty and merit determine standing.

Resolve

Gorgaths are *Stalwart*, known for their fierce endurance and unyielding spirit. They begin with **14 Will**.

Movement

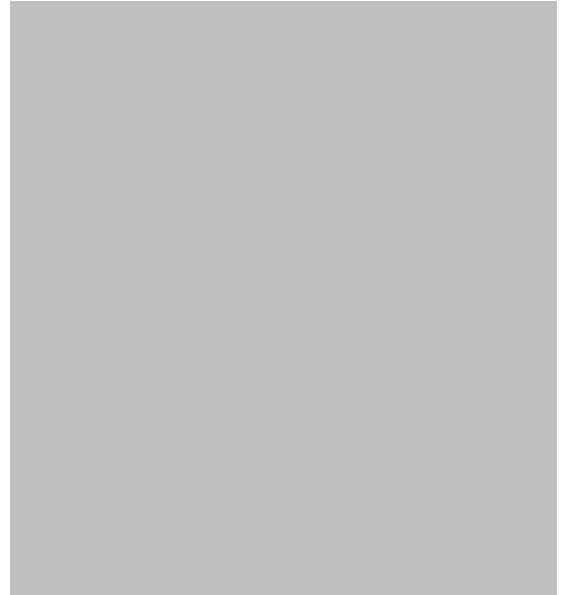
LEVELS	MOVEMENT (SPEED)
1st – 5th	Moderate
6th – 15th	Moderate
16th – 30th	Moderate

Size

Scale	Medium
Build	Bulky
Stature	Tall
Weight	210 – 300 LBS
Height	6 FT – 7 FT 2 IN

Age Ranges

Young	15 – 25 YRS
Adult	25 – 35 YRS
Old	35 – 45 YRS
Lifespan	45 + (2 x d10) YRS



Languages

- Brutak (*Humanoid*)

Ancestry

- **Brutality (Boost):**

When **Maxing Out**, use a die one size larger (up to a d12).

Bloodline

- **Next Up (Trigger):**

When defeating a creature, gain **Temporary Hit Points** equal to that creature's **Level** (min 1). They disappear when you **Refresh**.

- **Deep Sleeper (Boost):**

When you take a **Safe Rest**, you may gain a **Risky Benefit** in addition to your other benefits. You must spend a **Ration** to do so.

VELKYN KIN (HIGH FANTASY)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation. Many walk carefully among others, mindful of the power and secrecy their dual nature demands.

Resolve

Velkyns are **Sturdy**, known for their unnatural endurance and relentless will. They begin with **10 Will**.

Movement

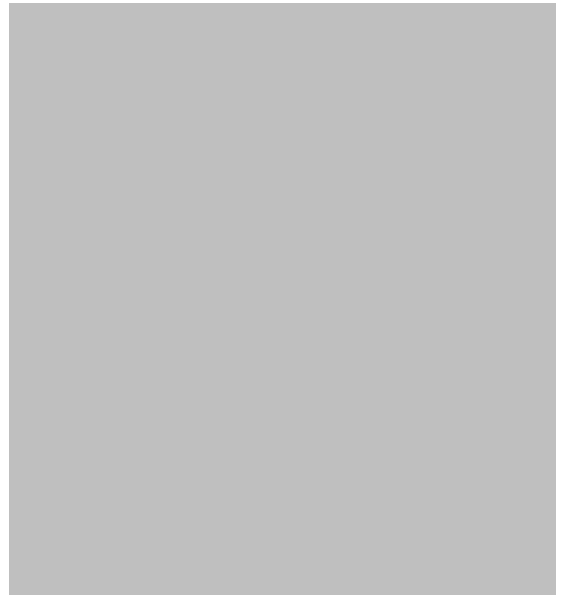
LEVELS	MOVEMENT
1st – 5th	Moderate
6th – 15th	Fast
16th – 30th	Swift

Size

Scale	Medium
Build	Lean
Stature	Average
Weight	80 – 200 LBS
Height	4 FT 10 IN – 6 FT 6 IN

Age Ranges

Young	150 – 300 YRS
Adult	300 – 450 YRS
Old	450 – 600 YRS
Lifespan	600 + (10 x d10) YRS



Languages

- Necril (*Undead*)

Ancestry

- **Blood Drain (Basic):**
Bite and consume the blood of a damaged creature. You gain **Temporary Vigor** equal to your **Level Bonus**. They disappear when you **Refresh**. The affected creature gains a **Blood Loss – Delay 1** condition.

Bloodline

- **Bat Form (Basic):**
Become a Tiny Bat for up to 5 min. You may end this effect as a **Free Action**.
- **Shadowless (Boost):**
You cast no shadows and show no reflection in a mirror.

[Artwork]

RUNESMITH (DWARF ORIGIN — ARCANE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Runic (*Magical*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

DUERGAR (DWARF ORIGIN — CORRUPTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Duskmere (*Outsider*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

OATHBRAND (DWARF ORIGIN — DEVOTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Draconic (*Magical*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

ROOTSHAPER (DWARF ORIGIN — NATURE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Chantary (*Natural*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

AETHERI (ELF ORIGIN — ARCANE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- None

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

DROW (ELF ORIGIN — CORRUPTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Duskmere (*Outsider*)
- Eldritch (*Magical*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

SILVAE (ELF ORIGIN — DEVOTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Celestial (*Outsider*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

BRIARBORN (ELF ORIGIN — NATURE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Primordial (*Natural*)
- Sylvan (*Natural*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

VELIR (HUMAN ORIGIN — ARCANE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- None

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

FELLBORN (HUMAN ORIGIN — CORRUPTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- None

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

CROWNSWORN (HUMAN ORIGIN — DEVOTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Astryr (*Outsider*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

THORNSONG (HUMAN ORIGIN — NATURE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Chantary (*Natural*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

WYRDLING (GNOME ORIGIN — ARCANÉ)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Mechanus (*Magical*)
- Runic (*Magical*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

GRIMREN (GNOME ORIGIN — CORRUPTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Gloomshaed (*Undead*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

AURYN (GNOME ORIGIN — DEVOTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- None

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

GARDAEA (GNOME ORIGIN — NATURE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Primordial (*Natural*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

VERAK (GORGATH ORIGIN — ARCANE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- None

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

GHOREN (GORGATH ORIGIN — CORRUPTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Abyssal (*Undead*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

ASHKAR (GORGATH ORIGIN — DEVOTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Elysian (*Outsider*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

URDAN (GORGATH ORIGIN — NATURE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- None

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

VELIS (VELKYN ORIGIN — ARCANE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Eldritch (*Magical*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

ROTFANG (VELKYN ORIGIN — CORRUPTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- Duskmere (*Outsider*)
- Infernal (*Undead*)

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

LUNORA (VELKYN ORIGIN — DEVOTION)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- None

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

NIGHTGROVE (VELKYN ORIGIN — NATURE)

Velkyns are shapeshifters, often nocturnal with heightened senses and fluid forms. They live between restraint and instinct, shaped by the pull of transformation.

Appearance

Hair	
Eyes	
Skin	
Other	

Bonus Languages

- None

Heritage

- **Smith's Touch (Boost):**
All weapons are **Comfortable**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

Lineage

- # points to increase **Ability Scores**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.
- **Grudge (Trigger, Level Bonus):**
When a creature **Braces**, add your **Level Bonus** as **Bonus Damage**.

[Artwork]

[Artwork]

Background

When choosing a **Background**, you are selecting two distinct components: **Creed** (who you are and what drives you) and **Upbringing** (how you lived before adventuring). These may come from the same **Background** or be mixed from different ones.

7. Choose a Creed

Creed represents beliefs, motivations, and grants a symbolic item your character's will carry throughout their adventures.

Reputation (Part 1)

Record the **Lawful** and **Unlawful** values.

Inspiring Tasks

Record the five **Inspiring Tasks**. These are optional goals for your character. Each time your character completes **three (3)** of these tasks, they gain **1 Inspiration**.

Heirloom

Record the **Heirloom**, a sentimental item that grants a unique benefit. It **cannot be sold**.

8. Choose an Upbringing

Upbringing reflects the life your character led before becoming an Adventurer, revealing how they are perceived by others and the life they are accustomed to.

Disposition

Roll the die from their **Background's Upbringing** and add it to your character's **Resolve**. Record the result as their **Will**.

Age Group

Determine your character's age by matching their **Background's Age Group** with their **Kin's Age Ranges**, then select an appropriate value from that range.

Refresh

Record the **Refresh** time period. **Vigor** and some character **Talents** reset during this time.

Reputation (Part 2)

Record the **Fame** and **Infamy** values.

9. Secondary Reputation Qualities

	Lawful	Unlawful
Fame	Orderly	Moral
Infamy	Disorderly	Immoral

- **Orderly** — Record the **highest** value between **Fame** and **Lawful**.
- **Disorderly** — Record the **highest** value between **Infamy** and **Lawful**.
- **Moral** — Record the **highest** value between **Fame** and **Unlawful**.
- **Immoral** — Record the **highest** value between **Infamy** and **Unlawful**.

NOTE:

Reputation can grant or deny your character access to certain locations. It also allows them to sway situations.

Reputation

Primary Qualities

- *Lawful* — adherence to structure, institutions, and societal laws.
- *Unlawful* — disregard for societal norms in favor of their own personal convictions.

NOTE:

An **Unlawful** character should have a consistent moral framework that conflicts with some authority and laws.

- *Fame* — Society generally views your character's actions **positively**.
- *Infamy* — Society generally views your character's actions **negatively**.

NOTE:

Lawful and **Unlawful** are opposites and always sum to zero (0). The same is true for **Fame** and **Infamy**.

Secondary Qualities

- *Orderly* — Follows laws and norms, earning trust and recognition.
- *Disorderly* — Bends systems and rules, drawing scrutiny or disapproval.
- *Moral* — Follows personal beliefs over law, often gaining respect.
- *Immoral* — Ignores norms and law, gaining negative perception.

NOTE:

A judge is **Orderly**; a corporate executive exploiting loopholes is **Disorderly**; a whistleblower breaking rules to expose wrongdoing is **Moral**; and a crime boss ignoring both law and obligation is **Immoral**. These reflect perception and behavior, not good or evil.

Refresh

Dawn (4a – 10a)

The early morning hours. Characters aligned with Dawn feel most alert at first light, favoring preparation, clear thinking, and decisive action as the day begins.

Day (10a – 4p)

The height of daylight. These characters thrive when activity is steady and visible, maintaining focus and productivity during the busiest hours.

