

[CHARACTER CREATION]

Your character in Talebones is a Folk at the whims of narrative storytelling. Either they have been enveloped by a Tale since their birth, they have been found by their story before the start of the adventure, or they start out the adventure as an unremarkable everyday Folk, at least for now. Over the course of your play you will build on the foundation you put down in the character creation process and will use the tools given to you by the rules and game master.

But you are a part of other stories as well. The story of the game master which will guide you through play and the stories of your fellow players that will enrich each game session with interactions and life. Be active in your communication with everyone throughout the process, to allow for even greater, communal, storytelling.

If everyone tries their best to be the best, most enabling supporting role for every other character and story, every story has a rich cast to play off.

Character creation has been itemized into five steps. The first step defines your character in the broadest strokes, by giving them a Name, a Species and a Profession. Step 2 to 4 define the general and more specific rule-based abilities your character can utilize and call upon. Step 5 closes with thoughts on building on a, possibly shared, backstory for your character.

Character Concepts

Anyone may have a different process to create their character. Some may know directly what character they want to play in which way, while others only discover these things during play. Beyond the very rules-oriented steps in this chapter, you should roughly know the appearance of your character, as well as any, otherwise supernatural, abilities they possess. Beyond that you are free to find out more about your character at your own pace.

Every character in Talebones is unique. Any character could look, interact and live differently than their parents, their community or their stereotype. This puts a lot of power in the hands of players, but also brings some responsibility with it.

No character should be naturally gifted in everything, so do pay some mind to the other players when choosing special abilities for yourself.

Here is a list of examples of how to find a character to play:

- **From 0.** You already have a concept in mind and create a character based on that concept.
- **Be inspired.** You do not need to be the sole source for your character. If you like a character from any media or story you know, just try to create them in Talebones.

Maybe even introduce them as their own Tale. You are of course free to adapt them in any way you like and change things about them to your liking.

- **Feature focused.** You pick an ability, reactive action or incantation you want to use and go from there. Imagine a cool, fun or absurd character that uses this feature and figure out their stats.
- **Weapon focused.** You pick a weapon you want to use and go from there. Imagine a cool, fun or absurd character that uses this weapon and figure out their stats.

Quick Create

To quickly create a character, follow these steps:

1. Choose a Name, Specie and Profession.
2. Start every Base Attribute at 1 Point.
3. Distribute 10 Base Attribute Points.
4. Choose 2 Talents to be skilled at.
5. Distribute 3 Pool Points on Talents.
6. Calculate Hit Points and Poise. Fill in Action Points and Luck.
7. Choose 2 Weapon Talents to be skilled at.
8. You know the Reactions: Dodge, Riposte, Help and Panic.
9. Choose 1 Reaction or Incantation to learn.
10. Prepare around 3 Talebound Epithets from your backstory.

Step 1: Name, Species, Profession

At first define your character in the broadest strokes. Those being how your character looks and what they do, while not on an adventure.

Name

Your Name is what others use to call upon you. The world of Talebones is culturally fractured, so you can use any naming pattern you can come up with. Not all villages use First and Last name, some might use descriptive names like “No-ear”, or use special types of communication for names, like whistling. All characters should have a pronounceable transcription of their name though, to be used by other players and the game master.

Specie

Everything is **Folk**. But there are two ways how to further specify the general group belonging of your character. They may either be Grassfolk or Treefolk, which describes only their general size.

Grassfolk are any Folk smaller than the average Folk. Usually everything below 4 feet or 1.50 meters is seen as Grassfolk.

Treefolk are everyone larger than the average Folk. Treefolk children are usually at least 6 feet or 1.80 meters. With adults being larger of course.

Grassfolk and Treefolk do not have a finite bound for their size. So microbic Grassfolk and mountainous Treefolk are possible, but it is highly advised to stick to manageable sizes, except explicitly allows by the game master. This is so other character can interact with you.

Villages usually stick to one Specie as its population, for the infrastructure to not have to facilitate a wide range of sizes. Special circumstances of the community may change that of course. Achieving homogeneity is never an easy process, as any child born may grow up to be a different specie than their parents. Due to that most villages have a handful of mostly younger people of different Folk groups among them.

Profession

Your Profession is what you have done before starting the adventure. That can be a job description (e.g. baker, fletcher, hunter, criminal) or a life experience (e.g. street urchin, noble, elder). The choices for your profession start and end with your imagination.

[Actual Play Example]

Step 2: Base Attributes

Your Base Attributes describe what your character can do. There are seven Base Attributes that you can affect, and there is Luck. Luck is not quite within the power of your control but defines the general relationship of your character with fate.

Each base attribute starts with **1** point, so there is no way you can't roll a challenge due to not having any dice.

During character creation you distribute **10** points beyond across the Base Attributes. You may not have more than **5** points in any single base attribute.

You are not able to increase your Luck Base Attribute during this step. It always starts with a maximum value of 3 points.

[Actual Play Example]

What do the Base Attributes Mean?

Here are some examples, how different values in Base Attributes may express themselves. Your character may express their lack or excess in any attribute differently.

Force

0 (Points): Unable to physically interact.

1: Barely able to throw a punch.

2: Can hold themselves in a fight and defend themselves in bad situations.

3: Can actively participate in fights and is able to do some damage to objects. (Average)

4: Trained individual, wins most contests of force.

5: Peak of strength or speed.

5+: Supernatural levels of strength and speed, little can stand in your way.

Body

0 (Points): Unable to be destroyed or damaged.

1: Fragile, the slightest damage is too much.

2: Sickly and fatigued.

3: Healthy and well sustained. (Average)

4: Resilient against many sicknesses and damages.

5: Peak of constitution and resilience.

5+: Supernatural levels of constitution and resilience, little can harm you.

