

“Collective” rewards or penalties are distributed among the party, and rewards or penalties specified as “each” are applied to each character in the party individually. If a player is directed to lose anything (money, checkmarks, etc.), but they cannot do so because they do not have a sufficient amount of that thing to lose, they lose what they are able to lose and continue resolving the event. A character can never lose a checkmark that would cause him or her to lose a perk, have negative money, or be brought below the minimum experience required for his or her current level, and the town can never be brought below the minimum prosperity for its current level.

## REPUTATION

Reputation is tied to a specific party and is tracked on the party sheet. Any time a new party is formed, that party starts at **0 reputation**. Through event consequences or by completing certain scenarios, the party will gain or lose reputation. A party can have a maximum reputation of 20 and a minimum reputation of -20.







A party’s reputation has a number of implications:

- Many events have consequences that are only applied if the party meets specific reputation requirements.
- When buying items, players modify the cost based on their reputation. They receive a reduction in cost at a higher reputation and an increase in cost at a lower reputation. These cost modifications are written next to the reputation track on the party sheet.
- Certain sealed envelopes are opened when a party reaches specific positive and negative values of reputation.

## Visiting Gloomhaven

Whenever a party returns to Gloomhaven, they can perform a variety of activities: **creating new characters**, **completing city events**, **buying and selling items**, **leveling up their character**, **donating to the sanctuary**, **enhancing ability cards**, and **announcing retirement**. A new visit to Gloomhaven can be triggered after every scenario played in campaign mode.

## CREATING NEW CHARACTERS

The first step in any character’s story is creation. Players will create new characters when they first start playing the game, when they retire an old character and wish to continue playing, or pretty much whenever they want to try something new. When the box is first opened, the following six classes are available to play: Brute , Tinkerer , Spellweaver , Scoundrel , Cragheart , and Mindthief .

When a player creates a new character, he or she gains access to that character’s character mat and deck of Level 1 and “X” ability cards. The player should create a new entry in the class’s corresponding character sheet notepad, and also draw two random personal quest cards, choosing to keep one and shuffling the other back into the deck.

A player can start a character at any level equal to or lower than the prosperity level of the city (see Gloomhaven Prosperity on p. 48 for details). If a player starts a character above Level 1, they should go through all the steps outlined on p. 44 for each level increase in sequence, up to and including their chosen starting level. In addition, a newly created character receives an amount of gold equal to  $15 \times (L+1)$ , where L is their starting level. A character starts with an amount of experience equal to the minimum required for their level (the number listed below that level on the character sheet).