**Character Creation**

Characters in Crytures are made up of **Talents**, **Skills**, **Abilities**, and **Professions**. Although they may be greater than the sum of their parts, once you add personality and backstory elements to them, these are the core mechanics that your character uses to interact with the game systems. Each of these features work in different ways, as explained below.

**Talents**

A character’s **talents** represent their natural aptitude for performing tasks. Most rolls will be based on a certain talent, depending on the situation and the action being taken. **Talents** are determined at character creation, and can’t be changed over the course of the game. The four **talents** are as follows, with a description of their levels from 1 to 5:

**Fitness**

**Fitness** represents your overall physical health. It’s used to derive your **Health**, **Stamina** and **Deflection** stats.

1. You’re pretty weak and feeble.
2. You’re not unhealthy, but nobody would say you’re in good shape, either.
3. You’re reasonably strong and you don’t tire easily.
4. You have muscles and energy to spare.
5. Your physique is the pinnacle of health.

**Agility**

**Agility** represents your fine motor skills and flexibility. It’s used to derive your **Stamina**, **Deflection** and **Speed** stats.

1. You’re clumsy and accident-prone.
2. You aren’t dextrous or flexible, but at least you don’t trip over your own feet.
3. You’re good with your hands and can do some simple stunts, like cartwheels.
4. You have deft fingers and can twist your body into a pretzel.
5. You can pluck a fly from the air with chopsticks.

**Intellect**

**Intellect** represents your ability to learn, reason, and solve problems. It’s used to derive your **Mana** and **Evasion** stats, as well as your starting experience.

1. You are dull-witted and have difficulty learning new things.
2. You may have a hard time understanding complex subjects.
3. You learn quickly, especially with guidance.
4. You can solve almost any problem, given enough time.
5. You’re a genius and a pioneer in new ways of thinking.

**Sense**

**Sense** represents your ability to glean information from the things around you. It’s used to derive your **Mana** and **Evasion** stats, as well as your starting experience. Sense also measures a character’s ability to resist social manipulation and attempts to distract or hide from them.

1. You miss things that are obvious to most people.
2. You’re not especially observant nor oblivious.
3. You’re aware of your surroundings and can navigate social situations easily.
4. You can read people’s body language and you notice small details instinctively.
5. You can tell when someone is lying to you before they even speak.

**Determining Talents**

Your character begins with 1 point in **Fitness**, **Agility**, **Intellect**, and **Sense**, then you get 8 additional points to distribute among them, up to a maximum of 5 in any single talent. Your other stats are derived from these four talents, as follows.

**Health**: 20 + (Fitness x 5)

**Mana**: Intellect + Sense

**Stamina**: Fitness + Agility

**Deflection**: Agility + Fitness

**Evasion**: Sense + Intellect

**Speed**: Agility + 2

**Initiative**: Speed + Reflexes

**Starting Experience**: 500 + (Sense + Intellect) x 50

Once you determine all of your stats, you’ll need to determine your starting **Skills**. Then, you may spend your experience to buy **abilities**, **professions**, or extra **skills**. You also begin the game with 1000 **cash** to buy starting equipment.

**Skills**

A **skill** represents your training and experience in a certain field. Each character starts the game with 1 **skill** at level 3, 2 **skills** at level 2, and 3 **skills** at level 1. You may spend experience later to buy new **skills** or additional levels of **skills** you already have.

Each **skill** level costs the following amount of experience to buy.

1 - 100 exp

2 - 150 exp

3 - 250 exp

4 - 400 exp

5 - 600 exp

**Athletics (1-5)**

* Athletics represents your ability with physical activity, like running, jumping, or climbing.

**Binding (1-5)**

* Binding determines your ability to capture crytures with binding crystals and how strong your control over them is.

**Healing (1-5)**

* The Healing skill allows a character to remove harmful effects and treat injuries.

**History (1-5)**

* History measures your knowledge about historical events or ancient civilizations.

**Inquiry (1-5)**

* Inquiry is your skill at coaxing information from people, either by force, subterfuge, or just knowing the right questions to ask.

