

Character Create Menu

2-15-2026

- Added Pages for Changelog, Design, and Wireframes.

2-16-2026

- Created Character Create > Class section wireframe.
- Rogue class badge UI icon exploration passes.
- Created Asset Library section and added fonts and typography rules.
 - Added section for iconography

2-17-2026

- Updated wireframe v2
 - Added cutout from UE in-engine screenshot
- Added cover image

Typograpy

Font Face

Augusta

Scale

Weight

Letter Spacing

Line Height

Size

Regular

Normal

1.5px

66px

Title 1

Font Face

Inria Serif

Scale

Weight

Letter Spacing

Line Height

Size

Header 1

Regular

Normal

1px

22px

Font Face

Lato

Scale

Weight

Letter Spacing

Line Height

Size

Paragraph MD

Regular

Normal

26px

22px

Character Creation

[Family Tree](#)[Race](#)[Class](#)[Abilities](#)[Skills](#)[Appearance](#)

Rogue

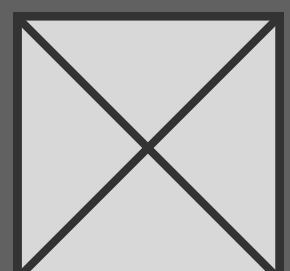
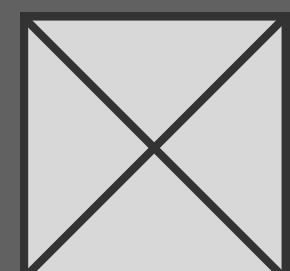
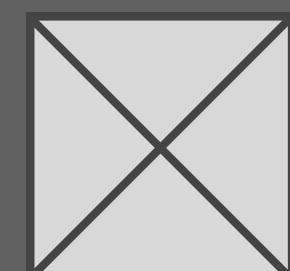
Stealth, Sleight of Hand, and a Worthy Cause

Friends call them stubborn and impossible; enemies call them disarming and dangerous; and they, who measure victory in saved lives and tidy accounts, keeps both titles like coins in a palm—ready to spend for the right cause.

As a rogue they use stealth, sleight of hand, and a deep appetite for data to orchestrate small rebellions: a smuggled medicine crate here, a re-routed caravan there, all executed with elegant logistics and a grin.

Kind to those who need warmth and maddeningly unruly when rules get in the way of mercy, they have a habit of slipping children extra rations, filing away incriminating ledgers only to "misplace" them, and rearranging supply manifests to feed an orphanage on the sly.

Abilities and Skills

[Play](#)

CharCreate Preview [NetMode: Standalone 0] (64-bit/PC D3D SM6)

Character Creation

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Rogue

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Abilities and Skills

[Button](#)

