Character Generation Summary

1	Choose an Origin
2	Set Stats
3	Choose 3 Vocations One must be from Origin Assign values (2, 1, 0)
4	Choose Proficiencies Assign values (2, 2, 1, 1)
5	Choose Traits One must be from Origin One Fault from Origin for another Trait One Fault (any) for another Trait
6	Choose Luck or Fate Assign value of 2
7	Finishing Up Health (10 + MT) Spirit (10 + IT) Speed (from Origin) Defense (14 + Defend) Languages (from Origin + 1 per IT) Gear (200 coins, must spend 150)

Starting Stat Values

A	1	1	1	1	1
B	2	1	1	0	0
C	2	2	0	0	-1
D	2	2	1	-1	-1
E	2	2	1	0	-2
F	3	1	0	0	-1
G	3	1	1	0	-2

Sample Languages

The Trade Tongue (Common)
National Language
Racial Language
Ancient Language
Celestial
Demonic
Devil
Dragon (specific)
Dragon-Kind
Dwarven (specific)
Dwarven
Elven (specific)
Elven, High
Elven, Low
Fae (specific)
Fae Kind
Giant (specific)
Giant-Kin
Gnoll
Gnome (specific)
Gnomish
Lizardfolk
Silent Speech
Thieves' Cant
Uurg
Woodland's Tongue

Vocations

1	Acrobat	Tumbler	Funambulist
2	Aristocrat	Noble	Patrician
3	Assassin	Murderer	Slayer
4	Barbarian	Savage	Wildman
5	Beggar	Panhandler	Hobo
6	Blacksmith	Armorer	Metalsmith
7	Broker	Bursar	Banker
8	Clergy	Preacher	Missionary
9	Clerk	Major Domo	Scribe
10	Courtesan	Strumpet	Escort
11	Dancer	Aerialist	Gymnast
12	Gladiator	Champion	Pit Fighter
13	Goaler	Inquisitor	Torturer
14	Guard	Constable	Warden
15	Herbalist	Apothecary	Balmist
16	Horseman	Dragoon	Mountie
17	Jester	Joker	Knave
18	Journeyman	Artisan	Tradesman
19	Magistrate	Advocate	Lawyer
20	Mariner	Sailor	Seaman
21	Minstrel	Troubadour	Poet
22	Physician	Barber	Surgeon
23	Proprietor	Innkeeper	Shopkeeper
24	Racketeer	Fence	Pimp
25	Sage	Scholar	Librarian
26	Scoundrel	Charlatan	Rake
27	Scout	Sentinel	Spotter
28	Slave	Thrall	Serf
29	Soldier	Sellsword	Conscript
30	Spy	Operative	Provocateur
31	Teamster	Coachman	Charioteer
32	Thief	Rogue	Burglar
33	Tracker	Bounty Hunter	Marshal
34	Trader	Merchant	Importer
35	Woodsman	Hunter	Guide

Encumbrance

Ammo	3 to a slot
Coin Pouch	100 coins
Hip Pouch	20 or 10 stones
Potions	2 to a slot
Quiver	holds 20 arrows
Scrolls	3 to a slot
Thrown	3 to a slot

List of Origins

Human

Centaur	Halfling, Wood
Cyclops	Human, Eastmen
Djinn-Born	Human, Farmen
Dwarf, Deep	Human, Northmen
Dwarf, Hill	Human, Southmen
Dwarf, Mountain	Human, Tainted
Elf, Common (Gray Elves)	Human, Westmen
Elf, Deep (Dark Elves)	Human, Wildmen
Elf, Ice (White Elves)	Ichthian
Elf, Sea (Blue Elves)	Kobold
Elf, True (Bright Elves)	Leshy
Elf, Vale (Golden Elves)	Lizardfolk, Greckon (Skinks)
Elf, Wood (Green Elves)	Lizardfolk, Mander (Newts)
Giant-Kin	Lizardfolk, Ophidan
Gnome, Deep (Goblin)	Lizardfolk, Skalaar
Gnome, Mountain (Nains)	Rakkath
Gnome, Urban (Dregg)	Tengu
Gnome, Woodland (Brownie)	Troll
Half Dryad	Uurg, Grob
Half Elf	Uurg, Ogre
Half Uurg	Uurg, Orc
Halfling, Dale	Wemic

The Paths of Magic

Animism (Elementalism)

Conjure	Surge	Instill	Align
[x10]	[x2]	[x1]	[x2]

Spell Focus Totems
Knowledge Store Totems
Learn new spells by communing with nature

Devotion (Faith)

Conjure	Surge	Instill	Align
[x2]	[x10]	[x2]	[x1]

Spell Focus Holy Symbol
Knowledge Store Book of Scriptures
Learn new spells by communing with a deity

Necromancy (Thaumaturgy)

Conjure	Surge	Instill	Align
[x1]	[x2]	[x10]	[x2]

Spell Focus Scepter or Rod
Knowledge Store Reliquary
Learn new spells by communing with the dead

Primacy (Wizardry)

Conjure	Surge	Instill	Align
[x3]	[x3]	[x3]	[x3]

Spell Focus Spell Components
Knowledge Store Book of Spell Formulae
Learn new spells by following a spell formula

Sorcery (Witchcraft)

Conjure	Surge	Instill	Align
[x2]	[x1]	[x2]	[x10]

Spell Focus Staff, Wand, or Medallion
Knowledge Store Runes
Learn new spells by communing with other plane