

CHARACTER CREATION

1 CHOOSE A CLASS.

Your class represents what kind of character you'll be playing and will give you access to certain abilities and spells during the game. Take the character sheet specific for this class.

2 CHOOSE A SUBCLASS.

Each class has a number of subclasses to choose from that help better define what kind of focus you'd like your character to have. Take the Foundation card for your chosen subclass.

3 CHOOSE A HERITAGE.

Heritage is made up of both an Ancestry and a Community card. These two cards that establish your physical appearance and the kind of environment you grew up in.

4 SET YOUR TRAITS & EVASION.

Distribute the values -1, 0, 0, +1, +1, +2 across your Character Traits. When rolling, you'll add the value of that Character Trait to the roll. Then record your starting Evasion score.

5 SET YOUR THRESHOLDS & HOPE.

Each class will start with its own Damage Thresholds detailed on the character sheet under the Hit Points section. Record these in their appropriate spaces. Then take 2 Hope to start the game.

6 CHOOSE STARTING WEAPONS.

Decide what kind of weapons you want to start the game with, and record their details in the appropriate spaces.

7 CHOOSE STARTING ARMOR

Take one of the available starting armors, and record its details in the appropriate spaces.

8 TAKE YOUR STARTING INVENTORY.

The starting inventory for your class is listed on your character guide. Record those items in the Inventory section of your character sheet.

9 CHOOSE YOUR DESCRIPTION.

Make choices from the available options on your character guide or create your own. This will help you start to build out your character's look and attitude.

10 TAKE DOMAIN DECK CARDS.

Each class is made up of two different domains, listed below the class name on the character sheet. Choose two cards total from the Level 1 cards in those domains from the domain decks. You may share these decks with other classes. If you do, make sure to talk with them about what cards they're interested in as well.

11 ANSWER BACKGROUND QUESTIONS.

Use the background questions on your character guide as a jumping off point to build out your character's history.

12 GENERATE EXPERIENCE.

Use all of the choices and backstory you've made about your character so far to generate their Experience, a set of narrative words or phrases that represent the kinds of things they've learned or become on their journey so far. Assign one +2 and the other +1 as their starting values.

13 RECORD YOUR NAME & PRONOUNS.

Create a name for your character and choose what pronouns they use. Then share your character with the rest of the table when they're ready.

14 CREATE CONNECTIONS.

Ask any of the Connection questions on your character guide to the other characters at the table, or generate your own. Use this as an opportunity to also discuss how you all met, what brought you together, and why you've decided to travel as a party.



**YOU'RE NOW
READY TO PLAY!**

FIRST NAMES

Alucard, Ambrose, Astrid, Ash, Bellamy, Calder, Calypso, Clover, Chartreuse, Dahlia, Darrow, Deacon, Elowen, Emrys, Fable, Fiorella, Flynn, Gerard, Harlow, Hadron, Indigo, Inara, Jasper, Kai, Kismet, Leo, Marigold, Maverick, Mika, Moon, Nyx, Phaedra, Quill, Raphael, Ronan, Roux, Reza, Saffron, Sierra, Skye, Talon, Thea, Triton, Vala, Velo, Wisteria, Yarrow, Zahara.

REGION NAMES

Watcher's Ravine, Shattered Peaks, Holdland, Daves Pass, Branishar, Crown of the World, South Choir, Xuria, Wilting Valley, Bonecross, Roaming Sea, Mistvale, Hadriel's Wall, Bloomfare, Cloud Isles, Revenance, Mountains of Creation, Sunbearer's Crescent.

FAMILY NAMES

Abbot, Advani, Agoston, Baptiste, Belgarde, Blossom, Chance, Covault, Dawn, Dennison, Drayer, Emrick, Foley, Fury, Gage, Gallamore, Grove, Hartley, Humfleet, Hyland, Jones, Jordon, Knoth, Lagrange, Lockamy, Lyon, Marche, Merrell, Newland, Novak, Orwick, Overholt, Pray, Pyre, Rathbone, Rose, Seagrave, Spurlock, Thorn, Tringle, Warren, Worth, York, Zimarik

PLACE NAMES

Stone's Throw, Golden Goose, Black Willow, Limping Liar, Menagerie, Great Expectations, Wicked Smile, Crow's Nest, Balking Tide, Figero, Idle Fiend, Quiet Magnitude, Nero's Compass, Netherwell, Kross, Hollow Keep, Salute, Hearthbreak, Parting Gift, Fool's Gold.

GOD GENERATOR

Boreo, Hyteria, Solteris, Modar, Ceranova, Fynn, Isoldaer, Jarii, Kroka, Maritov, Zorrak, Syr, Chayoss, Hidnor, Thotalat, Runruse, Xota Fare, Ezotl.

-the God of-

Night, Mountains, Tides, Spring, Victory, Justice, Summer, Storm, Birth, Death, Sleep, Autumn, Peace, Miracles, Fire, Winter, Fame, Shadows, Light.