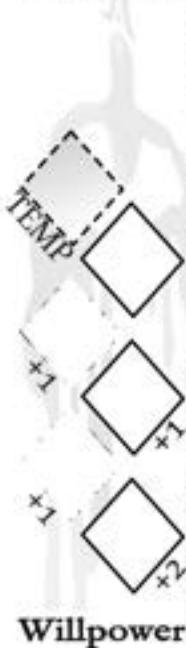


Candlelight

Name: _____ Caste: _____ Wealth: _____
 Player: _____ Archetype: _____ VM: _____



Attributes

Endurance	<input type="checkbox"/>										
Ego	<input type="checkbox"/>										
Focus	<input type="checkbox"/>										
Resources	<input type="checkbox"/>										

Resist
Points

of _____
From: _____

Professions

Willpower	<input type="checkbox"/>										
	<input type="checkbox"/>										
	<input type="checkbox"/>										
	<input type="checkbox"/>										

Search Questions

What will happen next?
 What is really going on?
 What here is dangerous to me?

Bonds

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Wounds

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Favors

Ideals

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Deal

<input type="checkbox"/>
<input type="checkbox"/>

Other Edge

<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

Scars & Wounds

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Name: _____

Appearance

Player: _____

Moves & Advancements

Items & Assets

Somni & Tech

Other & Notes

CHARACTER CREATION DEMO

Forward

This is a demo of group and character creation for Candlelight Inquisition. The following pages will walk you through creating an intricate and fully-detailed Seeker. Candlelight Inquisition's character creation is on the longer end; this RPG is designed to start you off with a detailed, evocative, and complex character. This system also works to ensure your Seeker begins the campaign with ties to the world: to factions, to people, and to the other player characters. In regards to the other players: character creation is meant to be a group activity. In fact, you will notice before you even start your character there is a segment on "group creation."

While the content that follows is pulled from the core rules, many character options have been removed and what remains is still subject to change before the final publication. Compared to the current core rules, this character creation demo has about one-half the professions available, only two sample groups, and the majority of unique Archetype advancements, banes, and boons removed. However, all core 'categories' of character features — Archetype, Caste, Professions, etc — remain.

A quick glossary of mechanics.

ACTION ROLL

When a Seeker attempts a risky action, searches for clues, or rallies another character, they must roll two six-sided dice to see if their action succeeds.

EDGE

Edge is a resource that can be used for a bonus on rolls. Edge can also be negative, used to penalize rolls.

POSITION

Position determines how risky an action is. It is determined by the GM based on narrative context.

ADVANTAGE & DISADVANTAGE

Edge created in response to an action or situation. Advantage is positive edge, disadvantage is negative edge.

SEARCHES

When a Seeker searches for clues, they ask two search questions and must then make an action roll.

TIKS, DOWNTIME ACTIONS, & WORLD CLOCKS

Certain long actions like resting and healing are "downtime actions" and "tick" or advance a world clock that counts down to antagonists of the Candlelight Inquisition game taking an action.

Summary

This chapter provides instruction on how to create a Candlelight Inquisition Seeker, how to tie your character's story in with those of the other player characters, and many features you might add to your Seeker. It contains four Archetypes your character can be, each with a list of advancements you will take over the course of your campaign.

1. Group Creation <i>What your characters do together.</i>	8. Partisan <i>Archetype focusing on ideals.</i>
2. Groups <i>Examples of Groups you could play.</i>	9. Professional <i>Archetype focusing on practicality.</i>
3. Character Features <i>Overview of resources and abilities.</i>	10. Castes <i>Caste's effects on your social status and assets.</i>
4. Character Creation <i>Steps for creating your character.</i>	11. Professions <i>List of skills you might have.</i>
5. Archetype Test <i>Personality test to choose Archetype.</i>	12. Boons <i>Unusual good traits characters may have.</i>
6. Empath <i>Archetype focusing on people.</i>	13. Banes <i>Unusual bad traits characters may have.</i>
7. Intelligentsia <i>Archetype focusing on curiosity.</i>	14. Extras <i>Extra items, ethnicity, language, names.</i>

Group Creation

CHOOSE GROUP

Before creating your character, meet the other players and GM to discuss what sort of group you want your characters to be a part of. Are you all soldiers, scientists, or explorers? It is important your character have some shared purpose and connection — a well defined group can provide this before the game begins.