Dusk (4p – 10p)

The fading light of evening. Dusk-aligned characters come alive as shadows lengthen, often excelling in subtlety, patience, or calculated effort.

Dark (10p – 4a)

The deep night. Characters tied to Dark feel most capable when others rest, operating with clarity and resolve in silence or secrecy.

APPRENTICE

Apprentices are aspiring casters, diligently studying magic under the guidance of experienced mentors. They are skilled in basic spellcasting, magical theory, and scroll writing. Not all **Apprentices** are curious learners; some are more ambitious with a thirst for power. Their daily life revolves around intense study, practicing spells, running errands, and assisting in magical experiments.

Creed

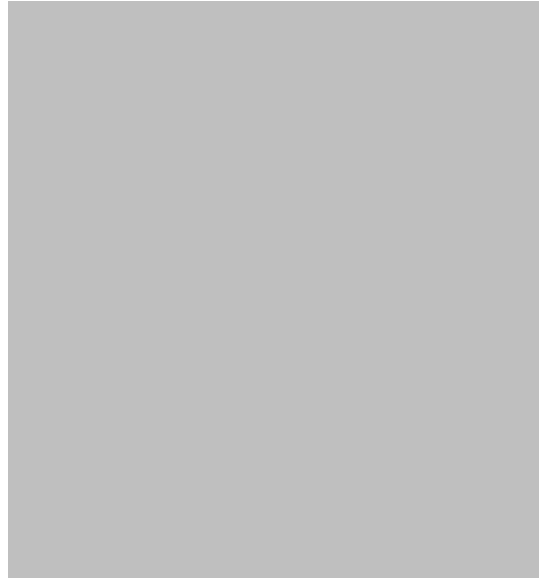
Lawful	+ 3
Unlawful	- 3

Inspiring Tasks

- Learn a new **Spell** from a Spellbook
- Increase a **Spell Mastery**
- Create a **Scroll** or other magical item
- Obtain a magical Item
- Increase a **Proficiency** with the help of a tutor

Heirloom

- *Spell Scroll* — You have a **Scroll** with your choice of any *one Elder or Grandelder Spell*.



Upbringing

Fame	+ 1
Infamy	- 1

Disposition

Apprentices are *Sheltered*, known for limited hardship and limited experience in the real world. Add a *d4 to Will*.

Profile

- *Age Group* — Start adventuring when they are *Adult*.
- *Lifestyle* — Are *Frugal* when making purchases.
- *Refresh* — They **Refresh** at *Dawn*.

Starting Proficiency

Apprentice start with the **Spellcraft Proficiency**.

ARTIST

Artists are expressive individuals driven to create, interpret, and evoke emotion through their chosen medium. They see the world through form, color, sound, or motion, often capturing meaning others overlook. Their lives revolve around practice, performance, and the pursuit of inspiration.

Creed

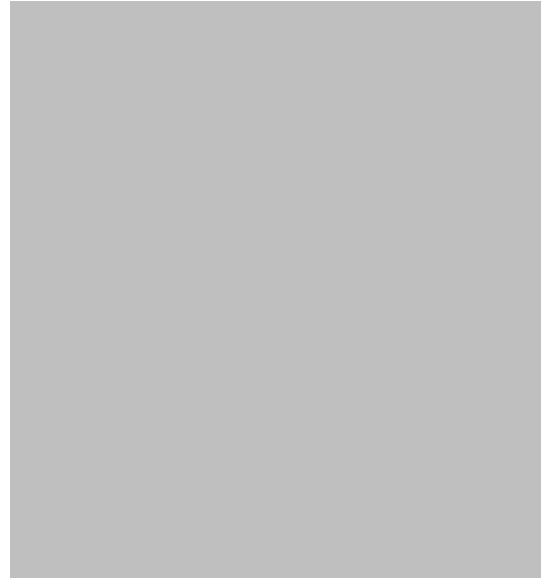
Lawful	0
Unlawful	0

Inspiring Tasks

- Create a meaningful work of art
- Perform or display your craft publicly
- Capture a person, place, or moment in your medium
- Earn coin, favor, or recognition through art
- Inspire emotion in another through your work

Heirloom

- *Mystical Paints* — You may add vivid detail to a creation. Choose light, sound, or scent; that creation gains a subtle physical manifestation and a minor effect tied to that choice.



Upbringing

Fame	+ 1
Infamy	- 1

Disposition

Artists are *Competent*, shaped by practice, expression, and critique. Add a *d6 to Will*.

Profile

- *Age Group* — Start adventuring when they are *Young*.
- *Lifestyle* — Are *Meager* when making purchases.
- *Refresh* — They **Refresh** at *Dark*.

Starting Proficiency

Artists start with the **Artistry Proficiency**

CHARLATAN

Charlatans are smooth talkers and master manipulators, skilled in deception, disguise, and persuasion. Morally flexible, they prioritize personal gain over honesty. They use their talents to con, swindle, and charm others, often living on the edge of society's laws. To do so, they are always adapting, changing their appearance, locations, and tricks to stay just one step ahead.

Creed

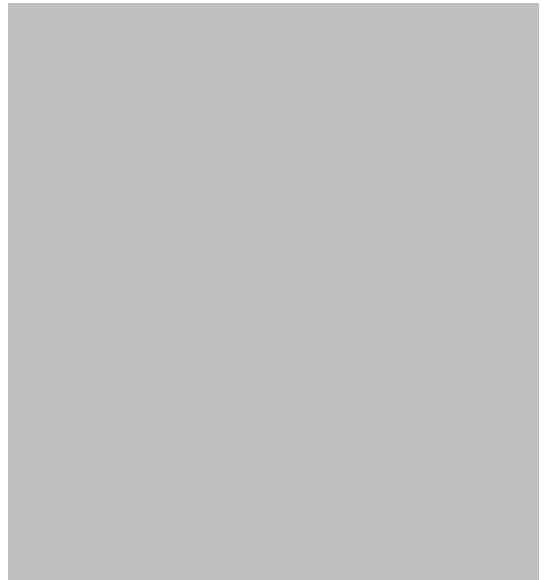
Lawful	- 2
Unlawful	+ 2

Inspiring Tasks

- Succeed on an **Elusive** Check while wearing a disguise
- Use a **Proficiency** to acquire money through dubious means (i.e., cheating, stealing, gambling)
- Commit a crime in a group
- Get someone to do you a favor
- Ambush an enemy

Heirloom

- *Ill-Gotten Gains* — Choose an **Heirloom** from any **Background**.



Upbringing

Fame	- 3
Infamy	+ 3

Disposition

Charlatans are **Competent**, hardened by social risk and the consequences of public failure. Add a **d6 to Will**.

Profile

- *Age Group* — Start adventuring when they are **Old**.
- *Lifestyle* — Are **Lavish** when making purchases.
- *Refresh* — They **Refresh** at **Dark**.

Starting Proficiency

Charlatans start with the **Pilfering Proficiency**.

EXPLORER

Explorers are adventurous individuals with a passion for discovering uncharted territories and hidden secrets. Morally, they value freedom and discovery. They are experts in different cultures, navigation, and scouting. Their daily life is filled with travel, mapping new lands, and encountering strange creatures and peoples.

Creed

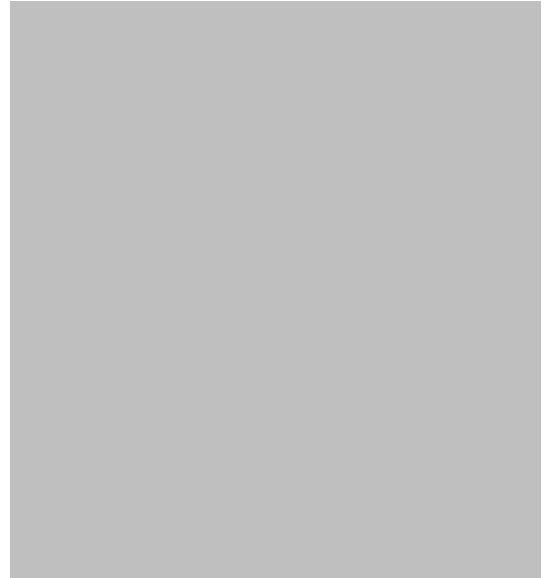
Lawful	- 1
Unlawful	+ 1

Inspiring Tasks

- Travel a significant distance to an unfamiliar place
- Meet someone with high fame or nobility
- Discover ruins or abandoned place
- Have a romantic relationship
- Add a trinket to your collection when visiting or leaving a new place

Heirloom

- *Lucky Hat* — When gaining a **Connection**, reroll any 1s.



Upbringing

Fame	0
Infamy	0

Disposition

Explorers are *Hardened*, shaped by repeated danger, uncertainty, and long endurance. Add a **d10 to Will**.

Profile

- *Age Group* — Start adventuring when they are **Young**.
- *Lifestyle* — Are **Frugal** when making purchases.
- *Refresh* — They **Refresh** at **Day**.

Starting Proficiency

Gladiators start with the **Athletics Proficiency**.

GLADIATOR

Gladiators are fierce combatants, skilled in combat and entertaining crowds with their prowess. Often hailing from harsh backgrounds, they fight for survival, glory, or the chance at freedom. Some are honorable warriors while others are just ruthless fighters, willing to do anything to win. Each day, Gladiators face rigorous training and fighting and boasting.

Creed

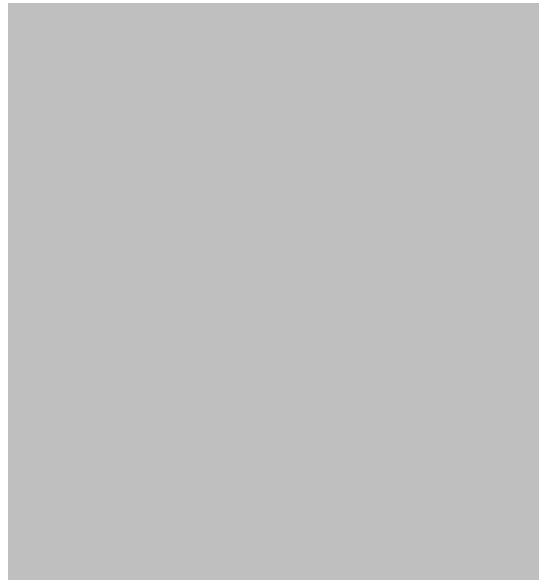
Lawful	0
Unlawful	0

Inspiring Tasks

- Take down a creature two sizes larger
- Defeat an intelligent, humanoid creature (i.e., character) in a duel (one vs. one fight)
- Increase a **Melee, Range, or Defensive Mastery**
- Gain a weapon as a Reward
- Complete a test of strength (Toughness)

Heirloom

- *Survivor's Cape* — You may **Avoid** an attack, damaging the cape. You cannot use this ability again until the cape is repaired. During your **Refresh**, you repair this cape, instead of repairing your **Armor**. You may use this ability after you fail to **Avoid** normally.



