

Starter Character Sheets

Not sure where to start when building a character? The following are a series of build “archetypes” to get you started. They are playable as is, but you can also customize them further by changing their Lineage, adding Flaws, or choosing different Powers or Spells. Then all you need to do is give them a name and a backstory to make them your own!

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Defensive Sword + Shield Fighter

Guard your allies, block hits, and take a beating while you still stand.

Lineage: Human

Lineage Challenges: None

Lineage Advantages: None

Life Points: 4

Armor Points: 7 (physrep up to 6 points, +1 from powers)

Spikes: 2

Class Levels: Fighter 4

Flaws: None

Starting Skills (free):

Basic Armor

Light Armor

Basic Martial Weapons

Basic Shields

Short Weapons

Advanced Shields

Purchased Skills:

Medium Armor - 0 BP (from Linked Armor Utility Power)

Shield Expertise - 5 BP

Basic Medicine - 2 BP

Purchased Perks:

Holding On - 1 BP

Will to Live - 1 BP

Innate Powers:

Deadly Remnants

Fighting Instructor

Parry Blow

Utility Powers:

Linked Armor

Armored Shell

Basic Powers:

Harry

Shake it Off

Great Weapon Fighter

You have a huge sword, and no one can take that away from you.

Lineage: Human

Lineage Challenges: None

Lineage Advantages: None

Life Points: 4

Armor Points: 4 (must be physrepped)

Spikes: 2 (3 when wielding a sword)

Class Levels: Fighter 4

Flaws: None

Starting Skills (free):

Basic Armor

Light Armor

Basic Martial Weapons

Basic Shields

Great Weapons

Purchased Skills:

Weapon Specialization (Swords) - 4 BP

Purchased Perks:

Ancestral Relic - 2 BP

Bloody Minded - 3 BP

Innate Powers:

Deadly Remnants

Fighting Instructor

Parry Blow

Utility Powers:

Fortitude

Knight's Strength

Basic Powers:

Shot Placement

Raging Blows

Archer Fighter

Aim carefully from the back line, and pierce through enemies with your arrows.

Lineage: Human

Lineage Challenges: None

Lineage Advantages: None

Life Points: 4

Armor Points: 2 (Must be physrepped)

Spikes: 2

Class Levels: Fighter 4

Flaws: None

Starting Skills (free):

Basic Armor

Light Armor

Basic Martial Weapons

Basic Shields

Lore (Historical)

Projectile Weapons

Purchased Skills:

Accuracy - 3 BP

Tracking - 4 BP

Profession - Apprentice (your choice) - 1 BP

Purchased Perks:

Deathgrip - 1 BP

Innate Powers:

Deadly Remnants

Fighting Instructor

Parry Blow

Utility Powers:

Bowyer

Reload

Basic Powers:

Flaming Arrow

Snap Shot

Balanced Cleric

Use your divine might to heal your allies or smite your enemies.

Lineage: Human
Lineage Challenges: None
Lineage Advantages: None

Life Points: 3
Armor Points: 2 (must be physrepped)
Spikes: 2

Class Levels: Cleric 4
Flaws: None

Starting Skills (free):
Basic Faith
Worship - The Mother
Basic Martial Weapons
Basic Armor
Extended Capacity - Novice
Additional Cantrip

Divine Domains: Life, Protection
Available Devotion Accents: Flame, Life
Domain Powers:
Lifeline (Life) - 5 BP

Purchased Skills:
Lore (Religious) - 2 BP
Path of Panic - 1 BP

Purchased Perks:
Soothing Touch - 1 BP

Innate Powers:
Ritual Affinity
Healing Touch
Refreshing Prayer

Cantrips:
Cancel
Blade Blessing
Revivify
Devotion's Strike

Novice Spell-slots: 5
Novice Spells known:
Cure
Heretic's Brand
Rekindle
Spirit Speak

Form Fighter Druid

Harness your primal shapeshifting magic to fill your choice of combat roles.

Lineage: Human
Lineage Challenges: None
Lineage Advantages: None

Life Points: 3
Armor Points: 0
Spikes: 2

Class Levels: Druid 4
Flaws: None

Starting Skills (free):
Basic Martial Weapons
Profession - Apprentice (your choice)
Basic Faith
Scavenge I
Extended Capacity - Novice
Lore (Nature)

Purchased Skills:
Favored Form (your choice) - 4 BP
Red in Tooth and Claw - 2 BP

Purchased Perks:
Insight - 3 BP

Innate Powers:
Commune with Nature
Message of the Flowers
Nature's Understanding

Cantrips:
Cancel
Hide
Festering Lash

Novice Spell-slots: 5
Novice Spells known:
Barkskin
Lesser Form of the Hulking Bear
Lesser Form of the Hunting Panther
Lesser Form of the Striking Serpent

Healer Druid

Call upon the restorative power of nature to shelter and heal your allies.

