



NAME/ALIAS

CLOUD EMPRESS

AGE

JOB



SKILLS pg. 22

Roll with Advantage when using an applicable skill

- ☐ Acrobatics
- ☐ Acting
- ☐ Animal Handling
- ☐ Blades
- ☐ Chalk Collecting
- ☐ Dancing
- ☐ Drinking
- ☐ Dueling
- ☐ Etiquette
- ☐ Farmwork
- ☐ Firearms
- ☐ History
- ☐ Hunting
- ☐ Instruments
- ☐ Medicine
- ☐ Military Order
- ☐ Mysticism
- ☐ Needlework
- ☐ Plant Identification
- ☐ Poisons
- ☐ Scrounging
- ☐ Singing
- ☐ Spell Casting
- ☐ Sports
- ☐ Street Savvy
- ☐ Tinkering
- ☐ Tongues
- ☐ Thopter Piloting
- ☐ Wrestling

JOB CONDITION

NOTES, TRINKETS,
SPELLS & CURSES

PRONOUNS

STATS

MIND

HEART

STRENGTH

SPEED

STRESS
Max 10GROUP
PROVISIONS
Max 3

SAVES

REALITY

FEAR

BODY

DAMAGE
10 per wound

ARMOR

WOUNDS
3 = death

GEAR

HOLDING

WEARING

3 provisions = 1/2 travel speed, 0 provisions = x2 travel speed



HOW TO CREATE A CHARACTER

- Determine your **Stats**. Roll 2d10+20 for each Stat; Mind, Heart, Strength and Speed.
- Determine your **Saves**. Roll 1d10+20 for each Save; Reality, Fear and Body.
- Find your character's **age** by rolling 1d10.
 - ☐ 1-3. Teenage. +20 Heart, -10 Mind.
 - ☐ 4-7. Full-grown. +20 Speed, -10 Heart.
 - ☐ 8-9. Old. +20 Mind, -10 Strength. There are no old Magicians.
 - ☐ 10. Bodyhopper. +30 Strength, -10 Speed. Gain the spell *Imperfect Body Transfer*. Bodyhoppers may not be cursed.
- Choose a **Job** and **skills**. Your job affects your Saves, and grants you access to different skills. Each job has a unique **Job Condition** which affects how you and the people around you react to thing going badly.

☐ SELLSWORD pg. 13

+30 Body, Blades or Firearms, Street Savvy, and any 2 other skills.

When your nearby friends see you Panic, the must make a Fear Save or Panic too.

☐ LORDLING pg. 15

+40 Fear, -10 Reality, Dueling, Etiquette, and any 2 other skills

You make people uneasy; Fear Saves made by your nearby friends are rolled with Disadvantage.

☐ MAGICIAN pg. 17

+20 Reality, Mysticism, Spell Casting, and any 2 other skills

When a Magician's mind is muddled it is time to worry. When you fail a Reality Save, your nearby friends take 1 Stress.

☐ COURIER pg. 19

+10 to all Saves, Scrounging, Tinkering, and any 2 other skills

You've seen it all. Once per session, you may make a Panic Check with Advantage.

- Each Job has a table of different **backgrounds** and **gear**. Roll 1d10 on each table and write the results on this sheet. Everyone starts with enough **provisions** to feed the traveling party for one day. Elect one player to keep track of the group's provisions.
- Finally, choose a **name** and an **alias**. There is a list on page 47 to help.