Later in this chapter is a list of predefined groups which you can choose from, or you can create your own. After choosing your group, answer at least two questions about your group to further flesh them out. The predefined groups each have two questions listed. You can also make your own, or use some of the following:

- Who does your group work for or with?
- What speciality or unique trait separates your group from others like it?
- Your group experienced some trouble or tragedy whose impact can still be felt. What was it?

DETERMINE ROLES

Now that you have picked a group, you and the other players will determine what roles you want to be included in the group. First, brainstorm 3 key roles. These are roles that the group wouldn't make sense without. No police investigator team functions without a detective, and a black ops or heist team needs some sort of infiltrator. After the 3 key roles, each player adds an additional role of their creation to the list.

Having finished your full list of roles, each player chooses a role they want their character to fill. A player does not need to choose the same role they added in the last step. After everyone has chosen a role, players can take a second role if they wish. The GM creates supporting NPCs for any unfilled roles.

Sample Groups

You can choose from the following groups, or create your own group type.

BLACK OPS

An elite team that does dangerous, underhanded jobs: imperial agents, rebel saboteurs, criminal heist teams.

Questions	Whose side are you on? What type of operation are you known for? A job went badly in the past, what happened?
Key Roles	Muscle: solves problems using force and destruction. Rogue: solves problems using stealth and misdirection. Tech: solves problems using know-how and tools.
Suggested Additional Roles	Captain, Lieutenant, Demo, Sniper, Spy, Support, Handler, Veteran, Recruit

POLICE INVESTIGATORS

In the business of finding and solving crime. Guardsmen, imperial inquisitors, private detectives

Questions	Whose law do you enforce? What type of case do you specialize in? There was a case you never solved that still haunts you. What was it?
Key Roles	Detective: investigates the scene, puts together the pieces Forensics: analyzes evidence, researches Watson: non-investigator with a vital worldly skill
Suggested Additional Roles	Captain, Lieutenant, Expert Consultant, State Agent, Ex-Con, Informant, Enforcer, Veteran, Recruit, Victim, Witness, Legal

Character Features

Character features are mechanical representations of the traits core to your character. Essentially anything on your character sheet that comes from your character or their relationships is considered a character feature.

ATTRIBUTES

Attributes are a measure of your raw mental, physical, and societal ability. They are represented by edge pools and are primarily used in resisting harm.

Endurance	Physical strength and fortitude.	Resist wounds and exhaustion.
Ego	Force of personality and self-confidence.	Resist fear and shame.
Focus	Ability to concentrate and grip on reality.	Resist confusion and delirium.
Resources	Supplies and social influence.	Resist wear and tear.

WILLPOWER

A resource representing your inner strength. Can be gambled to reroll dice or spent to resist harm. It is dangerous to run out of willpower completely.

MOVES

Moves are special powers that allow you to bend the rules of the game. These help better represent your character's most outstanding abilities. You typically obtain Moves from other character features such as your profession, your archetype, or optional boons.

PROFESSIONS

Each character has one or more professions. Professions represent a line of work your character has performed at some point in their life, as well as the skills they picked up doing that work. Professions are primarily used for determining what your character can and can't do. The average person cannot pick locks, but a thief can.

Professions provide several other benefits. They have an edge pool associated with them that you can invoke whenever you use what you learned in that profession. They each have a unique move you get when you take the profession, as well as a unique search question. When you take a profession in Character Creation, you get a few items related to that profession.

Professions are grouped into categories. For example, Assassin and Spy are both part of the Con profession category. When you take a profession, you also gain any features described by its category as long as you don't already have them.

SEARCH QUESTIONS

Each character has several search questions which represent what type of information or clues your character is best at finding. Whenever you make a search action or finish a project to discover information, you must ask at least one question from the search questions on your character sheet. You get new search questions from your archetype and your professions.

AFFILIATIONS AND FAVORS

Affiliations represent the factions you associate and have good standing with. You might work for them or just be well connected with the faction. In each of your affiliations, you have 1 or more favors. Favors are a resource you can spend to get your affiliated factions to do something for you. Not all affiliations are equal; some factions are better at delivering costly favors than others.

ARCHETYPE

Each character has an archetype, representing their fundamental values and approach to problem solving. Archetypes provide you with a suite of extra features and moves, and determine what upgrades and moves you can obtain from training. An Archetype is similar to character class from other games, but describes your character's personality and ideals rather than what your character's job is.