Upbringing

Fame	+ 2
Infamy	- 2

Disposition

Gladiators are *Battle-forged*, molded by relentless combat and a constant threat of death. Add a *d12 to Will*.

Profile

- *Age Group* — Start adventuring when they are *Young*.
- *Lifestyle* — Are *Decent* when making purchases.
- *Refresh* — They **Refresh** at *Dusk*.

Starting Proficiency

Gladiators start with the **Training Proficiency**.

HEALER

Healer are devoted to the pursuit of knowledge, specializing in fields like history, philosophy, and sometimes magic. Driven by a desire to uncover truth, they often spend hours in libraries or laboratories studying, experimenting, and sharing their discoveries.

Creed

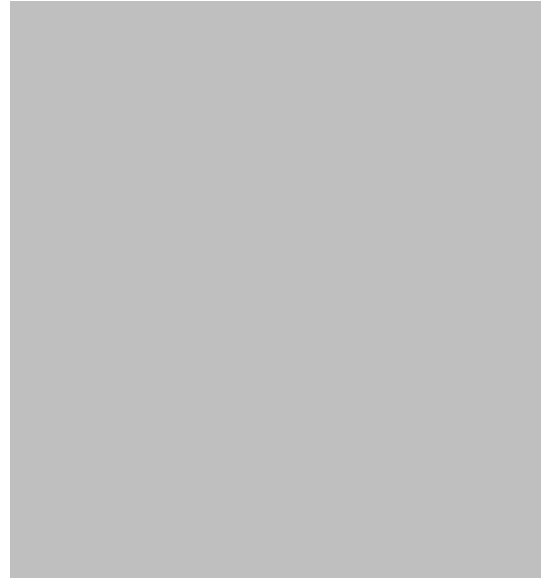
Lawful	+ 2
Unlawful	- 2

Inspiring Tasks

- Restore someone from injury or illness
- Calm or soothe another character
- Provide care in harsh or limited conditions
- Discover a new remedy or treatment
- Prevent harm through foresight or preparation

Heirloom

- *Natural Remedy* — When resting for at least 4 hours, gain additional **Body** equal to your **LB**.



Upbringing

Fame	+ 1
Infamy	- 1

Disposition

Healer are *Seasoned*, shaped by responsibility, suffering, and care. Add a *d8 to Will*.

Profile

- *Age Group* — Start adventuring when they are *Adult*.
- *Lifestyle* — Are *Frugal* when making purchases.
- *Refresh* — They **Refresh** at *Dawn*.

Starting Proficiency

Healer start with the **Medicine Proficiency**.

HISTORIAN

Healers are devoted to preserving life, mending wounds, and easing suffering through knowledge and care. They are steady under pressure, often working in dire conditions where others falter. Their lives are shaped by responsibility, compassion, and the constant presence of injury and recovery.

Creed

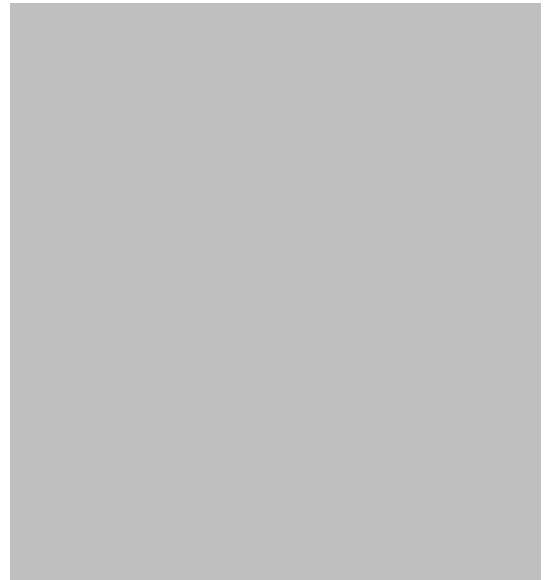
Lawful	+ 2
Unlawful	- 2

Inspiring Tasks

- Find a relic
- Learn a new language
- Learn more about Ancient Magic
- Perform a **Ritual**
- Succeed on a **Proficiency Check** using knowledge acquired from a book

Heirloom

- *History Book* — When performing a **Proficiency Check** related to a subject with historical context, you may choose that subject as the topic of your History Book. Once chosen, you **succeed on all DC16 or lower Skill Checks** related to that topic for as long as you possess the book. The topic can only be chosen once.



Upbringing

Fame	0
Infamy	0

Disposition

Historians are *Sheltered*, shaped more by study than struggle, with minimal lived adversity. Add a **d4 to Will**.

Profile

- *Age Group* — Start adventuring when they are **Old**.
- *Lifestyle* — Are **Decent** when making purchases.
- *Refresh* — They **Refresh** at **Dawn**.

Starting Proficiency

Historians start with the **Society Proficiency**.

INVESTIGATOR

Investigators uncover hidden truths through keen observation, interrogation, and deduction. They work as detectives, spies, or researchers, pursuing clues and analyzing evidence within a world of secrets and intrigue. Their motives range from justice-driven truth-seekers to self-serving opportunists.

Creed

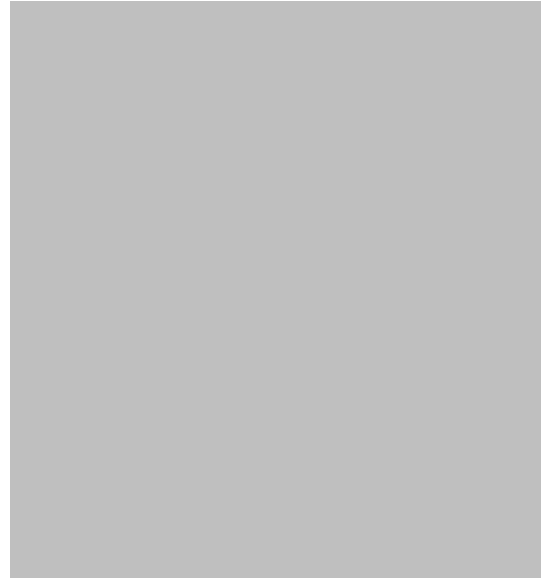
Lawful	- 1
Unlawful	+ 1

Inspiring Tasks

- Track down a high value target
- Use gathered information to influence a creature
- Gather information on royalty or nobility
- Gather information through interrogation
- Catch a criminal in the act

Heirloom

- *Dossier* — Add an additional **Connection**. For this connection, you have significant background information and gain **Advantage** on **Influence Checks** involving this **Connection**.



Upbringing

Fame	- 2
Infamy	+ 2

Disposition

Investigators are **Competent**, accustomed to navigating tension, deceit, and urban pressures. Add a **d6 to Will**.

Profile

- *Age Group* — Start adventuring when they are **Adult**.
- *Lifestyle* — Are **Decent** when making purchases.
- *Refresh* — They **Refresh** at **Dark**.

Starting Proficiency

Investigators start with the **Investigation Proficiency**.

MERCHANT

Merchants are shrewd traders who navigate markets, goods, and opportunity with a keen eye for value. They thrive on negotiation, risk, and the movement of resources, turning scarcity into profit. Their lives are filled with deals, travel, and the ever-shifting currents of supply and demand.

Creed

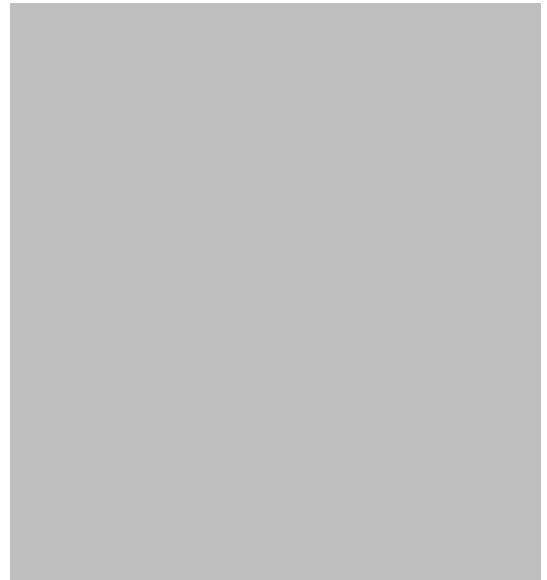
Lawful	+ 1
Unlawful	- 1

Inspiring Tasks

- Make a profitable deal or trade
- Identify the value of rare or unusual goods
- Secure favorable terms in negotiation
- Transport goods safely through danger
- Turn a loss into a gain

Heirloom

- *Abacus* — Choose another **Lifestyle**, you may bargain for items in that **Lifestyle**.



Upbringing

Fame	+ 1
Infamy	- 1

Disposition

Merchants are *Seasoned*, shaped by negotiation, risk, and opportunity. Add a *d8 to Will*.

Profile

- *Age Group* — Start adventuring when they are *Old*.
- *Lifestyle* — Are *Decent* when making purchases.
- *Refresh* — They **Refresh** at *Day*.

Starting Proficiency

Merchants start with the **Alchemy Proficiency**.

NOBLE

Nobles are born into privilege, with a deep understanding of politics, etiquette, and leadership. They are skilled in diplomacy, governance, and often have access to considerable wealth and resources. Morally, they can range from benevolent rulers to self-serving aristocrats. Social engagements, managing estates, legal affairs, and general politics are the day-to-day focus of most **Nobles**.

Creed

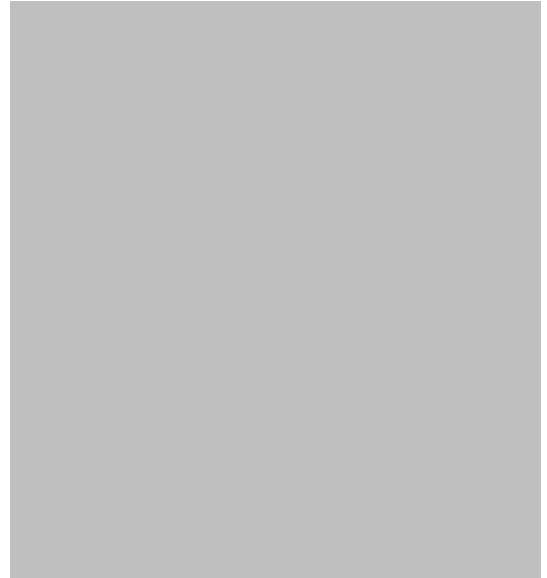
Lawful	+ 2
Unlawful	- 2

Inspiring Tasks

- Spend a substantial amount in a single purchase
- Succeed on an Influence Check using bribery
- Hire help to complete a task
- Donate something of value to a worthy cause
- Build an alliance with a faction or similar entity

Heirloom

- *Insignia* — When making an **Influence Check**, if the opposing person or group knows of the **Insignia**, add your **Level Bonus** to the check.



