

building a character

Powers come from somewhere and your character level, race, and class(es) make up the majority of that somewhere. Most powers are available to all classes (drawn from large communal pools), but the ability to actually select those powers is limited by a system called Proficiencies. Choices you make in building your character will add more powers to your pools and shape your proficiencies.

Character Level	Race	Class
<p>Your character level provides you with your level bonus, ability points, and feats.</p> <p>AT FIRST LEVEL</p> <ul style="list-style-type: none"> Choose a starting class Gain 10 ability points Gain a feat <p>WHEN YOU REACH A NEW LEVEL</p> <ul style="list-style-type: none"> Gain a level in a class Gain an ability point Gain a feat (odd levels only) <p>ADD ½ YOUR CHARACTER LEVEL (A.K.A. LEVEL BONUS) TO:</p> <ul style="list-style-type: none"> Damage rolls Initiative rolls Action Point (⚔) total Saving throws All proficiencies Magic limit <p>On feats...</p> <p>Feats are the primary gatekeeper of the system. To make sure wearing platemail is special, it costs a feat. Feats tend to be static changes recorded and incorporated into other stuff. Two big exceptions to the above are Threats and Provokes. They're special enough to get their own treatment later.</p>	<p>Races provide a handful of abilities that set a "floor" for what members of that race are able to do. Races also provide access to a pool of racial talents (and your first talent). When a character gains a talent, they can select from their racial pool or a common pool of talents.</p> <p>WHEN YOU CHOOSE A RACE:</p> <ul style="list-style-type: none"> Gain all the racial powers Add racial talents to your talent pool Gain a talent <p>On talents...</p> <p>Talents focus more on making a character interesting than making a character potent. Powers like needing less sleep, not leaving tracks, befriending wild animals, speaking extra languages, or easily making new contacts are talents.</p>	<p>Classes provide a number of important benefits. Each level provides a bonus to a proficiency and a mastery. Every even class level provides a talent. Your very first class also grants a set of starting feats.</p> <p>AT FIRST LEVEL (I.E. STARTING CLASS):</p> <ul style="list-style-type: none"> Gain the class's starting feats Pick three affinities Also everything below... <p>WHEN YOU GAIN ANY CLASS LEVEL:</p> <ul style="list-style-type: none"> Update proficiency scores Gain a mastery Gain a talent (even levels only) <p>On masteries...</p> <p>Masteries provide Strikes, Maneuvers, and upgrades. They're the heart of the combat system and are what lets your character do cool stuff. If you want to light your sword on fire and chuck it, that's a strike. Some masteries will even give your allies new powers, encouraging teamwork.</p>

PROFICIENCIES

Proficiencies determine what powers you are eligible to take. Strikes, maneuvers, feats, talents and many other powers are all restricted by a minimum proficiency level. For example, the feat Weapon Specialization (Martial 4) can only be taken by characters with Martial proficiency 4 or higher.

There are five proficiencies: Arcane, Martial, Nimble, Pensive, and Wild. Each proficiency has a general theme that all of the powers falling under it fit into.

A character's proficiency score is equal to ½ character level (also called Level Bonus) plus class bonuses. Each class increases two different proficiencies on alternating even and odd levels.

	Arcane	Martial	Nimble	Pensive	Wild
Barbarian		Odd			Even
Bard	Even		Odd		
Cleric	Odd	Even			
Druid	Even				Odd
Fighter		Odd	Even		
Knight		Even		Odd	
Mage	Odd			Even	
Monk			Even	Odd	
Ranger				Even	Odd
Rogue			Odd		Even

See it in action

FIGHTER 4 / KNIGHT 6

	Arcane	Martial	Nimble	Pensive	Wild
Lvl Bonus	+5	+5	+5	+5	+5
Fighter	-	+2	+2	-	-
Knight	-	+3	-	+3	-
Totals	5	10	7	8	5