**Legerdemain (1-5)**

* Legerdemain measures your ability to distract people and perform sleight-of-hand maneuvers.

**Magic (1-5)**

* Magic represents your skill with using weapons like wands, staves, and orbs, as well as your general knowledge of magical effects and how to manipulate them.

**Mechanics (1-5)**

* Mechanics gives you the ability to operate, repair, or disable devices and artifacts that operate on the normal laws of physics.

**Melee (1-5)**

* Melee determines your ability to fight with weapons like swords, maces, and spears. It’s also used when trying to apply brute force.

**Observation (1-5)**

* Observation allows you to uncover hidden details and notice people who don’t want to be seen.

**Persuasion (1-5)**

* Persuasion is the skill used when trying to convince a person to agree with you or believe something, true or otherwise.

**Ranged (1-5)**

* Ranged represents your skill with using weapons such as bows, javelins, and crossbows.

**Reflexes (1-5)**

* This skill determines your ability to react to surprises. It’s also added to your initiative rolls for combat.

**Stealth (1-5)**

* Stealth is your ability to avoid being noticed and conceal your presence.

**Survival (1-5)**

* Survival helps you find basic necessities in the wild, such as food, water, shelter and firewood, as well as your ability to navigate wilderness.

**Zoology (1-5)**

* Zoology allows you to recall and discern knowledge about the behavior and qualities of crytures.

**Abilities**

**Abilities** are specific applications of your character’s experience. They often make significant changes to how your character plays, and they vary in how they progress, if they progress at all.

For **abilities** that start higher than level 1, you must spend experience for each level up to that level as well. For example, if an **ability** starts at level 2, it costs 250 experience to buy, in total - 100 for the “first” level, and 150 for the “second” level. Each level of an **ability** costs the following amount of experience to buy.

1 - 100 exp

2 - 150 exp

3 - 250 exp

4 - 400 exp

5 - 600 exp

**Armor Proficiency (1-3)**

* You are accustomed to wearing and moving around in armor. Up to 10 lbs. per level of the armor you wear doesn’t count against your carrying capacity.

**Businessman (1-2)**

* You are skilled at cutting deals. You get a +1 roll bonus per level on talent checks when negotiating trades, transactions and payments.

**Capacity (1-3)**

* You can have one additional Cryture attuned at a time, per level.

**Danger Sense (2)**

* You get a die bonus to your **Initiative** equal to your **Sense**.

**Energy (1-3)**

* You gain +1 **Mana** per level.

**Etiquette (1-2)**

* You’ve spent a lot of time around nobility and are familiar with the social rules and etiquette among royal courts. You get a +1 roll bonus per level on talent checks when dealing with nobility or in a high-class setting.

**Fast Healing (2)**

* You only require half the normal time to recover from an injury after it’s been treated.

**Feint (2)**

* **Requirement**: Agility 3, Legerdemain 2
* You gain the following power:

**Feint**

**Cost**: 1 Stamina

**Minor Action**

**Melee** 1

**Attack**: Agility + Legerdemain vs. Evasion

**Hit**: Your next attack against the target gets a +1 roll modifier per hit until end of turn.

**Crit**: +1 Hit.

**Harvester (2)**

* You are especially good at collecting essences from defeated crytures. Instead of rolling to see what type of essences you collect, you may choose the types.

**Linguist (1-2)**

* You have a knack for translating and deciphering languages. You get a +1 roll bonus per level on talent checks when trying to read or communicate in a non-native language.

**Mental Prowess (2)**

* When you make a talent check with **Intellect**, you may spend 1 **Mana** to get a +3 die modifier to the check.

**Nimble Prowess (2)**

* When you make a talent check with **Agility**, you may spend 1 **Stamina** to get a +3 die modifier to the check.

**Off-hand Strike (2)**

* **Requirement**: Agility 3, Melee 2
* You gain the following power.

**Off-hand Strike**

**Cost**: 1 Stamina

**Minor Action**

**Personal**

**Effect**: You make a basic attack with a melee weapon in your off-hand with a -3 die modifier.

**Pack Mule (2)**

* Your carrying capacity is increased by 25 lbs.