Upbringing

Fame	+ 3
Infamy	- 3

Disposition

Apprentices are *Sheltered*, known for limited hardship and limited experience in the real world. Add a **d4 to Will**.

Profile

- *Age Group* — Start adventuring when they are **Adult**.
- *Lifestyle* — Are **Lavish** when making purchases.
- *Refresh* — They **Refresh** at **Dusk**.

Starting Proficiency

Noble start with the **Influence Proficiency**.

TRAPPER

With their knowledge of, and deep connection with, nature, **Trappers** excel in tracking, hunting, foraging, and surviving in its harsh wilderness.

Trappers tend to live in the wildness – often on the outskirts of towns or villages – seeking civilization occasionally to sell pelts, decorations, or food. As a result, **Trappers** avoid most laws and public attention, seeming brutish, or downright savage, to some

Creed

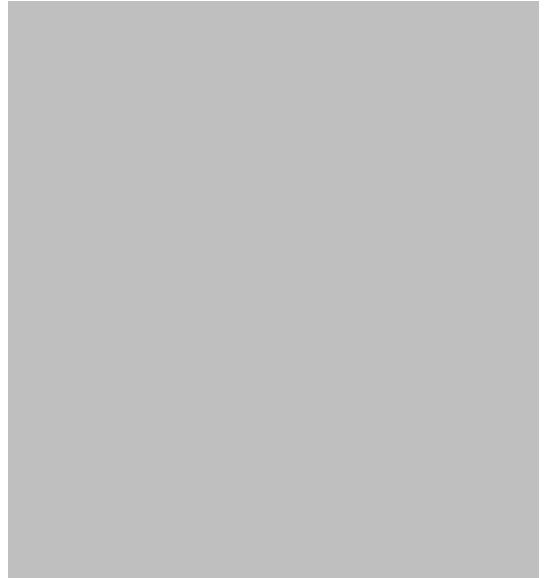
Lawful	0
Unlawful	0

Inspiring Tasks

- Protect an animal
- Set a Trap and catch a creature in it
- Overcome a challenging wilderness environment
- Track down a creature
- Hunt down a magical creature for sport

Heirloom

- *Lucky Rabbit's Foot* — Once between **Refreshes**, if the result when rolling 1d20 is a 1, you may reroll it. You must take the second result.



Upbringing

Fame	- 1
Infamy	+ 1

Disposition

Trappers are *Seasoned*, tempered by isolation and survival in unforgiving environments. Add a **d8 to Will**.

Profile

- *Age Group* — Start adventuring when they are **Adult**.
- *Lifestyle* — Are **Meager** when making purchases.
- *Refresh* — They **Refresh** at **Dawn**.

Starting Proficiency

Trappers start with the **Hunting Proficiency**.

ZEALOT

Zealots are unwavering believers driven by deep conviction and devotion to a cause, faith, or doctrine. They act with purpose and certainty, often placing belief above comfort or consequence. Their lives are defined by ritual, discipline, and the pursuit of what they hold as truth.

Creed

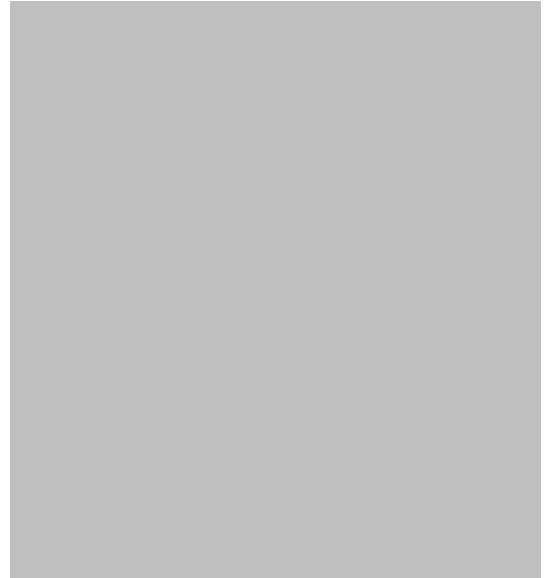
Lawful	+ 2
Unlawful	- 2

Inspiring Tasks

- Uphold or enforce your beliefs under pressure
- Convert or inspire another to your cause
- Perform a meaningful rite or act of devotion
- Resist corruption, doubt, or temptation
- Stand firm with plenty to lose

Heirloom

- *Oath* — You always have a **Dying Moment** if you do not fully succeed on a **Mortality Check**. You do not become **Unconscious** when fully succeeding on a Mortality Check.



Upbringing

Fame	- 2
Infamy	+ 2

Disposition

Zealots are **Hardened**, shaped by conviction, discipline, and unwavering belief. Add a **d10 to Will**.

Profile

- *Age Group* — Start adventuring when they are **Young**.
- *Lifestyle* — Are **Meager** when making purchases.
- *Refresh* — They **Refresh** at **Dawn**.

Starting Proficiency

Zealots start with the **Religion Proficiency**.

[Artwork]

Preparation

10. Choose a Class

A **Class** defines your character's role, strengths, and primary adventuring path. It is their core, shaping how they develop and engage with the world. See **Roles, p56 – 113**.

11. Other Properties

Level

Your character starts at Level 0.

As they gain **Levels**, they grow stronger and gain new capabilities, reflecting their development as an Adventurer.

Experience

Your character starts with zero

Experience (0 XP). To gain a **Level**, your character must earn enough **XP** and overcome a meaningful challenge. See **Character Advancement, p116**.

Level Bonus and Penalty

Record your character's **Level Bonus (LB)** and **Level Penalty (LP)** for their general experience as an Adventurer.

LEVELS	LB	LP
1 st – 5 th	+ 2	- 2
6 th – 15 th	+ 3	- 1
15 th – 30 th	+ 4	- 0

NOTE:

These level ranges are known as their: First 5, Next 10, and Last 15 levels.

12. Choose Starting Gear

Rations

Rations represent preserved food and drink and are essential to **Resting** and recovering. **Record 1d10 Rations in a Stowed Inventory Slot and label it Provisions**. See **Inventory, p45**.

Packs

Packs are a collection of general-purpose, non-combat focused items. **Record the items in the Starter Pack**

ITEM	QTY	SPACE
Bedroll	1	Implement
10 FT Rope	1	Tool
Canteen	1	Tool
Tinderbox	1	Provision

and from another of your choosing. See **Holdings, p47**.

Utility Items

Come up with **two Utility Items** based on your character's **Background's Lifestyle** (or lower). These are story-driven possessions that reflect their personality and preferences. **These are not suitable for Combat**. Some ideas:

1	Signet Ring
2	Weathered Journal
3	Tea or Spice Collection
4	Family Portrait
5	Traveling Chess Set
6	Engraved Tankard

13. Buy Equipment

Starting Wealth

Roll **5d6** then multiply the result by **10** to get the number of **Copper Coins (CC)**.

Weapon

Choose a **Weapon**. Choose and pay for its **Impact**. See **Weapons, p51**.

IMPACT	ROLL	COST
104	1d4	—
106	1d6	70 CC
108	1d8	140 CC
204	2d4	140 CC
206	2d6	280 CC

Impact is the dice rolled when landing a hit. For example, **Impact 204** means roll **2d4**.

Armor

Choose **Armor**. Choose and pay for its **Durability**. See **Armor, p53**.

DURABILITY	ROLL	COST
104	1d4	—
106	1d6	90 CC
108	1d8	180 CC
204	2d4	180 CC
206	2d6	360 CC

NOTE:

Durability is additional **Health**.

Comfort

Roll **Comfort** for **Weapon** and **Armor**.

ROLL	COMFORT
1 – 3	NOT Character's Build Character's Stature
4 – 5	Character's Build NOT Character's Stature
6	Character's Build and Stature (Comfortable)

NOTE:

Build can be **Lean, Fair, or Bulky**.
Stature can be **Short, Average, or Tall**.

If both your character's **Build** and **Stature** match those of the **Weapon** or **Armor**, it is considered **Comfortable**, and grants **rerolls on 1s**.

NOTE:

Casters need relays to cast **Spells**.

Grade

Record the **Weapon's** and **Armor's** **Grade** using the **first letter of its Build and Stature**, then the three-digit number. For example, **Fair, Average**, and 106 gives a **Grade** of: **FA106**.

Max Durability

Record the **Armor's Max Durability** as the maximum value of its **Grade** plus one additional die of the same size. For example, 204 (2d4) gives 12, using three dice (2 + 1) at maximum value (4).

Inventory

Your character can carry a limited number of items, divided between what they wear, keep at the ready, and stow away. **Inventory** is separated into **10 Outfit Slots, 5 Readied Slots, and 10 Stowed Slots, respectively, for 25 total Slots.**

Outfitted

Outfitted items are worn or carried by your character. These include weapons in hand, armor, and gear kept at the ready. **Each Outfit Slot holds a single item, regardless of the item's Category.**

The **Slots** are:

- **Head** — for helmets, crowns, and similar items.
- **Armor** — for Armor and items that fit the back, chest, and shoulders.
- **Equipment** — for a primary and secondary weapon, a two-handed weapon, or a weapon and a shield.
- **Waist** — for items that can be easily tied to belt loops or fit in pockets.
- **Footwear** — for items worn on the feet, such as boots or greaves.
- **Accessory** — for items like quivers, small pouches, pendants, and rings.

CATEGORY	# OF SLOTS
Head, Armor, Waist, and Footwear	1 EA.
Equipment	2
Accessory	4

Readied

Readied items are unworn and kept within immediate reach and can be drawn or used with little to no time or effort.

Stowed

Stowed items are kept in their rucksack and can be drawn or used with minimal time or effort. These represent the majority of your character's carried gear.

Slots

Each **Readied** and **Stowed Slot** can hold a number of items, its **Carrying Capacity**, based on the item's size, weight, and shape. These properties are grouped into five **Categories**:

- **Armaments** — largest or heaviest, frequently reused items.
- **Implements** — large or significantly heavy, often reusable items.
- **Tools** — medium or fairly heavy, reusable, sometimes breakable, items.
- **Provisions** — small or light, slowly consumed items.
- **Supplies** — smallest or lightest items that usually deplete quickly.

