# Who are the characters?

Members of the Society, first mission. They all have *the* *Sight.*

# Pre-game

1. Pick character
2. 5 minutes to quickly create backstory and visual image (use *Motivation*, *Trauma*, *Dark Secret*)
3. Choose PC-relations.
4. Potentially discuss Dark Secret with GM.

# Pre adventure

1. Buy equipment (focus on armour or weapons, p. 77)
   1. Roll *Resource* check. Number of successes is total availability can buy. Can share with other PCs. Can use *Capital* (table p. 73).
2. Travelling & Advantages