WEALTH

Wealth broadly represents your financial resources. It represents a more stable, invested wealth as opposed to liquid cash. Wealth is organized into tiers. Your wealth tier determines what resources are available to you, what you are able to purchase easily, and what type of lifestyle you are able to maintain.

VINMARH

Vinmarh is a large denomination currency. It can be used in place of Wealth to purchase items, or be used to upgrade your wealth if you save up enough.

IDEALS

Your character's ideals represent what is most important to them. An ideal is a motivation, an identity, a conviction, or perhaps all of these at once. Characters have one ideal associated with their archetype, and one personal ideal that can be anything. Ideals have edge pools associated with them. Their edge can be invoked in any context where you uphold or try to further that ideal.

BONDS

Bonds represent a powerful emotional connection to a specific person - either positive or negative. Bonds have 3 elements: a specific person, a description of the relationship, and an edge pool. You can invoke a bond edge whenever you act on that relationship, such as coming to the defense of a friend or while fighting a mortal enemy.

CASTE

Social status in the empire can dramatically impact one's opportunities. Each character is either a Citizen, a Freeman, or an Obligant. Citizens enjoy higher wealth, respect, and the protections of law, while Obligants' liberties are more constrained. Freemen are in between - free but without society's protection.

BANES AND BOONS

Special character features that can only be taken at character creation. Banes represent some physical or mental disability, or some trouble in your past. A bane might be a missing limb. Boons represent unique talent, or some fortunate event in your past. A boon could be receiving a large inheritance. Boons and banes are completely optional, but taking a bane voluntarily can give you more flexibility in character creation, where taking a boon takes away from other features.

Character Creation

MARK WILLPOWER

Every character starts with 3 willpower. Mark a diamond on your character sheet for each willpower. Mark a +2 bonus under your last willpower and a +1 bonus under each other willpower except your first.

ROLL

Roll 5d6. Later in character creation, you will assign these dice to determine your social class, your attributes, and your professions. Record the result of each individual die.

Banes and Boons

If you choose to gain a bane, you may reroll any number of dice. You can reroll the dice multiple times by taking multiple banes. After choosing your banes, you may choose to gain a boon for each die showing 5 or 6 that you set to 1. You can also gain 1 bane and 1 boon once without affecting your dice pool. If you change your dice by gaining banes and boons, record the new die results replacing the old.

Standard Array

If you are unsatisfied with your results, you can instead choose to use a standard array of numbers in place of your roll. These numbers are 1, 3, 4, 5, and 6, and replace your die numbers. You can choose to take these numbers with no banes or boons, or 1 bane and 1 boon. Note that lower rolls lead to characters with more wealth, so there is merit in sticking with a low roll.

SELECT CASTE

Assign a die to determine your social class. A value of 6 means you are a Citizen. A value of 4, or 5 means you are a Freeman. A value of 1, 2, or 3 means you are an Obligant.

ASSIGN ATTRIBUTES

Assign one die for each attribute: Endurance, Ego, and Focus. You gain a number of edge in that attribute equal to the die's value. The Resources attribute is determined later, with Wealth.

DETERMINE WEALTH AND RESOURCES

To determine your starting wealth, sum all the die values you assigned to your character excluding the die you dedicated to your caste. If you are a citizen, subtract an additional 4 from this sum. Add any starting items or property from your wealth tier, and any starting Vinmarh. Next, gain edge in your Resources attribute equal to your Wealth tier.

Dice Sum	Starting Wealth	Dice Sum	Starting Wealth
24 to 23	Destitute Wealth 0 Take a walking stick	10 to 7	Affluent Wealth 4 Take 5 Vinmarh, townhouse, and riding horse
22 to 19	Poor Wealth 1 Take a shed or communal housing, knife	6 to 3	Wealthy Wealth 5 Take 10 Vinmarh, small estate, servant
18 to 15	Modest Wealth 2 Take 1 Vinmarh, a cabin or cramped flat, ax	2 to 0	Aristocratic Wealth 6 Take 15 Vinmarh, city mansion, bodyguard
14 to 11	Average Wealth 3 Take 2 Vinmarh, a cottage or apartment.	Resources	The maximum edge in your resource attribute is equal to your Wealth. If your Wealth changes later in the game, update your resources.