Carrying Capacity

When an item is placed into an empty **Slot**, that **Slot** becomes dedicated to its **Category** and can only hold items of the same **Category** up to its **Carrying Capacity**. *Once emptied, that Slot can be used for any Category.*

CATEGORY	CAPACITY
Armaments	1
Implements	2
Tools	5
Provisions	10
Supplies	20

NOTE:

Using more than 12 Slots at a time results in **Encumbrance**. See [\[Focus\]](#), [p# \(Adventuring\)](#)

EXAMPLE #1:

Adding 1 Longsword, an **Armament**, to an empty **Slot** fills it. A **Slot's Carrying Capacity** for an **Armament** is 1.

EXAMPLE #2:

Adding 1 section of 10 FT Rope, a **Tool**, leaves space for more Rope or other **Tools**. A **Slot's Carrying Capacity** for **Tools** is 5 and only 1 is currently filled. Adding a Canteen, another **Tool**, would take a second **Slot**, leaving three spaces left in that **Slot**.

Coins

Five coin types are used as currency, ranked from lowest to highest:

- **Brass (BC)** — for trivial purchases and spare change.
- **Copper (CC)** — for everyday goods and basic expenses.
- **Silver (SC)** — for modest purchases, services, and adventuring gear.
- **Gold (GC)** — for expensive items, rare goods, and magic.
- **Platinum (PC)** — for storage and exchange of large sums efficiently.

Every step up in coin value is worth 100 of the one below it (100 BC = 1 CC, 100 CC = 1 SC, and so on).

NOTE:

In terms of USD, the coins reflect: 1 BP ≈ \$0.01, 1 CP ≈ \$1, 1 SP ≈ \$100, 1 GP ≈ \$10,000, and 1 PP ≈ \$1,000,000, though exact worth may vary by setting.

Bars

A **Bar** can be of any coin type and represents **100 Coins**. Unlike coins, **Bars take the same Space as a Tool**.

Sets

Sets are a collection of general-purpose items and are often included in **Packs** or as standalone options when shopping.

HOLDINGS

Packs

Academic

Dedicated to studying and researching, needing tools for documentation and organization. *Add the following to your character's Readied or Stored Slots:*

NAME	QTY	CATEGORY
Lantern	1	Implement
Lens Set	1	Tool
Writing Set	2	Provision

The **Sets** above are:

- *Lens Set* — contains magnifying glass, cloth, and water.
- *Writing Set* — contains quills, parchment, and ink.

Choose **one** item from below:

NAME	QTY	CATEGORY
Crystal Ball	1	Implement
Archivist Pass	1	Tool
Memory Crystal	2	Provision

- *Crystal Ball* — has divination and scrying potential.
- *Archivist Pass* — has access to restricted knowledge.
- *Memory Crystal* — stores information, memories, and/or recollections.

Brawler

Focused on physical combat and training, requiring gear to support their strength and readiness. *Add the following to your character's Readied or Stored Slots:*

NAME	QTY	CATEGORY
Medallion	1	Tool
Sharpening Set	1	Tool
Medicine Set	1	Provision

The **Sets** above are:

- *Sharpening Set* — contains whetstone, oil, and leather strap.
- *Medicine Set* — contains bandages, thread, needles.

Choose **one** item from below:

NAME	QTY	CATEGORY
Flask	1	Provision
Training Dummy	1	Implement
Anti-Pain Vial	5	Supply

- *Flask* — for relaxing the body and mind.
- *Training Dummy* — for honing combat techniques.
- *Anti-Pain Vial* — for quick pain relief.

Disciple

Dedicated to spiritual practices or rituals, requiring items for ceremonies and meditation. **Add the following to your character's Readied or Stored Slots:**

NAME	QTY	CATEGORY
Bell	1	Provision
Talisman	1	Tool
Purity Set	2	Provision

The **Set** above is:

- *Purity Set* — contains holy water, incense, and prayer beads.

Choose **one** item from below:

NAME	QTY	CATEGORY
Offering Bowl	1	Tool
Spirit Drum	1	Implement
Pillow	1	Implement

- *Offering Bowl* — for spiritual ceremonies or sacrifices.
- *Spirit Drum* — for invoking divine resonance.
- *Pillow* — padded for meditative comfort.

Hunter

For tracking and survival, needing gear for hunting, trapping, and wilderness navigation. **Add the following to your character's Readied or Stored Slots:**

NAME	QTY	CATEGORY
Skull	1	Provision
Fishing Set	1	Implement
Whistle	1	Provision

The **Set** above is:

- *Fishing Set* — contains fishing rod, net, and line.

Choose **one** item from below:

NAME	QTY	CATEGORY
Trowel	1	Tool
Animal Pelt	1	Implement
Small Cage	1	Tool

- *Trowel* — for digging traps or burrows.
- *Animal Pelt* — for warmth or disguise.
- *Small Cage* — for capturing small game or critters.

Maker

For engaged in crafting and building, needing tools and materials for creating and repairing items. **Add the following to your character's Readied or Stored Slots:**

NAME	QTY	CATEGORY
Artisan Set	1	Implement
String	5	Provision
Chalk	5	Supply

The **Set** above is:

- *Artisan Set* — contains a mallet, saw, nails, and glue.

Choose **one** item from below:

NAME	QTY	CATEGORY
Workbench	1	Implement
Measuring Tape	1	Provision
Whittling Tools	1	Tool

- *Workbench* — for crafting or repairs.
- *Measuring Tape* — for precise crafting.
- *Whittling Tools* — for detailed wood carving.

Outcast

For living on the fringes of society or wandering, needing basic survival gear and personal essentials. **Add the following to your character's Readied or Stored Slots:**

NAME	QTY	CATEGORY
Pocket Mirror	1	Tool
Criminal Set	1	Tool
Smoke Pellets	10	Supply

The **Set** above is:

- *Criminal Set* — contains crowbar, grappling hook, and gloves.

Choose **one** item from below:

NAME	QTY	CATEGORY
Loaded Dice	1	Provision
Multi-Tool	1	Tool
Invisible Ink	3	Supply

- *Loaded Dice* — for manipulating games of chance.
- *Multi-Tool* with versatile, practical uses.
- *Invisible Ink* — for writing secret messages.

Performer

To entertain or perform, needing costumes, props, and equipment for their acts. **Add the following to your character's Readied or Stored Slots:**

NAME	QTY	CATEGORY
10 FT Pole	1	Implement
Theater Set	1	Tool

The **Set** above is:

- *Theater Set* — contains an instrument, masks, and paints.

Choose **one** item from below:

NAME	QTY	CATEGORY
Herald's Horn	1	Tool
Dyes	5	Supply
Juggling Props	1	Implement

- *Herald's Horn* — for projecting sound to large audiences.
- *Dyes* — for costumes or set decoration.
- *Juggling Props* — for entertainment or distraction.

Traveler

For embarking on journeys, requiring essential supplies and comfort items for long travels. **Add the following to your character's Readied or Stored Slots:**

NAME	QTY	CATEGORY
Navigation Set	1	Tool
Torches	5	Supply

The **Set** above is:

- *Navigation Set* — contains compass, spyglass, and trail markers.

Choose **one** item from below:

NAME	QTY	CATEGORY
Survival Guide	1	Tool
Timepiece	1	Tool
Shovel	1	Tool

- *Survival Guide* — a useful resource with tips for harsh environments.
- *Timepiece* — for tracking time.
- *Shovel* — for clearing paths or digging shelters.

Weapons

Mastery

The combat discipline used to wield the weapon, defining its effective distance, damage progression, and method of attack. A weapon's **Mastery** reflects both the user's expertise and whether it is used through a more refined or savage style.

See [\[Focus\]](#), p# (Arts and Disciplines).

Source (Wield)

Source

How the weapon inflicts damage:

- *Strike* — blunt, most effective against **Donned Armor**.
- *Slash* — cutting, most effective against **Unarmored**.
- *Stab* — piercing, most effective against **Innate Armor**.

Wield

How the weapon is held and used:

- *One-Handed (1H)* — gives a free hand.
- *Two-Handed (2H)* — deal greater damage.
- *Versatile (VS)* — can be used as if a **One-Handed** or **Two-Handed** weapon, but it has reduced effectiveness.

Properties

Special traits, or effects, that affect the weapon's functionality. See [\[Focus\]](#), p# (Arts and Disciplines).

Melee

Melee weapons rely on positioning and are effective in tight quarters.

Battle Axe

A balanced, double-edged axe designed for slashing.

Mastery	Mauling [Close]
Source (Wield)	Slash (2H)

Club

A flared stick for heavy crushing blows.

Mastery	Mauling [Close]
Source (Wield)	Strike (1H)

Dagger

A small, sharp weapon for close combat and stealth attacks.

Mastery	Dueling [Engage]
Source (Wield)	Stab (1H)
Properties	Off-Hand

Short Sword

A compact, easy-to-handle blade suited for quick strikes.

Mastery	Dueling [Close]
Source (Wield)	Slash (1H)

Spear

A polearm with a pointed head, effective for thrusting and keeping enemies at a distance.

Mastery	Dueling [Near]
Source (Wield)	Stab (VS)

Range

Ranged weapons rely on precision to hit targets at a distance.

Crossbow

A mechanical bow built for powerful, precise shots.

Mastery	Aiming [Away]
Source (Wield)	Stab (2H)
Properties	Missile

Rifle

A firearm that uses gunpowder to fire small, single use projectiles.

Mastery	Aiming [Far]
Source (Wield)	Strike (2H)
Properties	Ammo

Short Bow

A compact bow for quick shots.

Mastery	Aiming [Far]
Source (Wield)	Stab (2H)
Properties	Missile

Sling

A simple strap used to hurl stones with force.

Mastery	Hurling [Away]
Source (Wield)	Strike (1H)
Properties	Ammo

Conduit (Magic)

Conduits channel magical energy.

Rod

A small, sharp weapon for close combat and stealth attacks.

Mastery	Any Spell
Source (Wield)	Strike (1H)

Staff

A small, sharp weapon for close combat and stealth attacks.

Mastery	Any Spell
Source (Wield)	Strike (VS)

Wand

A small, sharp weapon for close combat and stealth attacks.

Mastery	Any Spell
Source (Wield)	Stab (1H)
Properties	Off-Hand

Other

Hand-Axe

A small, one-handed axe ideal for throwing or melee combat.

Mastery	Mauling [Engage]
Source (Wield)	Slash (1H)
Properties	Throw

Rock

Just a small, rugged rock.

