ARCANIS
The World of Shattered Empires

Hero Creation Work Sheet

Step 1: Envision your Hero

_____

_____

_____

_____

Step 2: Choose your Archetype (Pg. 98)

Archetype: _____

Deity (optional, unless Divine): _____

Skills

Starting Skills:

_____

_____

_____

_____

_____

Additional Skills:

_____

_____

_____

_____

Talents

Armor Proficiency: _____

_____

Weapon Training: _____

_____

Talents: _____

_____

_____

_____

_____

_____

Step 3: Determine your Heroes Attribute Scores (Pg. 102)

Point Buy Used: _____

Starting Attributes:

MI:_____ PR:_____ QU: _____VI: _____

CH:_____ IN: _____ LO: _____RE:_____

Step 4: Determine your Race (Pg. 106)

Race: _____

Attribute (+1): _____

Skills (+1):

_____

_____

_____

_____

Talents:

_____

_____

_____

_____

Automatic Languages:

_____

_____

_____

_____

Other Racial Qualities:

_____

_____

_____

_____

_____

_____

_____

Step 4: Choose your Hero's Home Nation and Region (Pg. 122)

Nation/Region: _____

Skills (Choose Two) +1: _____

Native Language: _____

Literacy (Y / N): _____

Bonus Language: _____

_____

_____

_____

_____

Step 5: Choose your Background (Pg. 124)

Background: _____

Minimum Age: _____

Skills +1: _____

_____

_____

Talents: _____

_____

_____

Starting Gear: _____

_____

_____

Staring Coin: _____

Special: _____

_____

_____

_____

_____

Step 7: Train your Hero's Skills (Pg. 135)

List all the skills you have aquired below, remember you gain one rank every time you aquire a skill. For example if you gained Melee (Balanced) from your Archetype and again from your Background you would have Melee (Balanced) at 2 ranks.

Once you have listed all your skills you gain an addtiional number of Skill Points as shown below. You may only spend 1 point to advance a trained skill (limited to one additional rank) or learn a new skill at 1 rank for 1 point or at 2 ranks for 3 points.

Skill Points [Pass Lo + Pass Re +3]: _____

Trained Skills

Pass. Skill Value		Att	Ranks
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	

New Skills:

Pass. Skill Value		Att	Ranks
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	
		( )	

When you're done, calculate the passive skill value for your trained skills.

Add: skill ranks + the skill's primary attribute passive value + 12

Step 8: Define your Hero's Flaws (Optional) (Pg. 135)

Flaws (optional)

Flaw 1: _____

Additional Flaws: _____

_____

Step 9: Select your Hero's Talents (Pg. 170)

Talent: _____

Talent: _____

Bonus Talent: _____

(Only if flaw is chosen)

Step 10: Finishing Touches (Pg. 170)

Calculate driveled values

Avoidance = Passive Pr + Passive In + 12

Fortitude = Passive Mi + Passive Vi + 12

Discipline = Passive Ch + Passive Re + 12

Stamina = Avoidance + Fortitude + Discipline

Wounds = Passive Vi

Fate = Lowest Attribute Score

Initiative: Passive Quickness

Pace: Passive Quickness x10