

Step 1: Envision your hero

Step 2: Choose your Archetype (Pg. 98)

Archetype: Arcane (Eldritch)

Deity (optional, unless Divine):

Skills

Starting Skills: Arcanum (Sorcery), Deceit, Stealth

Additional Skills: Heal, Larceny

Talents

Armor Proficiency: Ss'ressen scale

Weapon Training: unarmed, war hammer

Talents: Spellcasting (Arcane), Prestidigitation

Step 3: Determine your heroes attribute scores (Pg. 102)

Point Buy Used: Heroic 40 points

Starting Attributes:

MI: 4 PR: 7 QU: 5 VI: 5
CH: 3 IN: 4 LO: 5 RE: 4

Step 4: Determine your Race (Pg. 106)

Race: Ss'ressen (female)

Attribute (+1): Insight

Skills (+1): Wilderness Lore +1 interaction: Intimidate

Talents: Tail swipe

Automatic Languages: Ss'ressen, Milandisian

Other Racial Qualities:

+2 Bonus to the Balance Skill Action (Acrobatics skill)

- +1 Fortitude Defense
- Natural Armor Rating of 3
- +2 bonus to Discipline Defense against Empathy:
Read Someone and *Empathy: Discern Intentions* action skill rolls.
- A -2 to Defenses against any Cold Attack
- -1 Quickness, -5' Pace in Cold Conditions (below freezing)

Step 5: Choose your Hero's home nation and

Step 6: Choose your Background (Pg. 124)

Background: Sanctorum Mage

Attribute: Resolve

Skills +1: *Arcanum (Sorcery)*, *Deceit* and *Perception*

Talents: Prodigy and Extra Spell

Starting Gear: light weapon from starting nation (dagger) and a Traveler's Kit

Starting Coin: 22

Special:

Step 7: Train your Hero's skills (Pg. 135)

Skill Points [Pass Lo + Pass Re +3]:

Trained Skills: Arcanum - Sorcery – 1

New Skills:

Unarmed – 2 = 3 pts

Unbalanced – 2 = 3 pts

Acrobatics -1

Athletics -1

Step 8: Define your Hero's Flaws (Optional) (Pg. 135)

Flaws (optional)

Flaw 1: Phobia (Storms)

Additional Flaws:

Step 9: Select your Hero's Talents (Pg. 170)

Talent: Shield Training

Talent: Natural Claws

Bonus Talent: (Only if flaw is chosen) Heirloom – large shield

Step 10 Advancement (Pg. 272)

1.2: +2 to all Defenses (thus gaining 6 stamina)

<p>region (Pg. 122)</p> <p>Nation/Region: Milandir (Sulphur March)</p> <p>Skills (Choose Two) +1: Ride, Streetwise</p> <p>Native Language: SS'ressen</p> <p>Literacy (Y / N): Y</p> <p>Bonus Language: Low Coryani, Infernal, Ymandrake</p>	<p>1.3: +1 to all Trained skills</p> <p>1.4: Gain 1 Rank to a number of Trained skills equal to 3+ your Logic Passive Value</p> <p>1.5: Gain +1 to 2 Attributes: Might, Prowess</p> <p>Step 11 Purchase Gear</p> <p>6GC Plus starting gold</p> <p>Items bought: Rune – Defense = 5Gc Warhammer - 30 Sc Small mirror – 25 Sc Grappling hook – 25 Sc Rope, hemp - 5Cc</p>
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