SELECT PROFESSIONS

Assign your last die to professions. Gain your first profession for free starting at 1 edge. You have an additional number of points equal to your die's value to spend on professions. Unlocking your second profession costs 2 points, and your third costs 3 points. When you unlock a profession, add it to your character sheet with 1 edge. You may increase the maximum edge for a profession you have by spending 1 point. After assigning your edge, add each of your professions' Search Questions, Items, and Move to your character sheet, and any features from the profession's category.

The available professions are listed below. You can find their full descriptions, including Moves, Search Questions, and other features later in this chapter.

Academic: Cleric-Magistrate
Academic: Psychologist
Con: Assassin
Con: Spy

Doctor: Coroner
Doctor: Surgeon
Investigator: Analyst
Investigator: Inquisitor

Mechanist: Inventor
Mechanist: Reliquarian
Mystic: Dreamsinger
Mystic: Exorcist

DETERMINE ARCHETYPE

Determine your archetype by taking the archetype test later in this chapter. If you dislike the result, you may choose an archetype directly. Add each of the starting features to your character sheet. From the starting features you receive an archetype ideal with 1 edge, a 1 edge ideal flaw, a signature move, bonus edge to an attribute, and a search question.

Below are the four archetypes. They each have a full section dedicated to them later in this chapter.

Empath	Knows others deeply, allowing them to assist or manipulate.
Intelligentsia	A curious, analytical mind with a never-ending amount of questions to ask.
Partisan	Deep commitment to their ideals provides them with a wellspring of strength.
Professional	Pragmatic and worldly, focused on flawless execution of their trade.

SELECT AFFILIATIONS

Select one or two factions to be your affiliations. If you select one affiliation, mark it with 2 favors. If you select two affiliations, mark each with 1 favor. Record the signature favors of your affiliations.

Below are some recommended factions. The full list, including in-depth descriptions and preferred favors, is provided in the full core rules of *Candlelight Inquisition*.

Amber Revolution	Wide scale serf-obligant revolution in the southern provinces.
Delvers Union	Labor union with connections to black market relic trade.
Free Scholars	Secret society of scientists, dreamsingers, heretics, and freethinkers.
Imperial Inquisition	State's police force, enforcing both law and dogma.
Riverfork Syndicate	Powerful trading company and criminal syndicate in the West.
The Reliquary	Imperial research organization focused on reverse engineering ancient tech.
Subjugated House	A noble house from the provinces, conquered by the empire years ago.
The Vigil	Popular militia and chimera hunters who secretly employ the dream.

CREATE PERSONAL IDEAL

Create a personal ideal and mark down 1 edge for it. Your personal ideal can be essentially anything, such as:

Altruism	Freedom	Power
Asceticism	Independence	Reputation
Dominance	Justice	Revenge
Equality	Learning	Skepticism
Faith	Patriotism	Stability
Family	Pleasure	Wealth

ASSIGN BONDS

Create 3 bonds each with 1 edge. Each bond needs to be assigned to a character and have a description of your relationship with them. Later in this chapter, there are steps for generating bonds with other characters. You can assign a bond to another player character or a non-player character. If you bond with a non-player character, discuss with the GM to add this character to the world.

OPTIONAL BOONS, BANES, AND EXTRAS

If you took any boons or banes when you rolled, go ahead and select them at this last step. You can find boons and banes near the end of this chapter. You can take as many additional banes as you desire. Finally, there are a few optional extras to further flesh out your character, such as random keepsakes and birthplaces.

Castes

CITIZEN

One of the many ways the Vinni imperials retained their dominion over the subjugated was with the institution of Citizenship. Citizens are the economic and political elite of Vinndes. Citizenship is passed hereditarily, meaning most are descendants of the original Vinni conquerors. Freemen can sometimes be awarded citizenship for great acts of service to the empire, or buy citizenship from corrupt imperial bishops or high nobility. Citizens enjoy many benefits over the common folk, including:

- Guarantee of a trial by jury at an imperial court.
- Access to prestigious citizen-only universities and government positions.
- Free use of the interprovincial trains and telegraphs.
- The right to own firearms.
- Generally higher wages and better opportunities.

If you assign a 6 to Caste in character creation, you are a citizen. Take a moment to determine how you got your citizenship. Are you a Vinni, the conquering ethnic group which founded the empire? Are you a war hero, awarded citizenship for your bravery? Or perhaps an inventor, awarded citizenship for your revolutionary creation or bought it with your proceeds. Perhaps you are merely the son or daughter of another Citizen — if so did one of your ancestors achieve something great that got them awarded citizenship?

