

# QUICK START

## GETTING STARTED

In these three pages, we'll be building a sample character for you to refer to when building your own. For us, building a good character is half the fun, the other half is playing it, and the third half is, of course, the story the character is in and how s/he can impact that story.

### STEP 1: Choose a Race

Based on a preliminary description of the Story that the Storyteller wants to take us through, we've decided that we'd like to be a citizen of Rome, of the Astorian Ancient Race (which in her world are basically the current masters of the world).

As such, we are entitled to the following modifications (page 11):

- Natural Masters of Intrigue (+15 Synergy)
- +1 Intelligence
- +1 Physiology
- 1 Empathy
- Fall at half speed
- Free 2 Talents: 1 x SGY5, 1 x SGY10

We mark these modifications down on a scratch sheet of paper.

### STEP 2: Choose a Calling

The Storyteller has informed us that the story involves the characters in a war, eventually, should we miss the narrow opportunities to avoid war. That suits us, because we like playing Scholars so we can throw around some magic. Another player informs us that she's choosing to be a Guardian (and she's planning to get high military rank as a trait so she can boss us around in the Legion...).

Since we have chosen the Scholar Calling (page 13), we can note the following benefits on our scratch sheet of paper:

- Starts with one Discipline
- May learn a Minor Fighting Art
- May learn other Disciplines
- May use MTAP to cast from Discipline and activate MenH Items
- Beginning Skill Points: 10+2d10 (Let's say we rolled 24 total, our starting FP Ratio.)
- Starting Gold: 1d10 x 10

### STEP 3: Choose a Vocation

As a scholar, we have 5 possible Vocations to choose from (page 15). After reading all the descriptions of these Vocations, we feel that a Sorcerer is the most appropriate choice for how we want to affect this particular story.

This choice gives us access to the powers described on page 74 (of Scholar Abilities), and while we cannot get anything yet (since we are still Rank 0 characters), we are intrigued by all the stuff we'll eventually be able to do.

### STEP 4: Choose Traits/Flaws

According to the Traits/Flaws rules, we get nine (9) free Traits without having to suffer any Flaws. To enhance our Astorian War Mage, we're going to select the following free traits (Traits start on page 18):

- +5 Physical: Weave Child
- +3 Physical: Natural Doppelganger
- +1 Physical: Weavetuned I
- +5 Learning: Magical/Mystical Genius
- +3 Learning: Celeritous Vision
- +1 Learning: Good Spellcaster
- +5 Social: Royal Favorite
- +3 Social: Wealthy
- +1 Social: Confidant

We make sure to note all the benefits of each Trait, some of them right on our Character Record for when we fill it in.

But, even though our character is pretty good, we're still not satisfied, because we're playing a female Scholar, and we want her to be seductive as well as tough. That means we're going to have to take some extra Traits, paid for by Flaws. According to the rules, each additional Trait (not free, as the nine above) increases our FP (Fortune Point) Ratio by the amount of the Trait. We're going to choose as extra:

- +3 Physical: Sensual
- +1 Physical: Thick Skin II

Which means we have to choose a -3 Flaw and a -1 Flaw as well to "pay for" the extra Traits. We've chosen:

- 3 Social: Bigot
- 1 Social: Secret lover

That also ups our FP Ratio by 3+1=4. So now our FP Ratio is 24+4=28. (and it will get higher by the end of the Character Cre-

ation process). Obviously, we could have taken more extra Traits, paying for them with Flaws and extra FP Ratio increases, but we feel pretty good about our Astorian War Mage's possibilities.

### STEP 5: Filling in the Character Record

We know we get 13 Attribute Points to fill in our Attributes. Looking at our Race, we also are at a -1 for Empathy, and a +1 for both Intelligence and Physiology. None of our Traits or Flaws further affect Attributes. Therefore, we'll spend one point of our 13 to bring Empathy back up to a zero, and we'll fill in our Racial bonuses in Intelligence and Physiology, giving ourselves R1 in each of them, as well as writing in an "8" in the empty box after R10, which represents our Racial Max. All other Racial Maximums will be a 7, except for Empathy, which will be a 6, for now (they can be later increased in the game).

