

Character Creation

Selecting your Archetype

Archetypes are separated into four Pillars; Tank, DPS, Control and Support. Each Archetype has 11 core skills that define the Archetype. Each Pillar possesses an Archetype Bonus that has a primary and once per day ability unique to that Archetype Pillar.

Select your Additional Starting Skills

Now that you have selected your Archetype, you can select a number of additional skills equal to your INT + WIS score.

For example, if your INT is 3 and your WIS is 4, then you can select 7 additional skills. All skills are trained at Rank One.

Select your Species

Select your Species. You can choose one of the species listed in the table below or select one from another system, mythology or your imagination!

High Fantasy	Futuristic Species
Elves	Ebens
Dwarves	Pleiadians
Gnomes	Tall Whites
Orcs	Arcturians
Halflings	Ciakahrr
Humans	

Choosing your Attributes

There are three ways to roll your Attributes, Point Buy, Standard Array and by Dice Roll. If you choose to use point buy, you have 25 points to distribute with no more than 6 in each Attribute and no less than 2 in each Attribute.

If you decide to use the standard array, distribute these scores as you see fit.
4, 4, 3, 3, 3, 2, 2.

If you decide to roll with dice, you will roll 3 dice and add 2 for each success. If all 3 dice are failures, reroll that set. Once you have seven numbers between 2 and 6, you can create your character.

Understanding Attributes

STR is Strength, DEX is Dexterity, CON is Constitution, POW is Power, INT is Intellect, WIS is Wisdom and CHA is Charisma.

Secondary Attributes

Your Secondary Attributes are the Body Score, Mind Score, Capacity and Armor AC. Here are the calculations for your secondary attributes.

Body: $CON \times 5$ (if CON is 4, your body Body Score is 20)

Mind: $WIS \times INT$ (if WIS is 3 and INT is 4, your Mind Score is 12)

Capacity: $(STR \times DEX) \times 5$. (if STR is 4 and DEX is 3, $4 \times 3 = 12$, $12 \times 5 = 60$)

Armor AC: Base 2 + Skill Bonuses + Armor Modifiers + Misc

Armor (AC)

Armor AC measures your defensive ability in combat. Armor AC is calculated with the following formula,

Armor AC: $2 \text{ (base)} + 1 \text{ (Leather Armor)} = 3$

Saves

There are three types of Saving Throws. Fortitude Reflex and Will. Fortitude Saves are made to resist effects of poison or disease. Reflex Saves are used to avoid damage from certain attacks. Will Saves are used to resist damage that targets the Mind. You will select 1 of these Saves to roll at Advantage and a second Save to roll at Disadvantage.

Speed and Initiative

Speed: 30 feet

Initiative: $Dex / 2$ (rounded down) + 3d6

Background

Your background is optional. It is a chance for you to flesh out who your character is and add details about your past. The background can be a valuable tool for integrating a character into a campaign.

Final Details

All that is left is to define the remaining details to flesh out your character (Age, Eyes, Hair, Gender, Height and Weight). Also if you have Alchemy, Psionics or Spellcraft, don't forget to add your abilities to those sheets as well!

Congratulations! You have created a character!