FREEMAN

Freemen are subjects of Vinndesian rule that are neither Citizens nor Obligants. They have no special privileges in the eyes of the law but neither are they bound. Freemen sometimes find it hard to get government jobs; the bureaucracy is filled with citizens on top and obligants everywhere else. However, many freemen excel in independent trade as merchants, artisans, and even industrialists. Freemen have a few advantages and a few disadvantages, including:

- Can purchase expensive tickets for interprovincial trains and telegraphs.
- Outlawed from owning firearms.

If you assign a 4, or 5 to Caste in character creation, you are a freeman. Take a moment to describe how you became a freeman. Were you born a freeman? Or did you earn your freedom from serving in the imperial army or inquisition? Perhaps you were an obligant, and were released by your Lord for providing some service to them. Or, you could be a foreigner, coming into the empire from outside its class system.

OBLIGANT

The majority of Vinndes' population are obligants. Obligants are bound to a lord. Their two major bindings are as follows: Obligants are disallowed from renting property from any entity besides their lord and obligants are disallowed from accepting wages from any entity besides their lord. An obligant's lord can be a specific person or a group entity. The majority of obligants are bound to the imperial state. No obligant enjoys full rights, though some obligants have it worse than others. Peasant farmers can become slaves in all but name under the thumb of feudal noblemen. On the other hand, the obligants of the imperial state have far more freedom in where to work and whom to rent from as long as it's under the wide umbrella of the empire. Skilled and educated obligant technicians even work in the labs of the Cathedral and are compensated in kind. In some cases, provincial nobles might be obligants themselves of some greater liege. But even those lucky enough to have a good lord and some freedoms chafe under the restrictions of obligancy. Obligants who look to escape their position may have the opportunity to join the imperial army or inquisition and earn freedom in times of dire need. Otherwise, they must rely on the graces of their lord. Obligants experience many disadvantages, such as:

- Cannot legally accept wages or rent property except from their lord.
- Cannot use interprovincial trains or telegraphs without permission from their lord.
- Outlawed from owning firearms.
- Generally lower wages and less opportunity.

If you assign a 1, 2, 3 to Caste in character creation, you are an obligant. Take a moment to describe the nature of your obligancy and your lord. Are you bound to a feudal lord, the imperial state itself, or perhaps to a citizen part of the emerging industrialist class. Is your lord lenient, letting you live essentially as a freeman, or oppressive? If you are wealthy, why? Are you a disgraced provincial noble, conquered by Vinndes? Or a rich and well regarded scientist who just happens to be an imperial obligant?

Professions

Following is a list of professions your character might have. Each profession has a category and four components. Starting with the components, each profession has a list of skills, search questions, a move, and starting items. Add the search questions and move to your character sheet when you take a profession. Add the starting items of a profession only when you take a profession during character creation.

Regarding the list of skills, these determine what practitioners of the profession can do. Specifically, this is used for determining position. A doctor can stitch wounds at a decent position, while someone untrained would be at a bad position, possibly even an impossible position. It's not necessary to record these skills on your character sheet unless you find it helpful.

Here is an example profession that explains the features of a profession as they appear in this book.

Category-er: Example-er

An Example-er can...	<p>Teach a skill by giving effective examples. Do anything a category-er can.</p> <p><i>Anything listed here shows you the type of actions this profession is best at. This is primarily used to determine position of actions. If an Example-er made an action roll to teach it would be at a higher position than someone untrained in teaching.</i></p>
Search Question	<p>What would be a good example of this? How could this be categorized?</p> <p><i>When you take a profession, add both of its search questions to your character sheet. The first one is unique to the profession, and the second is from the category.</i></p>
Example Move	<p>Once per situation, if you provide an effective example to another, they can perform an action as if they had your skills in the subject matter.</p> <p><i>This is a special ability you have as a certain profession. Add it to your character sheet as a move.</i></p>
Items	<p>Take a box of chalk and a portable chalkboard.</p> <p><i>These are starting items associated with or used in your profession. Add these items to your character sheet only during character creation. If you unlock a profession through advancement, do not add these items.</i></p>

ACADEMIC CATEGORY

Any Academic Gather and collate information from libraries and academic institutions.
can... Synthesize new information from existing resources.
Give off the impression of intelligence and expert authority.
Instruct others in theory and facts within an area of expertise.

