

1. Select your Major Ability. This will give you passive or active effects. Additionally, it will determine your Attributes.

2. Select your six Minor Abilities. These will give you passive or active effects. Additionally, they will determine your Attributes.

3. Sum up your Attributes.

4. Calculate your Derived Statistics

- Pick Armour
- Determine Vigor
- Determine Health
- Determine Skill Points
- Apply any Abilities that effect other Statistics (Movement Speed, Inventory Capacity, etc.)

5. Determine your Specialty

6. Distribute Skill Points

7. Create Combat Techniques

8. Determine beliefs