This is a sorcerer character we're building, so we need to plan for magical ability. Each Rank costs its own number of points (we have 12 left), so if we want a R3 in PHQ, for example, that's going to cost us 6 points (R1+R2+R3). Noting our Racial bonuses, which are already at R1 each, we're going to be more conservative:

MAIN ATTRIBUTES										MAX
PHQ Physique	▲	▲	▲	▲	▲	▲	▲	▲	▲	7
PHL Physiology	▲	▲	▲	▲	▲	▲	▲	▲	▲	8
AGL Agility	▲	▲	▲	▲	▲	▲	▲	▲	▲	7
COR Coordination	▲	▲	▲	▲	▲	▲	▲	▲	▲	7
INT Intelligence	▲	▲	▲	▲	▲	▲	▲	▲	▲	8
INS Insight	▲	▲	▲	▲	▲	▲	▲	▲	▲	7
WIL Willpower	▲	▲	▲	▲	▲	▲	▲	▲	▲	7
EMP Empathy	▲	▲	▲	▲	▲	▲	▲	▲	▲	6
MAF Magical Affinity	▲	▲	▲	▲	▲	▲	▲	▲	▲	7

All of our Ranks (remembering the 1 we had to pay to the -1 EMP to bring it to R0) add up to our 13 attribute creation points plus our 2 bonus Ranks in PHL and INT, giving us a net total of 14 (13+2-1). And that's exactly what we have.

Next, we would use the Common Abili-

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ties Chart (page 63) to fill in the Common Ability boxes, remembering any bonuses or negatives we have to add because of our Traits and Flaws (we have one, remember, from +3 Physical: Sensual, which gave us an extra +15% Attraction).

Now we're ready to calculate our derived attributes. If we've planned it right, we should have a Rank Die in MYS (Mystical Talent), which is what we want so our sorcerer will have a Magical Control (MCTRL) and a Magical Resistance (MResist).

We also find that we've got a Rank in END as well, so we place that fact down in the box by **Body Value** to give us an extra 20 BV.

This 220 gets divided up into your body based on the percentages

BODY VALUE (BV)			
TOTAL BV	=	BASE	+ (END x 20) + BONUS
220	=	200	+ (1 x 20) +

We can also fill in our Derived Attributes:

DERIVED ATTRIBUTES					
TAC TECHNICAL ACUITY	=	INT + 1	+ INT + 2	+ EMP + 0	1/5
SOC SOCIAL PROWESS	=	EMP + 0	+ PHL + 1	+ JWL + 1	1/5
CBT COMBAT ABILITY	=	AGL + 1	+ COR + 1	+ PHQ + 1	1/5
END BODILY ENDURANCE	=	MAF + 2	+ PHL + 2	+ JWL + 1	1/5
ART ARTISTIC APITUDE	=	AGL + 1	+ COR + 1	+ JWL + 1	1/5
MYS MYSTICAL TALENT	=	INT + 2	+ MAF + 2	+ PHL + 2	1/5

Note how we *always* round down. We have a 6/5 MYS, but that does not make the grade for a MYS=2, which would need to have a combination that adds up to a 10, for 10/5=2 MYS.

Now that we have these things done, we can see our Synergy. Add up all our individual Ranks of Main Attributes to determine our base: we have 8 x R1 plus 3 x R2, which is (8x1)+(3x2) = 14. Our base Synergy is 14 (to this we'll add the bonuses from our Calling selection).

Similarly, our Synergy Recovery per minute is the sum of all of our individual ranks of **Derived Attributes**. We have 2 x R1, or 2x1 = 2. So, our Synergy Recover base is 2 SGY/minute, which can be en-

hanced with bonuses (usually in-game awards).

SYNERGY (SGY)			
CURRENT	TOTAL SGY	=	BASE + BONUS
	29	=	14 + 15
	RECOVERY	=	BASE + BONUS
	2	=	2 +

We got the bonus +15 from our choosing the Astorian Race. Talents use Synergy (SGY) per phase.

Continuing along, we fill in the boxes (which are self explanatory) for Awareness and Resistances. Our Body Value chart takes the Total BV and divides it according to the percentages:

ALLOCATED BV		DEFENSIVE VALUE (DV)			
L. ARM 10%	22	NAT	ARMOR	MAGIC	
R. ARM 10%	22	6	=	1 + 5	+ MAGIC
L. LEG 15%	33	6	=	1 + 5	+ MAGIC
R. LEG 15%	33	6	=	1 + 5	+ MAGIC
VITALS The Rest	110	6	=	1 + 5	+ MAGIC
		MAX	CURRENT	TOTAL DV	

Remember, we chose Thick Skin II and we have +1 Natural DV from the Common Abilities table for having a PHL=2. We put that, along with our leather armor we'll buy (nonmagical for now), into the boxes.