Mastery	Mauling [Engage]
Source (Wield)	Strike (1H)
Properties	Throw

Armor

Donned

Donned Armor is worn protection that determines which attack types — melee, range, or magic — are most effective against your character. **Donned Armor** grants **Armor Points** (additional health).

Simple Types

Simple Armor Types are *highly effective* at **Avoiding** (preventing) or **Bracing** (reducing), *against a single attack type*.

TYPE	PROTECTION	MASTERY
Cloth	Magic	Resilience
Hide	Melee	Fitness
Mesh	Range	Insight

Advanced Types

Advanced Armor Types are *moderately effective* at **Avoiding** (preventing) or **Bracing** (reducing) *against two different attack types*.

TYPE	PROTECTION	MASTERY
Scale	Range & Magic	Insight & Resilience
Shell	Melee & Magic	Fitness & Resilience
Plate	Melee & Range	Fitness & Insight

Forms

Each **Advanced Armor Type** has one of the following **Forms**:

- *Balanced* — Apply half the benefit for when **Avoiding** or **Bracing**.
- *Nimble* — Apply only the benefit for **Avoiding**.
- *Robust* — Apply only the benefit for **Bracing**.

Starting Armor

TYPE	IDEAS
Cloth	Cloak, Gambeson, Robe
Hide	Doublet, Jerkin, Leather
Mesh	Chainmail, Ringshirt
Scale	Brigandine, Scalemail
Shell	Breastplate, Cuirass
Plate	Full-Plate, Panoply

Unarmored

Unarmored characters rely on avoiding harm rather than absorbing it. It grants no **Armor Points** or **Body** but improves chance for avoiding while remaining equally open to all attack types.

NOTE:

Some creatures have **Innate Armor** based on their biology. It functions like **Donned Armor**, except it increases **Body** directly.

[Artwork]

[Artwork]

Roles

Class

Each **Class** belongs to one or more broad category that reflect its role and overall style.

- **Caster** — Focused on magic, supernatural force, and arcane expression.
- **Martial** — Focused on weapons, physical prowess, and combat technique.
- **Specialist** — Focused on techniques, precision, and ingenuity.

Party

Party Roles describe the kinds of Party Roles describe how a character contributes to the group in both combat and non-combat situations.

- **Control** — Shapes situations, limits opposition, and creates advantages.
- **Enforcer** — Applies pressure, overcomes threats, and drives action forward.
- **Guard** — Protects others, holds space, and preserves the party's safety.
- **Support** — Restores, enables, assists, and improves group effectiveness.
- **Utility** — Solves problems through skills, knowledge, scouting, social influence, or adaptability.

Disciplines

Disciplines are your character's structured, mastery-based options. Their primary role determines which **Discipline** you gain access to:

- **Spells** — As a **Caster**, your character gains **Spells**, representing structured magical abilities and defined supernatural effects.
- **Stunts** — As a **Martial**, your character gains **Stunts**, representing trained maneuvers, physical feats, and combat techniques.
- **Sleights** — As a **Specialist**, your character gains **Sleights**, representing practiced techniques, proficiencies, and non-magical expertise.

Arts

Arts are your character's minor, flexible expressions. Their secondary role determines which **Art** your character can use:

- **Cantrips** — As a **Caster**, your character gains **Cantrips**, allowing them to create small, improvised magical effects.
- **Tactics** — As a **Martial**, your character gains **Tactics**, allowing them to create or apply advantage through planning and positioning.
- **Exploits** — As a **Specialist**, your character gains **Exploits**, allowing them to capitalize on openings and opportunities.

Themes

Themes represent fundamental forces, regions, cultures, and ways of life within the world. They shape your character's perspective, identity, and the kind of power or influence they are connected to.

Study Overview

Studies are the older, broader traditions and influences within a theme. They represent long-standing ways of life, inherited beliefs, and enduring forces.

- *Arcane* — Mystery, altered reality, hidden places, and abstract understanding.
- *Corruption* — Decay, imbalance, sacrifice, and the cost of desire and survival.
- *Devotion* — Faith, unity, purpose, connection, and strength.
- *Nature* — The untamed world, life's cycles, and the forces of land, sea, and sky.

Domain Pathways

Each **Class** has multiple **Pathways**, each tied to a **Domain** within its broader **Study**. **Pathways** shape how your character specializes over time through the knowledge, methods, and strengths they develop.

Whenever your **Class** grants a **Pathway** option, you may take the next option in one of its **Pathways**. You may also branch into other **Pathways** if your character meets the alternative requirements.

Advanced

Multiclassing

When your character reaches **6th Level**, they may *replace* their **6th Level Feat** with the **Keystone** of a different **Class**.

When your character reaches **11th Level**, they may *replace* their **11th Level Feat** with either:

- the **Keystone Feat** of a third **Class**, or
- a **6th Level Feat** from the same secondary **Class** chosen at 6th Level.

Your character otherwise continues progressing normally in their original **Class**, changing only the Feats gained at those **Levels**.

Abandoning a Class

When your character **Levels Up**, they may choose to abandon their current **Class** and begin progressing in a new one. To do so, they must accept the penalty for **Abandoning the Class** specified by their current **Class**.

Once abandoned, your character immediately continues progression using the new **Class** at their new **Level**, gaining its Level-based benefits from that point onward.

[Arcane Artwork]

[Arcane Artwork]

MAGE (ARCANE)

Arcanists of the **Arcane Study** reshape reality through knowledge, bending perception, matter, and possibility to their will.

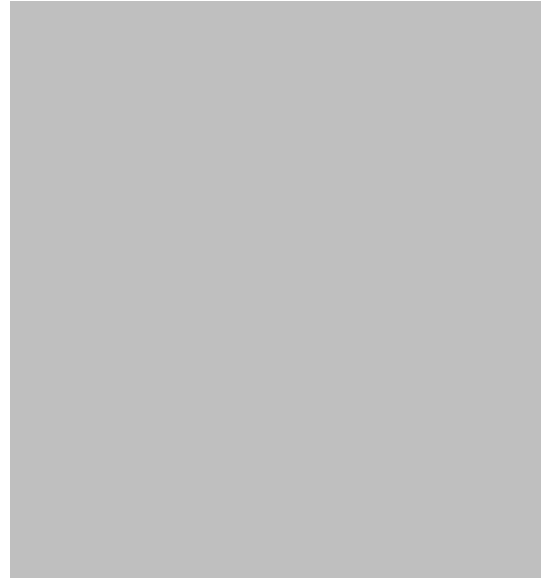
Overview

- True Caster
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Illusionist (Amnesara)* — Twists perception to mislead, obscure, and control awareness.
- *Artificer (Novus)* — Builds devices and constructs that impose will on reality.
- *Voidmage (Portallo)* — Warps space and absence to displace and erase.

Illusionist (Amnesara)***Pathway I*****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Artificer (Novus)***Pathway I*****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Voidmage (Portallo)

Pathway I

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

REAYER (ARCANE)

Ritualists of the **Arcane Study** enact change through preparation and design, shaping outcomes with time and intent.

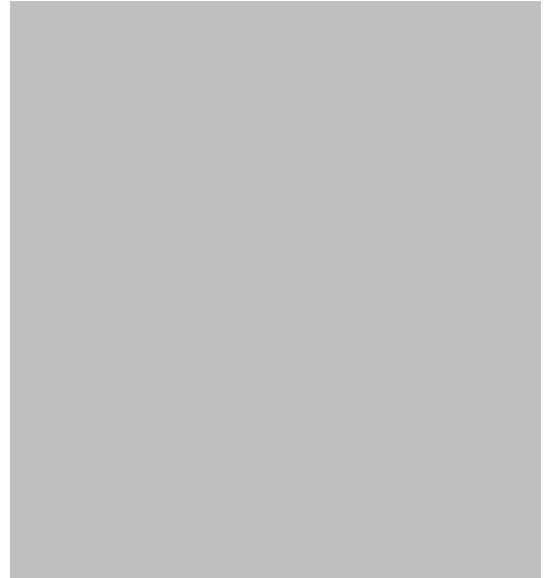
Overview

- Martial / Specialist
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Mindbender (Amnesara)* — Subtly bends thought, emotion, and will..
- *Alchemist (Novus)* — Refines materials into potent, transformative tools.
- *Gatewatcher (Portallo)* — Controls passage, opening and sealing thresholds.

Mindbender (Amnesara)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Alchemist (Novus)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Gatewatcher (Portallo)

Pathway I

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

ROGUE (ARCANE)

Spellblades of the Arcane Study channel altered reality through martial form, merging blade and spell into a single act.

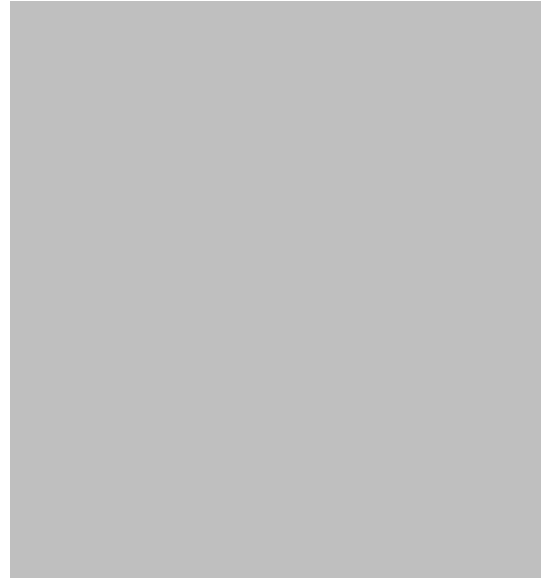
Overview

- True Specialist
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Loastmaul (Amnesara)* — Unleashes raw arcane force through crushing strikes.
- *Forcebreaker (Novus)* — Balances disciplined casting with precise combat.
- *Phantomblade (Portallo)* — Fights through shifting presence and misdirection.

Loastmaul (Amnesara)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Forcebreaker (Novus)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Phantomblade (Portallo)

Pathway I

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

[Corruption Artwork]

[Corruption Artwork]

ROGUE (CORRUPTION)

Reavers of the Corruption Study

embrace destruction as strength, feeding on chaos, pain, and relentless violence.