Lineage: Human
Lineage Challenges: None
Lineage Advantages: None

Life Points: 3
Armor Points: 0
Spikes: 2

Class Levels: Druid 4

Flaws: None

Starting Skills (free):
Basic Martial Weapons
Profession - Apprentice (your choice)
Forage I
Basic Faith
Peacecaster
Basic Medicine

Purchased Skills:
Find the Path - 1 BP
Diagnose - 1 BP
Combat Medic - 1 BP
Spell-Scholar - 4 BP

Purchased Perks:
Iron Stomach - 2 BP

Innate Powers:
Commune with Nature
Message of the Flowers
Nature's Understanding

Cantrips:
Cancel
Care for the Fallen
Life Tap

Novice Spell-slots: 4
Novice Spells known:
Balm
Blessing of the Oak
Purifying Flame
Quell Beast
Sap of Life

Utility Mage

Gather information and support your allies using your mental and magical prowess.

Lineage: Human
Lineage Challenges: None
Lineage Advantages: None

Life Points: 3
Armor Points: 0
Spikes: 2

Class Levels: Mage 4

Flaws: None

Starting Skills (free):
Basic Arcane
Lore x1 (your choice)
Library Use
Bookcaster x2
Extended Capacity - Novice x2

Purchased Skills:
Apprentice Ritual Magic - 0 BP (from Ritual Affinity innate Power)
Arcane Charge - 2 BP
Lore x2 (your choice) - 2 BP (discounted from Sharp Mind)

Purchased Perks:
Sharp Mind - 2 BP (1 BP refunded from Library Use)
Sight - 3 BP

Innate Powers:
Arcane Study
Replicate Enhancement
Ritual Affinity

Cantrips:
Cancel
Identify
Stop

Novice Spell-slots: 6
Novice Spells Known:
Carnate
Freeze
Mageskin
Town Portal

Book Spells:
Magekey
Mask Aura

Ranged Rogue

Throw knives and poisons from a safe distance.

Lineage: Human

Lineage Challenges: None

Lineage Advantages: None

Life Points: 3

Armor Points: 4 (must be physrepped)

Spikes: 3

Class Levels: Rogue 4

Flaws: None

Starting Skills (free):

Basic Armor

Light Armor

Basic Martial Weapons

Thrown Weapons

Basic Locks

Poisoner

Purchased Skills:

Weapon Specialization (Thrown Weapons) - 4 BP

Apprentice Alchemy - 2 BP (1 BP refunded from Poisoner)

Forge I - 3 BP

Purchased Perks: None

Innate Powers:

Deflect Projectiles

Backstab (+1 damage)

Loot

Utility Powers:

Acquired Tolerance

Reload

Basic Powers:

Concealed Dart

Rogue's Aim

Skirmisher Rogue

Position behind enemies, quickly take them out, and get away.

Lineage: Human

Lineage Challenges: None

Lineage Advantages: None

Life Points: 3

Armor Points: 4 (must be physrepped)

Spikes: 3

Class Levels: Rogue 4

Flaws: None

Starting Skills (free):

Basic Armor

Light Armor

Basic Martial Weapons

Thrown Weapons

Basic Traps

Poisoner

Purchased Skills:

Short Weapons - 3 BP

Two Weapon Style - 0 BP (free from Way of the Blade)

Weapon Specialization (Daggers) - 0 BP (free from Way of the Blade)

Advanced Traps - 4 BP

Apprentice Profession (your choice) - 1 BP

Purchased Perks:

Deathgrip - 0 BP (free from Throat Slit)

Holding On - 0 BP (free from Throat Slit)

Carnal Creature - 1 BP

Innate Powers:

Deflect Projectiles

Backstab (+1 damage)

Loot

Utility Powers:

Throat Slit

Way of the Blade

Basic Powers:

Quick Nap

Unburdened Speed

Support Socialite

*Use your intellect and charisma to get everything you want -
from a safe distance behind your bodyguard, of course.*