Since we've figured out our VITALS value, we can now fill in the PResist check guidelines. A simple way to do it is to divide your VITALS in half (rounding down) for the 50% check; divide that value in half again for the 25%; and then add both of those together for the 75%:

MAX	CURRENT	TOTAL DV	
VITALS PResist CHECKS			
VITALS BV AT:	75%: 82	50%: 55	25%: 27
PResist TN:	20: +1P	30: +2P	40: OUT

When your Vitals falls to 75% of its max value (in our case, 82 BV), you have to make a Physical Resist (PResist) TN20; if you fail, you're at one [P] Penalty die for all your rolls. If you succeed, you avoid the [P] die for that injury. A new injury means another roll for that injury. A moderate wounds check at 50% (our scenario, 55 BV), if failed, gives us 2 more [P] dice. And, if we fail our severe TN40 check, we'll pass out (which might just save your character's life if the enemy thinks s/he's died).

PResist checks can be made again (to

wake up or to remove [P] dice) *after* some type of healing of your BV has occurred.

Next, we can see how much MTAP we'll have to cast spells with. We get a Variable +1d10 MTAP per every MAF rank we have. We have a MAF of R2, so we get an additional 2d10 to roll (hoping for open-ended 10s). We get lucky and roll a 7 and a 10; the open-ended 10 we roll again for another 8, for a total of +25 Variable. We have no bonuses, so we got:

MAGICAL TAPPING POWER (MTAP)						
TOTAL	=	MAF x 80	+ MYS x 100	+ VARIABLE	+ BONUS	- PA COST
225	=	100	+ 100	+ 25	+ 0	- 0

We don't have any Fighting Arts yet (Guardians will most likely have fighting arts with MTAP costs that they'll have to subtract), even though we might get a Minor Fighting Art later in the game (like Capua, or something).

We also don't have any magically enhanced enchantments, and therefore, none of our MTAP is bound (temporarily unusable to us) by those enchantments.

Next on the sheet, we note we don't have any spells currently Active, so we can skip that. We'll write in any luck dice or Universal Luck Bonuses we have.

We do have a MYS=1, which means that we can have one Anchored Spell. We've Anchored a small travel spell (as you can once you know the magic system) called "Zip Out" with the trigger (thing that makes the cast spell take effect) being "Get me outta here now!" (must be 5 words or less, and can be something you say, or it can be a condition — always objective — like "When I snap my fingers." No one can set off these Anchored Spells except you, since they are linked to your person. (However, there might be Greater Magic or Artifacts that might be able to force them to go off — dragons have been known to monkey with other people's anchored spells just for fun...))

ANCHORED SPELLS		
SPELL NAME	POTENCY	SPELL TRIGGER
1 Zip Out	0	Get me outta here
2		
3		
4		
5		

Triggers can be up to 5 words

The full spell would be on another piece of paper, which might constitute a “spell-book.” Note how the Potency = 0. This spell would never affect someone else, since they could easily resist a zero potency spell (unless they CRITFAILED); but this is ok, since it’s just for our character, on whom the spell will work because **you cannot resist your own magic**.

Now we fill in our Magical Control chart:

TN	MAGICAL CONTROL (MCTRL)
15	minor (50%) = 14 = 29 / 2
25	Standard (100%) = 29 = 20 + 0 + 4 + 5
40	MAJOR (150%) = 43 = 14 + 29
50	

We got our +5 bonus from Weave Child, a +5 Physical Trait, remember? We have a PHL=2, and currently we’re still a ORank-zero character (our Magical Ranks will go up with every ORank of Scholar or other magical Vocation we gain).

SIZE OF SPELL GUIDE	TN	MAGICAL CONTROL
1 to 14	15	minor (50%) 14
15 to 29	25	Standard (100%) 29
30 to 43	40	MAJOR (150%) 43
44+ PUSH	50	

So, we have Magical Control upper limits of 14 for Minor Access, 29 for Standard Access, and 43 for Greater Access. Past 43, we’re going to have to “push” if we need to cast a bigger spell. Our Casting Target Numbers are 15, 25, 40, and 50, respectively.