Speed

0 (Points): Unable to move without assistance.

1: Sluggish movements and low reflexes.

2: Barely can keep up with fast movement or react to sudden events.

3: Can keep up with most regular Folk. (Average)

4: Trained individual, few things are a challenge.

5: Peak of speed and agility.

5+: Supernatural levels of speed and agility, little can keep up with you.

Intelligence

0 (Points): No thought.

1: Barely can conclude anything, doesn't plan.

2: Forms simple plans, can put ideas into correlation.

3: Can conclude reliably based on evidence,

knows how to plan properly. (Average)

4: Intelligent individual, most plans succeed.

5: Peak of logic and planning.

5+: Supernatural levels of logic and planning, little can keep up with you.

Feel

0 (Points): No way to empathize or perceive.

1: Ignorant to the world around.

2: Struggles to connect with others or the world.

3: Can empathize with and is perceptive to most events around them. (Average)

4: Highly sensitive individual to the feelings and world around them.

5: Peak of empathy and intuition.

5+: Supernatural levels of empathy and intuition, little can keep up with you.

Experience

0 (Points): No knowledge or training.

1: Barely interacted with the world or education.

2: Little knowledge of the world or skill.

3: Average level of training, education and travel experience. (Average)

4: Learned and experienced individual.

5: Peak of knowledge and skill.

5+: Supernatural levels of knowledge and skill, you always know how to react.

Impression

0 (Points): Unable to invoke desired reactions.

1: Incapable of sustaining any desired effect beyond first contact.

2: Unequipped to stay calm in conversation.

3 Points: Manages to convey desired emotion in most interactions. (Average)

4: In control of most conversations.

5: Peak of social graces and control.

5+: Supernatural levels of social graces and control, little can keep up with you

Step 3: Talents

There are eight Talents which broadly categorize the trained skills your character has, all of them described in Chapter 3. Each talent can be skilled and have up to two Pool Points.

Being skilled in a Talent describes your training and study of this skill set. How that skill is expressed, is up to you.

Pool Points in a Talent describe an innate talent for these kinds of tasks, for example by natural abilities or cultural framing.

You may choose two Talents to be skilled in.

Breach and Knowledge are Cumulative Talents. Cumulative Talents can be skilled more than once. Each time you skill these talents you can define another way you may apply that talent (see the Cumulative Talent Table for details). You can only be considered skilled in a Challenge that concerns one of your specified options.

Talent	Name of List	Meaning of Entry	Pool Points in this Talent...
Breach	Ways of Entry	Complete training and experience in the task.	... describe your general ability to avoid and overcome obstacles.
Knowledge	Fields of Academic Study	Complete academic knowledge of the topic.	... describe your general ability to learn and work things out.

Furthermore, you may distribute 3 Pool Points on any Talents. This does not depend on which Talents you are skilled in.

You may apply Pool Points from a Cumulative Talent to a challenge, even if you are skilled but are not currently using one of your specified options.

Weapon Talents

A Weapon Talent groups all similar Weapons into one general way of how to use them. Skill with a Weapon Talent describes your ability to use any Weapons for which that Weapon Talent applies in all situations reliably.

You may choose two Weapon Talents to be skilled in.

[Actual Play Example]

Step 4: Calculate and fill in Values

Fill in the following values according to your Base Attributes and Talents.

Hit Point Maximum	Points in Body * 20
Poise Maximum	Points in Body + Points in Speed + Pool Points in the Talent Tactics
AP Maximum	10
Luck Point Maximum	3

Step 5: Reactions & Marrowing Incantations

Reactions are your ability to react to events around you and use them to your advantage. They are largely used in the context of initiative and combat, but some do help in generally stressful situations as well. Especially if speed is of concern.

Marrowing Incantations are patterns of magic, that you practised enough to perform them in any situation and headspace. See Chapter 7 for more details on Marrowing, Incantations and alternate options of using Marrowing.

You always know the Reactions:

- Dodge
- Panic
- Riposte
- Help

Beyond that you may choose **1** additional Reaction **or** **1** Marrowing Incantation during Character Creation. You receive access to more over the course of your adventure.

[Actual Play Example]

Step 6: Talebound Epithets

When you fracture a Talebone during play, you avoid death but are burdened with a Talebound Epithet. That Talebound Epithet relates either to the circumstances of your near death, or to a part of your backstory, most likely a part that you do not want people to freely know. See Chapter 6 for more details on Talebones and Talebound Epithets.

During Character Creation, try to think of around three Epithets, that relate to your backstory and note them down. This way you have some at the ready when you come around to fracturing a Talebone.

[Actual Play Example]

Conversation Topics

After having decided on most of what your character is or is not able to do, a conversation with your Game Master should start. This conversation should not end with

the start of the adventure and actual play, but rather be an ongoing process of developing and evolving your character.

Goals

You should communicate clearly, if you have certain goals for your character. Either as a want that the character feels, or a meta-goal that you the player have, for where you want your character to end up. The Game Master cannot give you everything you want of course, but it is useful to talk about these things, and worst case maybe discuss alternatives, if some goals are completely unachievable, according to your Game Master.

Body

Due to the wildcard nature of Talebone's Character Creation, a character does not need to be of the standard "humanoid" mold. Communicate clearly what your character can do with their body and discuss setting limits for otherwise supernatural capabilities that can be achieved by different body structures and different limb arrangements.

Senses

Your character may have different senses than the standard Folk. Do let your Game Master know, so they can include that in their planning and are able to describe scenes to you according to your senses.

Movement

There is not any limit set to what types of movement your character can perform. As these options change adventure design drastically, always let your game master know before the adventure starts, which abilities your character has. Do not change these abilities without having another conversation with your Game Master. The Game Master may always disallow any certain way of movement but should work with you to figure out alternatives.