

~ CHARACTER SHEET SUMMARY ~

Step 3: Select Breeding

Your background choices should help you determine your Social Class, which in turn informs your choice of subspecies. Your subspecies may grant you special abilities.

(Step 4: Select a Build Package)

In a hurry? You can select a Build Package that quickly fleshes out Steps 6 and 7 for you.

Step 5: Assign Attribute Points

Each adventurer starts with +1 in each attribute; this is modified by Breeding (social class and subspecies). You may then distribute 3 extra points amongst your attributes, but may not allocate more than 2 points to a single attribute.

Strength defines your raw physical power and adds to damage dice in melee combat.

Dexterity defines your overall physical agility; it adds to your physical skills and your Initiative.

Fortitude defines your physical resistance; it adds to your Health dice.

Presence defines your charisma and social acumen. It adds to social skill rolls. Presence is also the controlling attribute for magnetic abilities.

Wits defines your raw intelligence and awareness. It adds to mental skills (a must for technologists) and affects Initiative.

Resolve defines your willpower and magical strength. Resolve determines your quintessence points and is the controlling attribute for magicians.

Step 5a: Determine Derived Attributes

Now that you've assigned your attributes, you use them to determine your derived attributes.

Initiative (Dexterity + Wits + Perception Skill) measures your reaction time and how quickly you act in combat.

Health (Fortitude + 2) determines how much punishment you can take. Health is measured in "pips" and there are two pips per die.

Quintessence (Resolve) is a pool of points you use to produce magical effects. Quintessence is measured in pips and there are 6 pips per Resolve die.

Movement Speed (5 + Dex) is your average combat speed, measured in yards.

- Sneak* (5+Dexterity)/2
- Run* (5+Dexterity) x 3
- Swim* (5+Dexterity)/2
- Leap* (horizontal) (1+ Dexterity)
- Jump* (vertical) (1/2 horizontal leap)

Step 1: Note Your Association

This is done in collaboration with your Gamesmaster and the other players.

Step 2: Select Your Background

Work backwards. What was your adventurer's Vocation before she joined the Association? What was her childhood like?

Step 6: Assign Skill Points

Unless you availed yourself of Step 4, you have 30 points to spend on skills. Skills must be chosen based on Association and Background at a cost of 1 point per skill rank. You are limited to 4 skill ranks in any single skill.

Celestial Engine represents your adventurers place in the universe. Is she at Harmony with it or does she side with Entropy or Order? You get additional benefits when using a fate point in the service of Entropy or Order.



Personal Effects are items on your person that you've purchased as Assets or with cold, hard cash. You may wish to list the money you still have in your pockets here as well.

The **Magic and Marvels** section is for you to list any magical abilities, spells, artefacts, or technological marvels that you may have.

Reputation is noted in terms of propriety and notoriety. Each impacts social skill rolls and impressions.

Propriety tends to give one bonus dice in social situations, although Propriety may be a negative when trying to downplay one's reputation

Notoriety tends to add black dice in social situations, although Notoriety may be a positive when intimidating others.

Step 7: Assign Build Points

Again, unless you availed yourself of Step 4, you have 20 build points to spend on additional skills (subject to the 4 rank limit) or to purchase a Talent, Privilege, or Asset. You can acquire more Build Points by accepting Complications.

Talents are inborn or otherwise special abilities that the adventurer possesses, including the abilities to perform magic or create technological marvels.

Assets are material goods that you possess. Like privileges, social class often determines assets.

Contacts are important; they often provide you with the resources you act. Contacts are trustworthy for the most part but they have their limits. Mark Contacts in the Assets box.

Privileges are class-specific perks that your adventurer enjoys, such as club memberships or thaumaturgical degrees.

Complications are mechanical or roleplaying restrictions that hinder your adventurer during play. Roleplaying complications allow you to gain Fate Points.

Fate Pool represents the control your adventurer has over her situation. Fate points may be spent to gain automatic successes as well as other benefits.

The character sheet is a grid of eight sections arranged in two columns and four rows. The top row contains 'TALENTS' and 'MAGIC & MARVELS'. The second row contains 'ASSETS' and 'PERSONAL EFFECTS'. The third row contains 'PRIVILEGES' and 'COMPLICATIONS'. The bottom row contains 'WEAPONS' and 'ARMOUR'. At the very bottom, centered, is a 'QUINTESSENCE DICE' section consisting of 20 small circles. Dotted lines with arrows point from the text boxes to specific sections: 'Personal Effects' points to 'PERSONAL EFFECTS'; 'Magic and Marvels' points to 'MAGIC & MARVELS'; 'Reputation' points to the 'ASSETS' section; 'Propriety' points to the 'ASSETS' section; 'Notoriety' points to the 'ASSETS' section; 'Step 7: Assign Build Points' points to the 'ASSETS' section; 'Talents' points to 'TALENTS'; 'Assets' points to 'ASSETS'; 'Contacts' points to 'ASSETS'; 'Privileges' points to 'PRIVILEGES'; 'Complications' points to 'COMPLICATIONS'; 'Fate Pool' points to the 'QUINTESSENCE DICE' section.

No adventurer would face danger without **Weapons**! List them here. You may also wish to list any offensive spells or marvellous weapons you have here as well.

The well-dressed adventurer needs protection! The **Armour** section includes any armour you are wearing. You may also wish to list any defensive spells or temporary armour here as well.