

HOW TO CREATE A CHARACTER

- 1. Determine your Stats. Roll 2d10+20 for each Stat; Mind, Heart, Strength and Speed.
- 2. Determine your Saves. Roll 1d10+20 for each Save; Reality, Fear and Body.
- 3. Find your character's age by rolling 1d10.
- ☐ 1-3. Teenage. +20 Heart, -10 Mind.
- 4-7. Full-grown. +20 Speed, -10 Heart.
- □ 8-9. Old. +20 Mind, -10 Strength. There are no old Magicians.
- □ 10. Bodyhopper. +30 Strength, -10 Speed. Gain the spell Imperfect Body Transfer. Bodyhoppers may not be cursed.
- 4. Choose a Job and skills. Your job affects your Saves, and grants you access to different skills. Each job has a unique Job Condition which affects how you and the people around you react to thing going badly.

☐ SELLSWORD pg. 13

+30 Body, Blades or Firearms, Street Savvy, and any 2 other skills.

When your nearby friends see you Panic, the must make a Fear Save or Panic too.

☐ LORDLING pg. 15

+40 Fear, -10 Reality, Dueling, Etiquette, and any 2 other skills

You make people uneasy; Fear Saves made by your nearby friends are rolled with Disadvantage.

MAGICIAN pg. 17

+20 Reality, Mysticism, Spell Casting, and any 2 other skills

When a Magician's mind is muddled it is time to worry. When you fail a Reality Save, your nearby friends take 1 Stress.

COURIER pg. 19

+10 to all Saves, Scrounging, Tinkering, and any 2 other skills

You've seen it all. Once per session, you may make a Panic Check with Advantage.

- 5. Each Job has a table of different **backgrounds** and **gear**. Roll 1d10 on each table and write the results on this sheet. Everyone starts with enough **provisions** to feed the traveling party for one day. Elect one player to keep track of the group's provisions.
- 6. Finally, choose a name and an alias. There is a list on page 47 to help.