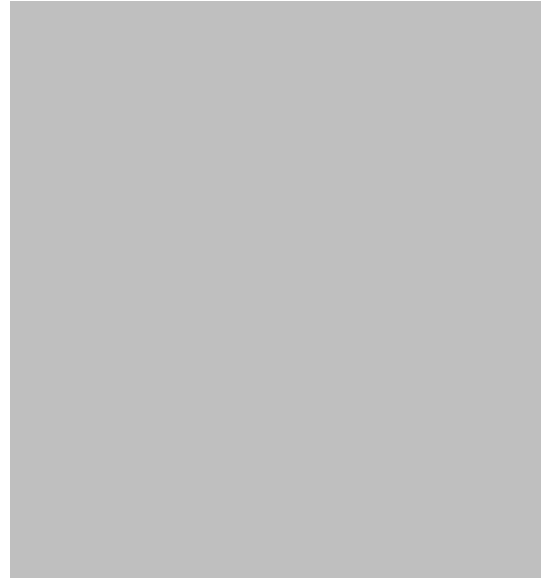
Overview

- True Specialist
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Shadowwalker (Evernight)* — Assassins are lethal, precise killers who strike swiftly from the shadows, eliminating targets with ruthless efficiency.
- *Bloodstalker (Neverborn)* — thrive on deception and chaos, using illusions and cunning to manipulate their foes.
- *Blackheart (Plagueworn)* — blend stealth with arcane power, using darkness and teleportation to slip between realms.
- *Assassin (Soulforge)* — blend stealth with arcane power, using darkness and teleportation to slip between realms.

Skorn (Evernight)***Pathway I*****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Bloodstalker (Neverborn)***Pathway I*****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Blackheart (Plagueborn)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Assassin (Soulforge)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.

WARRIOR (CORRUPTION)

Rogues of the **Corruption Study** survive through cunning and ruthlessness, exploiting weakness, secrecy, and opportunity.

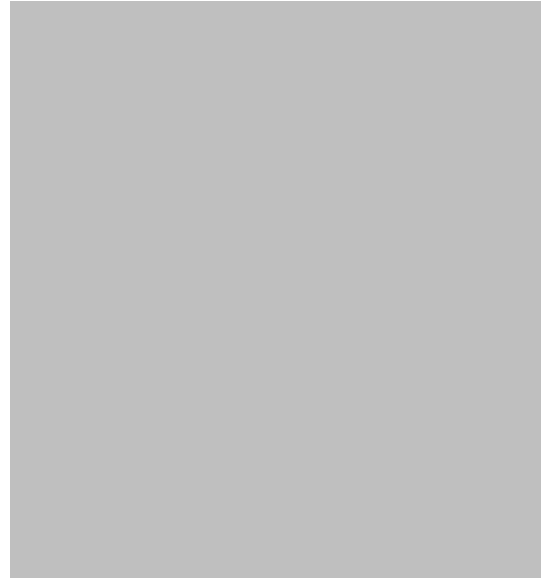
Overview

- True Martial
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result,

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Skorn (Evernight)* — Thrives in fury, converting pain into power.
- *Carrion (Neverborn)* — Grows stronger among the fallen.
- *Blightmaw (Plagueworn)* — Devours and corrupts all in its path.
- *Unchained (Soulforge)* — Rejects all limits, fighting in wild freedom.

Skorn (Evernight)***Pathway I*****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Carrion (Neverborn)***Pathway I*****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Blightmaw (Plagueworn)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Unchained (Soulforge)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

WARLOCK (CORRUPTION)

Warlocks of the **Corruption Study**

wield power through sacrifice and bargain, drawing strength from darkness, death, and suffering

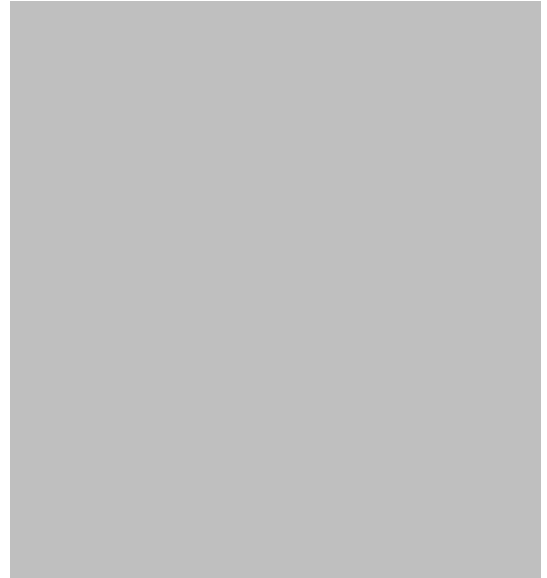
Overview

- Caster / Specialist
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Dreadlord (Evernight)* — Dominates through fear and overwhelming presence.
- *Gravebound (Neverborn)* — Channels death and the lingering dead.
- *Rotwitch (Plagueworn)* — Spreads decay, thriving in scarcity and ruin.
- *Soultaker (Soulforge)* — Binds and harvests souls for power.

Dreadlord (Evernight)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Gravebound (Neverborn)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Rotwitch (Plagueworn)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Soultaker (Soulforge)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

[Devotion Artwork]

[Devotion Artwork]

BARD (DEVOTION)

Clerics of the **Devotion Study** guide and restore, channeling faith to heal, support, and bind others together

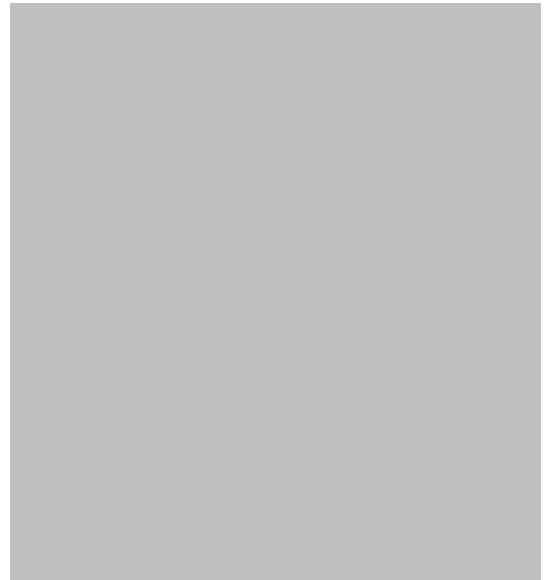
Overview

- Specialist / Caster
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Luminant (Luminia)* — Inspires hope and restores spirit through presence and expression.
- *Heartcaller (Solara)* — Ignites passion, fervor, and courage in a shared purpose.
- *Fatestitcher (Starlume)* — Weaves dreams and prophecy that shape perception and destiny.
- *Talesworn (Utopa)* — Binds people together through stories and folklore.

Luminant (Luminia)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Heartcaller (Solara)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Fatestitcher (Starlume)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Talesworn (Utopa)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

CLERIC (DEVOTION)

Inquisitors of the Devotion Study enforce belief and truth, rooting out corruption through judgment and authority

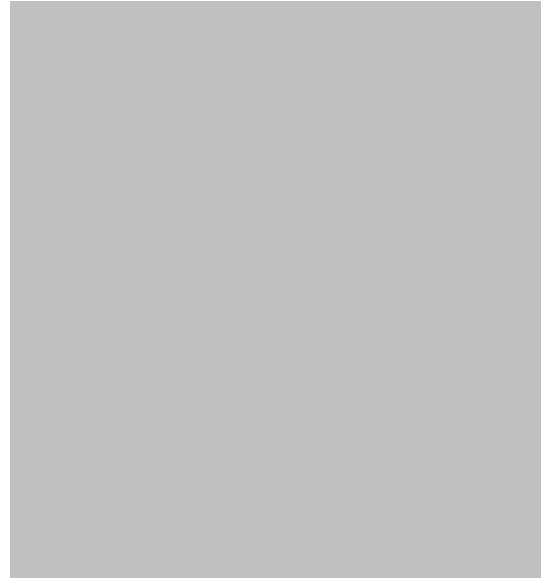
Overview

- Caster / Martial
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Lightbearer (Luminia)* — Heal, reveals, and guides others toward truth.
- *Pyrebrand (Solara)* — Purges through fire and zeal.
- *Oracle (Starlume)* — Interprets dreams, omens, and distant signs to uncover hidden truths..
- *Vicar (Utopa)* — Delivers measured and final judgment.

Vicar (Luminia)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pyrebrand (Solara)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Aurabrand (Starlume)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Arbiter (Utopa)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

PALADIN (DEVOTION)

Paladins of the **Devotion Study** uphold ideals through action, embodying conviction, unity, and unwavering resolve

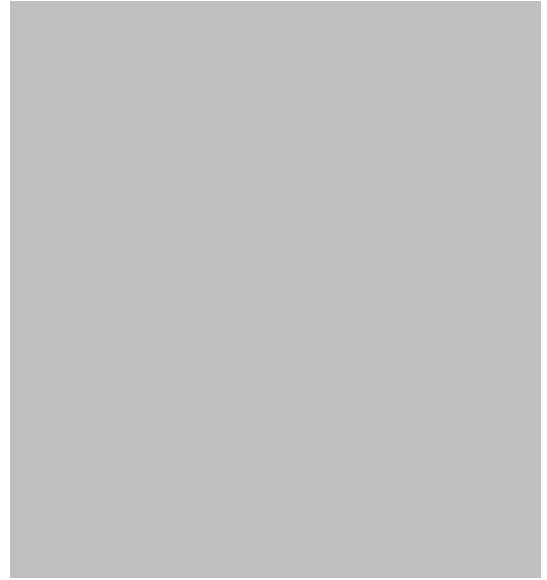
Overview

- Martial / Caster
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Duelist (Luminia)* — Excels in disciplined, honorable combat.
- *Vanguard (Solara)* — Leads and protects from the front.
- *Dreamwarden (Starlume)* — Guards hope, spirit, and vision.
- *Oathsworn (Utopa)* — Draws power from sacred vows.

Duelist (Luminia)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Vanguard (Solara)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Dreamwarden (Starlume)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Oathsworn (Utopa)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

[Nature Artwork]

[Nature Artwork]

HUNTER (NATURE)

Barbarians of the Nature Study

embody raw, untamed force, fighting through instinct, endurance, and primal might.

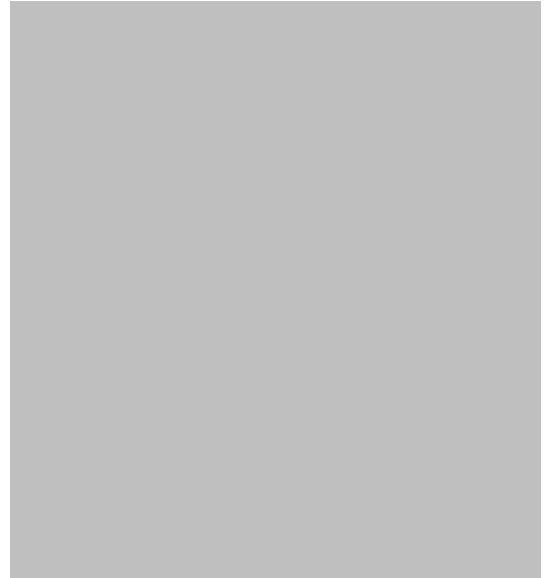
Overview

- Specialist / Martial
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Swashbuckler (Seafall)* — Fights boldly with agile flair.
- *Landscout (Stoneward)* — Uses terrain to track and outmaneuver.
- *Windstriker (Thunderron)* — Delivers swift, precise ranged attacks.
- *Wildshot (Wyldwood)* — Hunts by tracing and exploiting magic.

