Character Creation Descriptions

This document outlines all of the descriptions that will be found on hover of certain components during character creation.

# Personal Information

## Sex:

The sex of your character determines no statistic differences, it is purely aesthetic.

Male: Males of Bel Nix are known for all types of trades. In Ashpian culture, males are seen as the worker. They are known for their efficiency and precision when completing tasks. In Berrind culture, males are given positions of dealing with Bel Nix's external relationships. They deal with any of the surrounding cities and colonies that are outside the walls of the main city. In Rorrul culture, males are not distinguished from females. Both are given equal opportunities.

Female: Females of Bel Nix are known for all types of trades. In Ashpian culture, females are known for their leadership and headstrong ways. Females lead their tribe while in the Ash, making the decisions she believes is best for her people. In Bel Nix, Ashpian females are often managers of small groups of people. In Berrind culture, females are often given positions of high internal political power, deciding what policies are best to deal with the peoples of Bel Nix. In Rorrul culture, females are not distinguished from males. Both are given equal opportunities.

## Race:

Berrind: Berrinds were the founders of Bel Nix and maintain control over all of its policies. You will not find many Berrinds at the front of battle, as they do not possess the physique of the Ashpians and Rorruls who have survived in the Ash. However, Berrinds often have a higher understanding of the political systems at play within Bel Nix; giving them an edge against others. When their composure is broken, they will become fearful; running from their fears.

-1 Health

+1 Composure

Primal State: Fearful - The Berrind will run away from the person or object that broke their composure.

Ashpian: Coming from the Ash that surrounds Bel Nix, Ashpians find their home in the city as Commoners or Immigrants. While Ashpians have held a few seats of power in Bel Nix's government system, they are a core part of the labor force for the lower tiers of Bel Nix. Ashpians hold their own on both the field of battle and the field of politics, but are the master of neither. When their composure is broken, they will revert; remaining motionless.

No Racial Health/Composure Modifiers

Primal State: Reversion - The Ashpian will remain where they were when their composure was broken.

Rorrul: The history of Rorruls is a mystery to the other two races. Absent from the Great War, Rorruls were only discovered by Berrinds after the collapse of civilization. Rorruls are known for their burlier bodies and higher tolerance of pain from years of surviving in the Ash. However, their unfamiliarity of Bel Nix has compromised their composure. When their composure is broken, they will feel threatened; lashing out at their fears.

+1 Health

-1 Composure

Primal State: Threatened - The Rorrul will attack the person or object that broke their composure.

## Background:

Fallen Noble: There are few Berrinds on the 6th tier. The majority of those who are found on the 6th tier are normally exiled from one of the higher tiers. Seen as a sentence worse than death, Berrinds that are deported to the 6th tier normally bring an extremely small portion of their wealth with them as well as a few items to keep their race hidden.

Equipment:

Cloth Cloak

50 copper

White Gem: Most Berrinds are born in the higher tiers of the city, White Gem is a name given to those few Berrinds who are born on the 6th tier. Naturally a target for discrimination, White Gems prepare themselves for a fight.

Equipment:

Hand Axe

Leather Cap

Commoner: Some Ashpians have lived in Bel Nix for so long, they consider it their home. Commoners have made their lives relatively stable on the 6th tier, drawing in an income. However, they are still prepared to defend themselves from some of the worst situations and keep a weapon on themselves at all times.

Equipment:

Plank

10 copper

Immigrant: The majority of immigrants in Bel Nix are Ashpians. Coming from the dangerous wastes, known as the Ash, these immigrants come into Bel Nix well prepared to defend themselves.

Equipment:

Short Sword

Leather Spaulder

Servant: Many Rorruls were hired to take care of Berrind families in the higher tiers. When their service is no longer needed, these servants are deported down to the 6th tier. They are allowed to take whatever money they have made and are given a Bully Stick for protection.

Equipment:

Bully Stick

30 copper

Unknown: Some Rorruls' stories are unknown.

Equipment:

Dagger

Cloth Hood

## Class:

Ex-Soldier:

Ex-Soldiers are the men and women who have trained for and fought in a handful of wars. While an Ex-Soldier can hold their own with a melee weapon, they are unlikely to outrank an Investigator in close-quarters combat. Ex-Soldiers dominate the field of battle with a mix of offensive and defensive features. They excel in keeping enemies pinned down for their allies to take care of.

Class Features:

Throw - On a successful attack roll, player throws an adjacent enemy a number of spaces equal to their Sturdy Mod. Target stops upon hitting a wall or object and will be knocked prone. If the target hits a human, that human must make an Athletics check (DC 15) or will also be knocked prone.

