

Character Creation

Characters begin with 20 Discretionary Points to spend on character creation.

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| 1) Choose Attributes | Free: One at 4, Two at 3, One at 2 |
| 2) Choose Resources and Size | 1 DP per Resource, Size of -3 to +3 |
| 3) Choose Skills | Free: One at 4, Two at 3, Two at 2 |
| 4) Choose Nationality (Optional) | Free |
| 5) Choose Race (Optional) | 10 DP or 5 DP per Race |
| 6) Choose Talents (Optional) | Free: 1 Talent, 1 DP or 2 DP Each |
| 7) Choose Sorcery (Optional) | 15 DP, 10 DP, or 5 DP per Form |
| 8) Choose Order (Optional) | 2 DP, Abilities are 1 DP Each |
| 9) Choose Psionics (Optional) | 4 DP and 8 DP, or 2 DP and 4 DP per Field |
| 10) Choose Powers (Optional) | 2 DP, 4 DP, or 6 DP |
| 11) Equipment (Optional) | Free: Determined by Resources |

Attributes

The player assigns priority to their four Attributes: Mental, Physical, Social, Spiritual. One Attribute begins at 4, two at 3, and the last one at 2. This is the character's beginning Attributes.

Increasing Attributes

2 to 5	2 DP per Point
6 to 9	3 DP per Point
10	4 DP

Traits

Most Traits are calculated automatically. The two exceptions are *Size* and *Resources*. *Size* is chosen dependant on the character's race, while *Resources* is purchased with DP.

Defence	(Lower of Physical and Mental) – Size	
Essence	(Social + Spiritual) x 2	
Health	(Mental + Physical + Size) x 5	
Initiative	Mental + Physical	
Resistance	Lower of Mental and Spiritual	
Resolve	Lower of Mental and Social	
Speed	Physical x 2 + Size	
Resources	1 to 5	1 DP per Point
	6 to 9	2 DP per Point
	10	3 DP
Size	-3 to +3, as chosen by the player.	

Size	-5	-4	-3	-2	-1	0	1	2	3	4	5
Height	2' 6" to 3'	3' 1" to 3' 6"	3' 7" to 4'	4' 1" to 4' 6"	4' 7" to 5'	5' 1" to 5' 6"	5' 7" to 6'	6' 1" to 6' 6"	6' 7" to 7'	7' 1" to 7' 6"	7' 6" to 8'

Skills

The player chooses five Skills that the character is adept at, listing them in order of most important, to least important. One Skill begins at 4, two Skills at 3, and two Skills at 2. These are the character's beginning Skills.

Increasing Skills

1 to 5	1 DP per Point
6 to 9	2 DP per Point
10	3 DP

Nationality

The player chooses one Nationality, picking the region the character comes from. This is free, and grants the character an Attribute bonus, as well as a choice between two Languages which the character can speak as their native tongue. It is strongly suggested that the character buys the *Language* Skill and takes *Trade* if they do not begin with it, as that is the 'common' language. Each Nationality also grants a discount on specific *Races*, specific magical *Forms*, and potentially certain psionic *Fields*.

Race

The player may choose to take a supernatural lineage. The character has a choice of gaining *divine*, *faerie*, *infernal*, or *wild* heritage. In the case of *wild* blood, the character is a full member of the race chosen. In the case of the *divine*, *infernal*, or *faerie* heritage, the character can trace their ancestry to one of these supernatural races. Taking a Race is *optional*, and if the player wishes, they may purchase more than one Race. Each Race grants 3 free Powers, and additionally grants an Attribute bonus.

Purchasing Race

The character's Nationality supports the Race.	5 DP
The character's Nationality does not support the Race.	10 DP

Talents

Talents represent exceptional traits that a person can possess. Each player begins with one free Talent, and can choose up to four other Talents. Each Talent can only be taken once. Talents are *optional*.

Purchasing Talents

The character does not have a Race.	1 DP per Talent
The character has at least one Race.	2 DP per Talent

Sorcery

The character may have developed one or more *Forms* of Sorcery. Sorcery represents the power of magic and spell casting. The cost for Sorcery depends on whether or not the character's Nationality or Race supports the Form the character chooses. Taking Sorcery is *optional*.

Purchasing Sorcery

Inappropriate Race or Nationality	15 DP
Appropriate Race	10 DP
Appropriate Nationality	5 DP

If the character has chosen a Form of Sorcery, they must also choose *Aspects*. Aspects represent the components of magic which are important to casting spells, such as *Area, Effect, Range, Targets, and Time*. The higher a character's Aspect, the more the character can do with their magic. The player chooses one Aspect to begin at 3, two to begin at 2, and two to begin at 1. Aspects need only be taken if the character has Sorcery.

Raising Aspects	3 DP per Level
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Orders

Orders represent groups which operate towards common goals. These can be *religious* orders, *secret societies*, or simply organizations. Taking an Order is completely optional. If a character does join an Order, they gain a boost in four Skills, and are given access to one or more Abilities. Each Order has specific rules and expectations for their members. A character can choose to take more than one Order, but doing so requires Staff approval, and if the character disobeys the leader of their Order, or breaks the rules that their Order follows, they may be removed. Doing so may result in the loss of all Abilities, depending on the type of Order that the character is a member of.

Purchasing Orders	2 DP each
Purchasing Abilities	1 DP each

Psionics

Psionics represent the sciences of the mind, special gifts that have been developed through training and study. Psionics are rare, and difficult to master, and are often seen as unusual by those who witness them used. If the character is from Tarantis or R'Tal, they may have gained formal training, which reduces the cost of specific *Fields* of Psionics. A character can only ever have two Fields. If the character takes Psionics, they gain three Gifts for free, representing specific Psionic powers the character has developed. Psionics are optional.

Purchasing Psionics

Field supported by character's nation	2 DP for primary, 4 DP for secondary
Field not supported by character's nation	4 DP for primary, 8 DP for secondary
Gift	2 DP per level

Powers

Powers represent obvious supernatural abilities, innate racial abilities, or very strenuous martial techniques that a character could possess. Powers are expensive, as characters are expected to be fairly mundane. Taking Powers is optional.

Purchasing Powers

Race-Approved	2 DP per level
Approved for Anyone	4 DP per level
Other Powers	6 DP per level

Equipment

A character begins with a number of free pieces of equipment. The amount of equipment is determined by the character's beginning Resources. The character begins with one piece of equipment at the character's Resource level, two pieces of one Cost less, three of two cost less, and so forth. Any further equipment requires the character to make Resource Rolls. Taking equipment is optional.

Growth

While a player is capable of increasing the character's potential with XP, there is a limit to how fast a character can grow. The character's Attributes, Skills, Gifts (if any) and Aspects (if any), are limited by the character's Power. Power is gained by spending XP, and thus, to gain better potential, the player is expected to spend the character's XP in a variety of ways, making the character more well-rounded and preventing them from over-concentrating in specific areas. If the character has any of these traits at higher than their allowance through character creation, this is allowed - the player will not be allowed to increase these traits until the character's Power allows for it. Each time the character gains a level through Growth, they are allowed to purchase one additional Talent.

Power	Maximum	Talents
50	5	6
110	6	7
180	7	8
260	8	9
350	9	10
450	10	11