We fill in the left side of the chart to give us an easy reference guide for when we’re casting spells. The TN changes depending on size of the spell. Also, it’s a guide to show us that even though we can cast a spell from 30 to 43 points big, we can do so ONLY if we have Major Access to it. Usually, MC-TRL increases with every ORank, as long as you increase its components.

Quickly filling in the Combat Section, we’ll take the necessary information for a weapon from the Combat chapter, find that

our Movement is still only a 3 Hex/phase rate, and see that we have no extra dice for Reaction (since we do not have CBT dice or Magic bonuses). Thus, our Reaction can be entered as zero: we only get to use our primary dice (2 gold dice). Presence Attack is pretty self-explanatory. We don’t have any Traits that would give us *dignitas* or *auctoritas*, and we don’t have any Social Standing at the beginning of play (unless the ST deems otherwise), so it looks like all we have is the two primary (gold) dice.

Let’s turn to the Magical Access Chart (on the bottom of one of the Skill Pages). We see from Part 4: Magic, that we as a sorcerer have the following magical accesses:

Magical Access Chart	
TRADITION:	Sorcery
ALTERATION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BENEDICTION	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARM	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CONJURING	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CURATIVE	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DEFENSIVE	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DIVINATION	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ENCHANTING	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
GLIMMERING	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
OFFENSIVE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SHAPESHIFTING	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
TIME	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
TRAVEL	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
UTILITY	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
WEATHER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Note how Sorcery is permanently barred from four schools. We will have to learn other Disciplines or Traditions should we want to be able to cast those barred schools. We also know that as a Scholar, we will be able to increase the magical access levels within a Discipline using X-Pts. One X-Pt can increase a Dash “-” access to minor “m” access. It takes two X-Pts to increase a Minor access to Standard (“m” to “S”) and three X-Pts to increase a Standard access to Major (very expensive — which is why some people prefer to just become 2nd or 3rd degree Scholars (learn additional Disciplines) thereby gaining different accesses.

The back page of the Character Record is just a place to keep all of your possessions, including bonded animals/servants, organized. We’d truly be surprised to learn that someone had questions on this (if you do, submit your question to our website, and

surprise us! We’ll be glad to hear from you). Also, according to our Race, we get a couple of Free Talents that we’ll choose from (page 91).

Now it’s time to spend our Skill Points. We rolled a 24. We’re also going to follow the Charts on page 54. We’re going to choose the Patrician social rank for +15 Skill Points (and a FP Ratio increase of 15:1). And while we could ask the Storyteller if she’d allow a Magitarii agent (so we could investigate the other high ranking Guardian who wants to boss us around), we’d rather keep our FP Ratio low. Because of the extra Traits (a total of +4), our FP Ratio is 24 + 15 + 4 = 43:1 (not bad!).

We have a total of 39 Skill Points to spend, and we have an additional 15 Skills to choose for the Patrician package *after* we select our Vocational skills. We’re assigning our Skill Categories the same as the chart on page 43, so the Magical/Mystical category is our primary category with Cost Modifier = 50 along with 10 Vocational skills (which we choose!):

### MAGICAL/MYSTICAL SKILLS

COST MODIFIER	:50
CATEGORY BONUS	:+6

GENERAL	
1 sp	<input checked="" type="checkbox"/> Calligraphy [V]
	<input type="checkbox"/> Herbalism
	<input type="checkbox"/> Levities
15 sp	<input checked="" type="checkbox"/> Medical Theory [V]
	<input checked="" type="checkbox"/> Philosophy [PT]
LORE	
	<input checked="" type="checkbox"/> Arcane [V]
	<input checked="" type="checkbox"/> Dimensions [V]
	<input type="checkbox"/> Dragon
	<input checked="" type="checkbox"/> Faerie [V]
	<input type="checkbox"/> Machine
	<input type="checkbox"/> Undead
MAGICAL	
	<input type="checkbox"/> Candle Magic
3 sp	<input checked="" type="checkbox"/> Casting [V]

We got a [T] to Casting from Weave Child (+5 Trait), and since we’re a Magical/Mystical Genius, we get a +5 Category bonus and +10 Skill Points, and we can get a R5 in the General Skills starting play for one skill, so long as we spend the Skill Points for it. Just in what you see above, we’ve spent a total of 22 Skill points, and 12 of those come out of our 34! We’ve denoted [V]ocational and [P]atrician skills as well.