Lineage: Human
Lineage Challenges: None
Lineage Advantages: None

Life Points: 3
Armor Points: 2 (Must be physrepped)
Spikes: 2

Class Levels: Socialite 4

Flaws: None

Starting Skills (free):
Basic Martial Weapons
Library Use
Poisoner
Basic Armor
Lore (your choice) x1
Profession - Apprentice (your choice)
Profession - Journeyman (your choice)
Fence
Contact

Purchased Skills:
The Right Hand - 1 BP
Holding Out for a Hero - 1 BP
Steel Yourself - 1 BP

Purchased Perks:
Contact - 0 BP (starting Perk)
Manse - 3 BP
Income - 3 BP

Innate Powers:
Practiced Manner
Heart of the Group
Stern Willed

Utility Powers:
Sources
Tax Evasion

Basic Powers:
Enthrall
Sizing Up the Opposition
Soothe

Blaster Sourcerer

Never meet a problem you can't zap to smithereens.

Lineage: Human
Lineage Challenges: None
Lineage Advantages: None

Life Points: 3
Armor Points: 0
Spikes: 2

Class Levels: Sourcerer 4

Flaws: None

Starting Skills (free):
Basic Arcane
Advanced Recharge
Patron (your choice)
Gift of Hateful Retribution I

Purchased Skills:
Warcaster - 5 BP

Purchased Perks:
Gift of Hateful Retribution II - 3 BP
Gift of Recognition - 1 BP

Innate Powers:
Internal Battery
Arcane Source
Astride the Weave
Enduring Source

Cantrips:
Cancel
Charge
Wild Bolt

Novice Spell Slots: 4
Novice Spells:
Aethereal Fade
Aether Lance
Galvanic Shield
Soulknife

Artificer Artisan

Smith minerals into the finest equipment, and enhance it on the battlefield.

Lineage: Human

Lineage Challenges: None

Lineage Advantages: None

Life Points: 3

Armor Points: 4 (must be physrepped)

Spikes: 2

Class Levels: Artificer 4

Flaws: None

Starting Skills (free):

Basic Martial Weapons

Short Weapons

Basic Armor

Apprentice Tinkering (-3 BP refunded from Forgesource Specialist)

Prospect I

Apprentice Profession (your choice)

Journeyman Profession (your choice)

Purchased Skills:

Light Armor - 3 BP

Journeyman Tinkering - 4 BP

Chronic Hobbyist (your choice) - 2 BP

Medium Armor - 0 BP (from The Learned One)

Purchased Perks:

Fortunate Finder - 3 BP

Innate Powers:

Living Iron

Utility Powers:

Forged from Steel

Forgesource Specialist

Basic Powers:

Armor Upkeep Specialist

Forcefield

Overcharge

Crafter Artisan

Brew up a myriad of consumable items from the safety of the tavern.

Lineage: Human

Lineage Challenges: None

Lineage Advantages: None

Life Points: 3

Armor Points: 2 (must be physrepped)

Spikes: 2

Class Levels: Artisan 4

Flaws: None

Starting Skills (free):

Basic Martial Weapons

Short Weapons

Basic Armor

Apprentice Alchemy

Forage I

Basic Medicine

Hearth

Purchased Skills:

Scavenge I - 3 BP

Scavenge II - 3 BP

Forage II - 0 BP (from Hunter Gatherer)

Journeyman Alchemy - 0 BP (from The Learned One)

Purchased Perks:

Fortunate Finder - 3 BP

Innate Powers:

Living Iron

Utility Powers:

A Spoonful of Sugar

Hunter Gatherer

Basic Powers:

Apt Assistant

Custom Brew

Kick

Mystic Artisan

Perform magical rites to enchant weapons and uncover mysteries.

Lineage: Human
Lineage Challenges: None
Lineage Advantages: None

Life Points: 3
Armor Points:
Spikes: 2

Class Levels: Artisan 4

Flaws: None

Starting Skills (free):
Basic Martial Weapons
Short Weapons
Basic Armor
Apprentice Enchanting
Apprentice Ritual Magic
Lore (Rituals) (-2 BP refunded from The Learned One)
Forage I

Purchased Skills:
Journeyman Enchanting - 4 BP
Journeyman Ritual Magic - 0 BP (from The Learned One)

Purchased Perks:
Soothsayer - 3 BP
Insight - 3 BP
Bits and Pieces - 1 BP

Innate Powers:
Living Iron

Utility Powers:
Otherworldly Sight
Protected Casting

Basic Powers:
Aegis of the Unknown/Sundering of the Unknown
Dig Deep
Mesmerize