**Physical Prowess (2)**

* When you make a talent check with **Fitness**, you may spend 1 **Stamina** to get a +3 die modifier to the check.

**Quick Conjuring (3)**

* You can spend 1 additional **Mana** to conjure a cryture as a minor action, instead of a major action.

**Rallying Cry (2)**

* **Requirement**: Sense 3, Persuasion 2
* You gain the following power.

**Rallying Cry**

**Cost**: 1 Stamina

**Major Action**

**Ranged** 10

**Roll**: Sense + Persuasion vs. 10 - Sense

**Success**: The target regains 2 Health per success.

**Crit**: +1 Success and the target becomes Empowered.

**Second Wind (2)**

* **Requirement**: Fitness 3, Athletics 2
* You gain the following power.

**Second Wind**

**Cost**: 1 Stamina

**Minor Action**

**Personal**

**Roll**: Fitness + Athletics vs. 10 - Fitness

**Success**: You regain 3 Health per success.

**Crit**: +1 Success.

**Specialist (2)**

* Choose a cryture type. You get a +1 die bonus on affinity and enmity rolls with crytures of that type.

**Toughness (1-3)**

* You gain +1 **Stamina** per level.

**Wild Child (1-2)**

* You’ve spent a lot of time in and around the wilderness and you know your way around nature. You get a +1 roll bonus per level on talent checks when dealing with woods or jungle settings.

**Wise Prowess (2)**

* When you make a talent check with **Sense**, you may spend 1 **Mana** to get a +3 die modifier to the check.

**Professions**

Currently, professions are in development, so these are for flavor only at the moment.

A **profession** is what represents your character’s ability to create things. They usually involve combining cryture essences to make exotic materials, then combining those materials to craft a final product.

Each level of a **profession** costs the following amount of experience to buy.

1 - 100 exp

2 - 150 exp

3 - 250 exp

4 - 400 exp

5 - 600 exp

**Alchemy (1-5)**

* You can learn recipes to create substances from cryture essences and combine them to create potions, flasks, elixirs, and salves.

**Agronomy (1-5)**

* You can grow exotic plants, harvest their materials, and use them to craft special weapons and armor.

**Artifice (1-5)**

* You can craft artifacts, wands, orbs, and binding crystals from exotic materials. You can also learn to create synthetic crytures, such as constructs.

**Cooking (1-5)**

* You can season food with cryture essences to apply certain effects to those who eat it.

**Smithing (1-5)**

* You can smelt exotic metals and craft special weapons and armor from them.

**Wizardry (1-5)**

* You can use essences to cast spells, as well as craft engravings and scrolls.

# **Your Starting Cryture**

Most conjurers from your area choose one of the following creatures as their first companion. You begin the game with one of these creatures already bound, with 1 **Affinity**.



**Glubble**

**Type: Water**

**Glubble** is a semi-solid blob of liquid with a grumpy demeanor. Its gelatinous form makes it hard to hit in combat, so it can safely go toe-to-toe with other creatures. Glubble has access to the **Fluid**, **Pressurized**, and **Ooze** classes, allowing it to control the flow of combat from various ranges, and pick up powers from the **Aberrant** type. Its **Shapeshift** feature also gives it the means to squeeze into places that you may not otherwise have access to.

**Flowzie**

**Type: Plant**

**Flowzie** is a flowering lizard that likes to spend its time basking in sunlight. Its balanced stats let it adapt to many different situations in combat and survive with relative ease. Flowzie can learn from the **Flower**, **Photosynthetic**, and **Spitter** classes, giving it good damage output, as well as self healing for when things go bad. It can also learn powers of the **Poison** type. Flowzie’s **Fruiting** feature causes it to grow food each day, which is quite valuable for long journeys, and its **Sunbathing** feature means that it can regain health without its conjurer spending mana.