Decisive Strike (Passive) - If one of the Ex-Soldier's attacks downs his target, he gains an extra standard. This only works once per turn (you cannot down one enemy, then down another with your standard and get yet another standard).

Class Starting Stats:

+2 Health

+1 Athletics

+1 Ranged

Engineer: Engineers are well studied in the science and application of mechanical marvels of Bel Nix. Their specialty lies in domination of the board through trap and turret placement. Engineers can carefully construct deadly hallways by placing down a turret or throwing down a trap in a slim corridor. While Engineers are better with their gadgets, they can still hold their own in a fight.

Class Features:

Construction - Your hands naturally find their way around a workbench. You can construct traps and turrets. Placing a trap or a turret is considered a standard action. Switching a turret on or off is considered a minor action.

Efficient Storage (Passive) - All things mechanical now stack in your inventory in sets of three. This includes any collapsible weapons, traps, turrets, building materials, and the like. If the item in question is concealable prior to stacking, it maintains that status (I.E. three collapsible batons that are stacked are still concealed).

Class Starting Stats:

+2 Mechanical

Investigator: Investigators are known for their cunning both on and off the battlefield. This class is one of the most deadly. What they lack in board domination, they make up for in raw damage output. They prefer to be paired with an ally for combat, but will often strike out on their own while scouting around.

Class Features:

Mark - Your eyes and mind have been trained to the point where you can foresee where targets will head if you focus your attention on them. This process is known as Marking and you are allowed to mark a number of targets equal to your Perception Mod. Marking a target grants a +2 Perception (+1 Perception Mod) against your closest marked target. If line of sight with the target is lost over the duration of a round, at the end of your turn the mark is wiped. Marking and unmarking is considered a Minor Action.

Sneak Attack (Passive) - Sneak attacks are activated when the Investigator has combat advantage on their target (either from a surprise round or flanking). When an investigator is attacking within melee range, they add their entire perception mod to their damage roll. If the Investigator is further than melee range, they add half of their perception mod (always taking the floor) to their damage roll.

Class Starting Stats:

+1 Health

+1 Composure

+1 Melee

+1 Stealth

Researcher: The only class to have training in medical practices, the Researcher is a vital part of any team. A slew of abilities allow the Researcher to both use medical supplies quicker and more efficiently than the other classes. While healing is a large part of their position on a team, they are also able to use their ability to study to hone in on their target's weaknesses and exploit them for their own gains.

Class Features:

Uncanny Knowledge - You know your way around Bel Nix and its citizens. Eventually, you will know all of their secrets. In combat, Uncanny Knowledge can be used to give a +1 to hit. Outside of combat, your historical roll can be used to collect obscure knowledge on the situation at hand.

Trained Medic (Passive) - The Researcher understands when resources are strained and can make do with the smallest amount of medicinal supplies. This doubles the amount of uses they gain from any medicinal-based items.

Class Starting Stats:

+2 Composure

+1 Medicinal

+1 Historical

Orator: Orators leave fighting to the other classes. Their strengths lie in deception and subterfuge. While in combat, the Orator has a plethora of abilities that slowly drive their enemies to lose composure. They have a massive presence on the board and can easily dominate a room and tip the scales of battle from the back lines.

Class Features:

Invoke - If the Orator rolls successfully (1d20 + political vs. 10 + target Well-Versed Mod), they damage their target's composure for a number equal to the Orator's Well-Versed Mod. If this occurs during combat, the damage done to the composure of the target also diminishes the target's chance of hitting the Orator. This is considered a minor action and can be used twice per combat.

Primal Control - If the Orator is the leading factor in breaking the composure of a target, they have the choice of letting the primal state fire off as normal or can veer it onto a different course. For Rorruls, the Orator can choose to have the Rorrul attack the closest target instead of them. For Ashpians, the Orator can take direct control of the Ashpian immediately (the alternative is that they do what they believe is best for their survival). For Berrinds, the Orator can influence the Berrind's goal after they have triggered their primal state.

Class Starting Stats:

+2 Political

## Skills:

Athletics: Used for vaulting over rough terrain.

Melee: Used to increase your chance to hit enemies with melee attacks.

Ranged: Used to increase your accuracy with ranged weapons (not yet in game).

Stealth: Used to hide from enemies better when using stealth.

Mechanical: Used to build traps and turrets.

Medicinal: Used to improve efficiency of med kits (not yet in game).

Historical: Used for more knowledge for missions and during dialogue (not yet in game).

Political: Used for persuasive skills such as Orator features and dialogue responses.