

So, you wanna join Red Blades, huh?

Great! This will help you get started. Of course, you can always ask someone to walk you through it, but this document will serve as a decent overview to assist you in picking your playbook, special ability, and actions ratings.

Getting set up has a handful of steps to take. They are as follows:

1. Choose a playbook. Your playbook represents your character's reputation, their special abilities, and how they advance. Once you select a playbook, a copy will be made and given the name of your character. This is yours to fill out with the steps below.
2. Choose a heritage. This is your race. In the case of halfbreeds, either choose the dominant side or which side your character identifies the most. We can add a custom one for you if your character doesn't fit any of those listed.
3. Choose a background. These are meant to be broad. Pick the one that best matches your character's backstory.
4. Assign your 6* action boxes. No action may begin with a rating higher than 3, and no attribute (Insight, Prowess, Willpower) can contain more than 3 actions. These restrictions only apply during character creation.
5. Choose 1* special ability. If you cannot decide, the first ability is usually a good first option.
6. Choose your vice. Pick your preferred type of vice that best matches something your character would use to unwind and reduce stress.
7. If playing The Ghost, The Hull, or The Ravener, make any additional choices to complete your character sheet.

[1] Playbook

Rather than a "class" or "archetype," a character has a playbook. When you choose a playbook, you're choosing a set of special abilities (which give your character ways to break the rules in various ways) and a set of xp triggers (which determine how you earn experience for character advancement). Just because The Rake has special abilities related to combat doesn't mean they're "the fighter" of the game. Any character type can fight well. Think of your playbook as an area of focus and preference, but not a unique skill set.

You're not restricted exclusively to the set of playbook special abilities and may freely take those of other playbooks without restriction.

Playbook.	Description.	<i>How they gain experience</i>
<i>unique to them.</i>		
The Founder.	An inventive saboteur & engineer.	<i>Technical skill or mayhem.</i>
The Theurge.	An arcane adept & channeler.	<i>Knowledge or arcane power.</i>
The Spider.	A devious mastermind & coordinator.	<i>Calculation or conspiracy.</i>

The Rake.	A dangerous & intimidating fighter.	<i>Violence or coercion.</i>
The Jack.	A savvy pilot & deckhand.	<i>Knowledge or dangerous stunts.</i>
The Slide.	A subtle manipulator & spy.	<i>Deception or influence.</i>
The Lurk.	A stealthy infiltrator & assassin.	<i>Stealth or evasion.</i>
The Hound.	A deadly sharpshooter & tracker.	<i>Tracking or violence.</i>
The Stitch.	A physician of body & soul.	<i>Medical skill or coercion.</i>
<u>The Ghost.</u>	A spirit without a body.	<i>Exact vengeance upon those deemed deserving.</i>
<u>The Hull.</u>	A soul bound to a mechanical frame.	<i>Fulfilled functions despite difficulty or danger.</i>
<u>The Ravener.</u>	A being twisted by their dark hunger.	<i>Displayed dominance, slayed without mercy.</i>

WARNING: The Ghost, The Hull, and The Ravener playbooks are recommended for advanced players or people with prior experience.

[2] Heritage

These are all the subraces from each race. Pick the one matching or that best suits your character. If you need a custom one, it can be added to your sheet.

[3] Background

Pick one from the following that best matches your character's backstory:

Academic
Labor
Law
Trade
Military
Noble
Underworld.

[4] Actions

Each attribute contains 4 actions. Each box grants a d6 for that associated action. If you take an action without a checked off box, you will roll with disadvantage (2 d6s, take the lowest result). The first column (shaded gray) marks the number of dice rolled when resisting a consequence.

At character creation, you have a pool of 6 boxes to allocate how you see fit. You cannot go higher than 3 in a single action, and no more than 3 actions in a single attribute.

**Raveners start with a pool of 8 boxes as their attribute xp tracker is longer.*

INSIGHT

Hunt	<i>carefully track a target.</i>
Study	<i>scrutinize details and interpret evidence.</i>
Survey	<i>observe the situation and anticipate outcomes.</i>
Tinker	<i>fiddle with devices and mechanisms.</i>

PROWESS

Finesse	<i>employ dexterous manipulations or subtle misdirections.</i>
Prowl	<i>traverse skillfully and quietly.</i>
Skirmish	<i>entangle a target in close combat so they can't easily escape.</i>
Wreck	<i>unleash savage force.</i>

WILLPOWER

Cast	<i>open your mind and body to arcane power.</i>
Command	<i>compel swift obedience.</i>
Consort	<i>socialize with friends and contacts.</i>
Sway	<i>influence with guile, charm, or argument.</i>

Actions have a lot of overlap so you can approach things from multiple angles. More examples can be found in a note about each of the actions.

[5] Special Abilities

You start with 1 at character creation. This could be one from your playbook or an adopted ability from another playbook.

Ghosts, Hulls, and Raveners do not get special abilities, but rather traits. Each one starts with their innate trait. Traits cannot be selected as an adopted ability.

[6] Vice

Every character is a thrall to some vice or another, which they indulge to deal with stress and clear limit. Pick one from the list:

Faith	<i>You're dedicated to an unseen power, forgotten god, ancestor, etc.</i>
Gambling	<i>You crave games of chance, betting on sporting events, etc.</i>
Luxury	<i>Expensive or ostentatious displays of opulence.</i>
Obligation	<i>You're devoted to a family, a cause, an organization, a charity, etc.</i>
Pleasure	<i>Gratification from lovers, food, drink, drugs, art, theater, etc.</i>
Stupor	<i>You seek oblivion in the abuse of drugs, drinking to excess, getting beaten to a pulp in the fighting pits, etc.</i>
Weird	<i>You experiment with strange essences, consort with rogue spirits, observe bizarre rituals or taboos, etc.</i>

The Ghost, The Hull, and The Ravener all have unique ways to indulge their specific vice or clear their limit. See their character sheet for more details.

[7] Special Character Creation Steps

The Ghost

Pick an additional trait.

The Hull

Pick an additional trait.

Choose a frame size and look (or create one). Pick a starting feature.

Pick 3 Functions from the list below:

To Acquire.

To Destroy.

To Discover.

To Guard.

To Labor At.

The Ravener

Pick an additional trait.

Pick 2 Strictures.

Pick 3 permanent Breaks from the list below:

- | | |
|------------------|---|
| Cold. | <i>You're not moved by emotional appeals or social bonds.</i> |
| Haunted. | <i>You're often lost in reverie, reliving past horrors, seeing things.</i> |
| Obsessed. | <i>You're enthralled by one thing: an activity, a person, an ideology.</i> |
| Paranoid. | <i>You imagine danger everywhere; you can't trust others.</i> |
| Reckless. | <i>You have little regard for your own safety or best interests.</i> |
| Soft. | <i>You lose your edge; you become sentimental, passive, gentle.</i> |
| Unstable. | <i>Your emotional state is volatile. You can instantly rage, or fall into despair, act impulsively, or freeze up.</i> |
| Vicious. | <i>You seek out opportunities to hurt people, even for no good reason.</i> |