

**Determine Birthday and Elemental Attunement** (page 21 – CCG pg 3)

## Choose free Profession/Field of Study

• Can be in any category the player defines (I.e. Carpenty, Bio. Sciences,) Adds +1 die to noncombat roll when it is relevant. (page 46)

# **Spend Initial Experience Points**

- 275 initial experience points
- Any extra experience leftover will be put in the experience to spend and counts towards levelling your character.

# Purchase extra attributes 50 Exp (Limit 3)

 It is recommended that you spend experience on any extra attribute points first. Other factors such as starting hitpoints and extra purchased hit points, may be affected by your current ratings.

#### **Purchase Skills**

**Purchase Things with Experience** 

• Skills cannot be raised about level 2 at character creation. (page 48- CCG pg 9)

# **Purchase Weapon Skills**

- Skills cannot be raised about level 2 at character creation. (page 55 CCG pg 11)
- A weapon skill only conveys skill in the weapon style, it doesn't provide the actual weapon.

# Choose your character's Archetype

• This is the concept of your character, and does not limit access to skills/abilities/etc. (page 22 - CCG pg 4)

#### Choose your character's Race

• Determines racial bonuses. (page 22- CCG pg 4)

### **Assign Attribute points**

- Initial 1 point in all 7 statistics
- Add in racial or class bonuses
- An extra 10 discretionary points to add anywhere.
- Only one attribute can be raised above 5 at character creation. Max 7 for any attribute.

# Figure out Starting Hit Points (Toughness times Racial HP Level).

 If your toughness changes, remember to factor this into the starting Hit Points number.

# **Buy Extra Hit Points**

- 1 Exp = TGH # of HP
- HP at character creation is limited to 60 HP.

#### Figure out initiative modifier

 Add the character's Reflexes and Perception together. This is the initiative modifier.(page 92 - CCG pg 16)

# Figure out Tech Points.

- One Tech Point for every point in Reflexes.
- One Tech Point for every weapon skill level.

# Figure out Manna

- One Manna for every point in Spirit.
- Extra Manna per Magic Acquisition Focus (page146)

## Figure out Defensive R# and Magic Defensive R#.

- Defensive R# Add reflexes and perception together. Divide this number by 3 and round up.
- Magic Defensive R# Add spirit and toughness together. Divide this number by 3 and round up.

# Assign initial language (by race or back story) and extra languages

• One extra language per point of Knowledge (page 92 - CCG pg 34)

# **Purchase Equipment With Asset Points**

- One Asset Point per point in the two Attributes relevant to your free Profession/Field of Study (determined by GM)
- Extra Profession/Field Of Study focuses grant an extra Asset point.
- Purchase equipment packs for their listed attribute points (page 95) or convert an attribute point into 300 Saren and purchase from the full equipment list (page 98 - CCG pg 35)

## **Purchase Focuses**

- Special Abilities, Mystic Skills, Professions, Magic Acquisition Focuses. (page 63 CCG pg 16)
- For more detail of Magic Acquisition focuses, see the magic chapter. (page 146)