**Torkish**

**Type: Fire**

**Torkish** is a small humanoid cryture with a flaming head. It can output a lot of firepower, making it great for dealing damage at range. Torkish can learn the classes, **Golem**, **Ignition**, and **Inferno**, allowing it to blast multiple enemies or single out one for elimination. It can also learn **Construct** powers to give it more survivability in close combat. On your adventures, its **Torch** feature will provide you with a reliable light source and an easy way to start your campfires.



**Cheepy**

**Type: Undead**

**Cheepy** is a small, nocturnal fowl with a shrill, haunting cry. This cryture is great at being quick on the offense. In battle, it uses the **Beak**, **Terror**, and **Vampire** classes, letting it combine hit-and-run tactics with control effects to stay out of trouble. It also has access to **Beast** powers for when the **Undead** ones don’t cut it. Cheepy’s **Scary** feature helps you avoid encounters with wild crytures, and its **Nightvision** can help you see in dim lighting.

**Arbo**

**Type: Martial**

**Arbo** is an aggressive little squirrel-like cryture who loves to test itself. It’s good at going toe-to-toe with enemies in melee and i t’s classes, **Brawler**, **Focused**, and **Scamp** give it the ability to both take hits and dish them out. Arbo can also use **Beast** powers that amplify its mobility. The **Climber** feature lets arbo get around more easily than humans, and its **Super Strength** give it the ability to break or lift things beyond what its small body would indicate.



**Psykit**

**Type: Psionic**

**Psykit** is an elusive and mischievous cryture, known for its teleportation powers. They prefer to fight by dishing out attacks from a distance. Psykit can learn the **Nomad**, **Stalker**, and **Telepath** classes, allowing it to avoid melee combat, while messing with enemies from range. Psykit also has **Beast** powers that enhance its mobility and keep it from being helpless in melee. The **Telepathy** feature lets you communicate with psykit from any distance, and its **teleportation** feature helps it get to places you couldn’t get to otherwise.

**Natures**

Once you’ve chosen your starting cryture, you will need to choose a nature for it. This nature determines how your cryture will react to the actions your character takes.

**Aggressive**

An aggressive cryture lives for conflict. It loves to fight, first and foremost, but any chance for it to show dominance over others gives it a similar thrill. Being calm and passive is the bane of an aggressive cryture.

**Anxious**

Anxious crytures prefer to avoid trouble whenever possible. They are at their happiest when their conjurer steers away from conflict and achieves things by de-escalating tense situations. They despise having to fight battles that could be avoided.

**Calm**

A calm cryture is never in a hurry for anything. It likes to do things methodically and take its time with any task. Calm crytures hate to be rushed and resent being forced into difficult situations due to rash decisions.

**Curious**

A curious cryture lives to explore and try new things. These crytures never leave a stone unturned and expect their conjurers to try every path they can take, even if there’s danger. They hate to miss out on anything they haven’t seen before.

**Empathetic**

An empathetic cryture feels good when those around it feel good. It does its best to cheer people up and likes to ease the problems of others. Turning a blind eye to suffering, or worse - contributing to it - will turn an empathetic cryture against you quickly.

**Jealous**

A jealous cryture loves attention. It seeks praise from those around it and expects undue favoritism from its conjurer. Jealous crytures especially loathe when others receive the same at their own expense.

**Lazy**

Lazy crytures don’t like to expend more effort than necessary. They would prefer it if their conjurer handled everything without their help, but when they must do something, a lazy cryture likes to get it over with, using minimal time and effort. Lazy crytures hate to go the extra mile and will take shortcuts whenever possible.

**Mischievous**

A mischievous cryture can’t keep itself out of trouble. It respects guile and risky behavior, especially when it’s achieved at someone’s expense. Mischievous crytures are annoyed by people who insist on playing it safe and above-board.

**Noble**

A noble cryture seeks to act with honor and command respect. It never backs down from a challenge and eschews underhanded actions in general. Cowardice and deceit win no respect from a noble cryture and it would rather lose with dignity than win by cheating.

**Serious**

A serious cryture likes to get things done. It respects a conjurer with a good work ethic and feels fulfilled when getting its own hands dirty. A serious cryture loathes people who avoid work or procrastinate.