

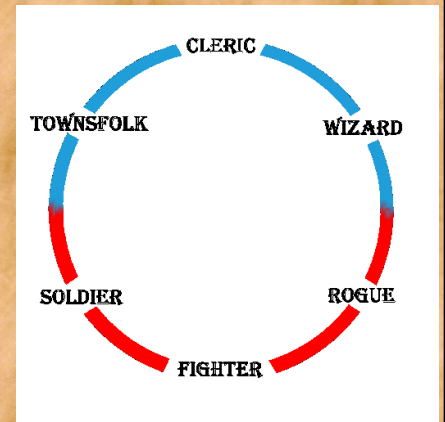
CHARACTER CREATION & LEVELING UP

STEP 1 – CHOOSE YOUR RACE

- 1) Choose to have one race or two have two races (multi-racial)
 - a) If you choose 1 race you gain the advantage and disadvantage of that race
 - b) If you choose 2 races adhere to the following rules:
 - i) Pick a dominant race
 - (1) As you level, you must have a minimum of 3 abilities from your dominant race
 - ii) You gain the disadvantages of both races
 - iii) You may spend 1 ability point to only take only one disadvantage
 - (1) Note: This means choosing one less ability either from your race during character creation.
 - iv) You gain the advantage of only one of the races
 - c) Choose two racial abilities from your race(s)

STEP 2 – CHOOSE YOUR CLASS & BACKGROUND

- 2) Choose to one core class
 - i) Choose one ability from your core class
 - b) You may cross class starting at level 2
 - i) It costs 1, 2, or 3 ability points to cross class.
 - (1) 1 point to cross-class to a core class next to your starting core class
 - (2) 2 points to switch to a core class that is two away from your core class
 - (3) 3 points to switch to a core class opposite of your main one
 - c) Instead of cross classing, you may pay 1 ability point to choose an archetype
 - i) You may only choose an archetype under your main core class or a core class in which you have at least 3 levels in.
- 3) When you choose a core-class or an archetype, you gain access to the spell list of that class
 - a) You have access to all spells in your primary core class.
 - b) For archetypes, you have access to 5 spells per level of that archetype.
 - c) For non-primary core-classes, you have access to 10 spells per level of that class.



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STEP 3 – ALLOCATE YOUR ATTRIBUTE POINTS

18 POINTS

- 1) You gain 18 attribute points total
 - a) 6 points must be divided between Power, Toughness, and Life
 - b) 6 Points must be divided between Mana, Range, and Intelligence
 - c) You may put 2 points in any attribute you want
 - d) You gain 3 points from your race and 1 from your class
 - i) Each race and class explains where you can put these points.
 - e) NOTE: You may have a maximum of 6 points + your level in an attribute.
- 2) Here are the attributes and what they do:
 - a) Power +1/+0 for each point you spend
 - b) Toughness +0/+1 for each point you spend
 - c) Life +3 Health for each point you spend
 - d) Range +1 space of distance to cast spells and use weapons/abilities
 - e) Mana The number of lands you can have in play at the same time.
 - f) Intelligence Represents the number of cards in your starting hand during combat, your maximum hand size during combat, and many talents/flaws make use of this attribute too.
- 3) GM Controlled Attributes: the GM will award/remove points in these attributes based on roleplaying:
 - a) Reputation A gauge of your character's good works and deeds
 - b) Infamy A gauge of your character's anti-hero/bad choices
 - c) Fate A way to influence situations

STEP 4 – CHOOSE YOUR TALENTS & FLAWS

30 – 60 POINTS

- 1) You begin with 0 talent and flaw points.
 - a) You are required to obtain -30 points in flaws to a maximum of -60.
 - b) You may then spend between +30 and +60 points on talents.

STEP 5 – CHOOSE YOUR SKILLS

21 POINTS

- 1) You gain 21 skill points to spend on skills as you see fit.
 - a) You may have a maximum of 4 plus your character level in skill ranks per skill.
 - b) Note your class and race give you starting skill ranks.
 - i) You may break the cap on skill ranks if your race and class have the same skill.

STEP 5 – CHOOSE YOUR SPELLS

30 SPELLS

- 1) You gain 30 points to buy spells at a cost of one for one