

# starting instructions

When guiding your players through **Character Creation** you can simply follow the standard Cairn 1e rules, with the only exceptions being do not have them roll for the Clothing trait, or for Armor, Helmets, and Shields, or Weapons.

Each player will start with the following, as it is the standard Uniform for an Eimgan City Guard:

- Brigandine Armor (Bulky) = 1 Armor
- Sword (1d8)
- Manacles

Players can select or randomize everything else as normal, and even choose to spend their starting gold on additional equipment as they see fit. (For example if they wish to have a helmet, shield, or additional weapons, they can purchase those with their own funds, but it will not be issued to them)



If there is only one player, the Warden is encouraged to roll an NPC to be the player's Partner. They will have the same issued equipment (Brigandine and Sword). The NPC can be played by the Warden, and it will follow the Player's lead, however the Warden can use the NPC to warn the Player of danger, or suggest ideas should the Player struggle.

Finally, **any text written in *italics* are intended to be read aloud to the players**