Swashbuckler (Seafall)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Landscout (Stoneward)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Windstriker (Thunderron)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Wildshot (Wyldwood)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

MAGE (NATURE)

Druids of the Nature Study live in balance with the world, channeling its forces, cycles, and living systems

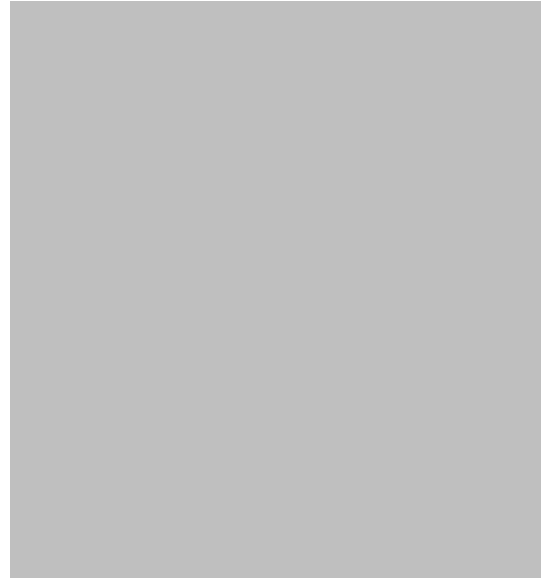
Overview

- True Caster
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Tidecaller (Seafall)* — Flows and adapts like water.
- *Terran (Stoneward)* — Anchors strength in earth and stone.
- *Skyshaper (Thunderron)* — Commands wind and storm.
- *Druid (Wyldwood)* — Fights alongside bonded creatures.

Tidecaller (Seafall)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Terran (Stoneward)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Skyshaper (Thunderron)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Druid (Wyldwood)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

WARRIOR (NATURE)

Hunters of the **Nature Study** master pursuit and survival, using terrain, instinct, and precision to overcome prey

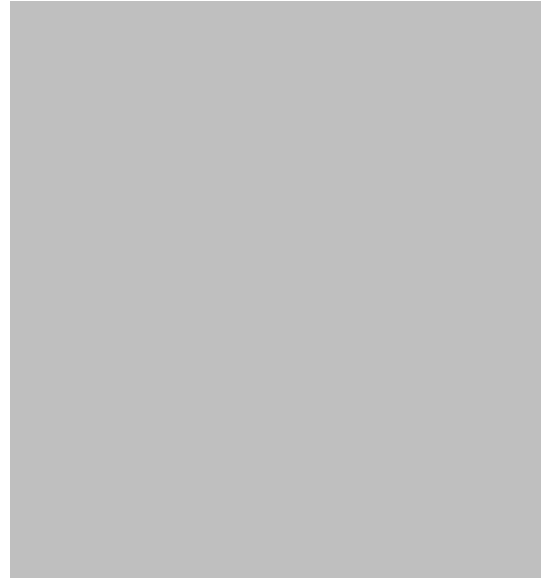
Overview

- True Martial
- Moderately difficult to play.
- Tend to be a Face, Scout, and Striker.

Keystone

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.



Feats

6th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

11th Level

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Benefits

- Gain 1 bonus [X] at [Y]
- ???

Progression Perks

Gain the following at each Level:

LEVEL	PERKS
1	Keystone & Class
2	Novice Talent
3	Class
4	Novice Talent
5	Pathway & Class
6	Feat & Class
7	Heroic Talent
8	Class
9	Heroic Talent
10	Pathway & Class
11	Feat & Class
12	Champion Talent
13	Class
14	Champion Talent
15	Pathway & Class

Abandoning the Class

If your character abandons this **Class**:

- Reduce the **Mastery Rank** of one **Sleight** by 1.
- Remove one of their **Talents**.

Domain Paths

- *Wavebreaker (Seafall)* — Drives forward with unstoppable momentum.
- *Juggernaut (Stoneward)* — Endures and crushes through sheer force.
- *Stormraider (Thunderron)* — Strikes with speed and explosive energy.
- *Berserker (Wyldwood)* — Trades control for overwhelming power.

Wavebreaker (Seafall)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Juggernaut (Stoneward)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Stormraider (Thunderron)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Berserker (Wyldwood)**Pathway I****Bag of Tricks (At Will, Pool):**

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway II

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result

Pathway III

[alternative qualification]

Bag of Tricks (At Will, Pool):

Gain a number of d6s equal to half your Level plus one. You may roll one or more of these dice when rolling for Initiative or Reacting, adding to the result.

[Artwork]

FINAL TOUCHES

14. Describe your Character

Name

Choose a name; consider aligning it with your character's **Kin, Origin**, and/or

Languages. See [Focus], p# (Adventuring).

Age

Choose an **Age** within their **Kin's Age Range** that matches their **Upbringing's Age Category**.

Appearance

Answer the following:

- **Presence** — How do they carry themselves? (i.e., slouched, limping)
- **Marks** — What lasting injuries do they have? How does it affect them?
- **Features** — What visually stands out?

Depiction

Note any remaining details for their outward expressions, traditions, interests, desires, and so on.

15. Share their History

Relationships

Answer the following:

- **Support** — Who do you rely on when things go wrong?
- **Longing** — Who do you miss or wish you could return to?
- **Rivals** — Who opposes you, competes with you, or wants you to fail?
- **Bonds** — Who has shaped you the most, for better or worse?

Backstory

Answer the following:

- **Homeland** — Where are they from?
- **Past** — What was it like growing up?
- **Turning Point** — What pushed you to become an adventurer?
- **Loose Ends** — What did you leave behind and still haunts them?

16. Build their Heart and Mind

Purpose

Answer the following:

- **Goal** — What do they want more than anything else?
- **Drive** — Why haven't they given up?

Principles

Answer the following:

- **Ethics** — What rules guide their actions? (i.e., honor, vengeance, religion)
- **Methods** — How do they resolve conflict? (i.e., mercy, ruthlessness, manipulation)
- **Limits** — What will they refuse to do, even if it costs them? What could force them to betray their principles?

Personality

Answer the following:

- **Liabilities** — What can lead to poor decisions, hesitation, or inaction?
- **Preferences** — What do they seek out and enjoy? What do they avoid?
- **Quirks** — What are small, unique mannerisms? (i.e., hums to think)

CHARACTER ADVANCEMENT

Experience Points (XP)

XP measures your character's progress within their **Class**. It is awarded by **The Director** after one or more **Encounters**. The amount of **XP** earned depends on difficulty and outcome.

XP Thresholds

As your character gains **XP**, they will pass different thresholds, unlocking that level. **XP** is cumulative, meaning your character retains their **XP** and needs only enough **XP** to reach the next threshold (the difference between thresholds).

TO GET TO LEVEL	XP THRESHOLD
1	2,000
2	5,000
3	9,000
4	13,500
5	18,500
6	24,000
7	29,500
8	35,500
9	41,500
10	48,000
11	54,500
12	61,000
13	68,000
14	75,000
15	82,000

Flat XP

The Director will state the sum of:

- *Base* — **XP** gained from consistent effort and repetition.
- *Victory* — **XP** gained from advancing the situation forward.

Lesson Dice

The Director will state the. In general, larger size dice are rewarded for more challenging **Encounters** (**d4** vs **d10**).

Determining XP**1. Record Flat XP**

Add the **Flat XP** (the provided sum) from **The Director** to your character's current **XP** total.

2. Roll Lesson Dice

Roll the dice from **The Director**. Multiply the result by 100. Add this new result to your character's current **XP** total.

4. Record Lesson XP

Add the result of **Step 3** to your character's current **XP** total (including the **XP** from **Step 1**).

EXAMPLE:

Flat: 350 XP

Lesson: d4, d6, d6

1. Add 350 XP to current XP total
2. Roll 2, 3, and 1. Multiply 6 by 100 XP to get 600 XP.
4. Add 600 XP to current XP total.

Total XP gained: 950 XP

Gaining a Level

1. Cross XP Threshold

Your character reaches the required **XP Threshold** for the next level.

2. Complete a Worthy Challenge

Ask **The Director** if your character is ready to advance; they determine whether their recent actions qualify as a **Worthy Challenge**, or if one is still needed. Once a **Worthy Challenge** is completed, progress your character to the next **Level**.

3. Advance to Next Level

Gain your **Class** benefits for the new **Level** and **4 Development Points (DP)**.

4. Make Journal Swaps

You may make a number of **Journal** swaps equal to your character's **Level Bonus (LB)** at the new **Level**. The **Class Discipline** limits what you can swap to:

- *Caster* — Swap for a **Spell**.
- *Martial* — Swap for a **Stunt**.
- *Specialist* — Swap for a **Sleight**.

5. Spend Development Points (DP)

Spend any number of **DP** to improve or alter your character.

NOTE:

Unspent **DP** carry over to future levels.

Spending DP

1 DP

- *Acolades* — Add 1 to **Fame, Infamy, Order, or Disorder**.
- *Changes* — Change **Lifestyles**.
- *Donate* — Give another player **1 Development Point**.

2 DP

- *Blessing* — Gain **1 Inspiration Point**.
- *Exchange* — Swap a **Journal Entry**.
- *Retrain* — Reduce a **Mastery Rank** by 1 and increase a different **Mastery Rank** by 1.

3 DP

- *Discover* — Increase number of allowed **Tricks, Rituals, or Connections** by 1.
- *Endure* — Gain **Vigor** equal to **Agility Modifier**.
- *Harden* — Gain **Body** equal to **Toughness Modifier**.
- *Improve* — Add 1 to a **Mastery Rank**.
- *Willpower* — Gain **Will** equal to **Toughness Modifier** plus **Level Bonus**.

4 DP

- *Study* — Gain **1 Sleight, Spell, Stunt, or Proficiency**.
- *Elevate* — Replace a **Heroic Talent** for **Champion Talent**.
- *Heroism* — Replace a **Novice Talent** for **Heroic Talent**.