Search Question Where could I learn more about this?

ACADEMIC: CLERIC-MAGISTRATE

A Cleric-Magistrate can...	Identify different doctrines and ideologies, religious or secular. Recall and apply laws, procedures, and legal precedent. Provide religious guidance and perform rituals. Anything an Academic can do.
Search Question	How can I use the doctrines to my advantage here? Where could I learn more about this?
Petition	As a 1 tick downtime action, you may gain a favor with a faction you are affiliated with.
Items	Take a book of holy ordinances, loose paper, pen and ink.

ACADEMIC: PSYCHOLOGIST

A Psychologist can...	Analyze the emotions and motivations of a person. Predict behaviors from a psychological viewpoint. Diagnose and provide treatment for mental ailments. Anything an Academic can do.
Search Question	What behaviors could I expect from this person? Where could I learn more about this?
Provide Therapy	When an ally takes the Rest downtime action, you may join the action to provide therapy, making an action roll. On a success, the ally you treated heals all wounds which are mental in nature, removing them. When you provide therapy, you do not gain the benefits of a rest.
Items	Take journal, outdated book of psychological principles.

CON CATEGORY

Any Con can...	Pick simple locks. Move while remaining unseen. Lie and manipulate effectively. Communicate discreetly. Conceal objects.
Search Question	How could I get in unnoticed?

CON: ASSASSIN

An Assassin can...	Use weapons while remaining hidden. Orchestrate lethal traps or sabotage. Clean a scene of evidence. Anything a Con can do.
Search Question	When are they at their most vulnerable? How could I get in unnoticed?
Assassinate	Once per situation, whenever you attack a living creature unaware of you, you may change a desperate, delicate, or daring position to a dominant position.
Items	Take dagger, folding crossbow, dose of lethal poison, mask.

CON: SPY

A Spy can...	Impersonate individuals. Disguise themselves or others. Create forged documents and identification. Anything a Con can do.
Search Question	How do I earn their trust? How could I get in unnoticed?
Undercover	Choose an affiliation. You gain a false identity within that faction. You gain a favor in that affiliation at the start of each world cycle as long as you maintain your cover. If your cover is broken, you lose your favor. You can create a new false identity with any faction, replacing your old one, as a 2 tick downtime action.
Items	Take makeup and hair dyes, false identification, letters, unique cypher.

DOCTOR CATEGORY

Any Doctor can...	Identify the source of injury or disease. Treat wounds and stave off infection. Administer drugs and medicine. Stabilize critically injured persons. Perform amputations as safely as reasonably possible.
Search Question	What is harming their health?



DOCTOR: CORONER

A Coroner can...	Perform autopsies. Embalm bodies to delay decay. Recount the anatomy of the human body and the bodies of other creatures. Do anything a Doctor can do.
Search Question	What was the cause and time of death? What is harming their health?
Friend of the Dead	Once per rest, you can preternaturally learn the last emotion felt by a dead creature by spending a few minutes with their corpse. You sometimes have divinatory dreams of the dead outside of your control.
Items	Take scalpel, saw, forceps, needle and suture, embalming fluid.

DOCTOR: SURGEON

A Surgeon can...	Perform complex, life-saving surgeries. Surgically implant tech or prosthesis. Recount the anatomy of the human body and the bodies of other creatures. Do anything a Doctor can do.
Search Question	What is unusual about this person or creature's anatomy? What is harming their health?
Preserve Life	Once per situation, when you make an action roll to treat a critically injured creature, you may change a desperate, delicate, or daring position to a dominant position.
Items	Take scalpel, saw, forceps, needle and suture, bandages, ether, ethanol.

INVESTIGATOR CATEGORY

Any Investigator can...	Scan a scene for clues and evidence. Reconstruct events at a scene. Locate concealed objects.
Search Question	What here has been overlooked?



INVESTIGATOR: ANALYST

An Analyst can...	Find meaning and trends in large data sets. Decrypt and create codes, ciphers, and secret signals. Identify forged or tampered items. Do anything an Investigator can do.
Search Question	What here is most important? What here has been overlooked?
Intuit	Once per rest you may ask the GM one of the following questions: <i>What are we missing? What isn't as it seems? Who knows what we need to know? Where can we find what we need to know?</i> The GM narrates the scene in such a way that you discover this. The GM must be truthful, but the quality of the response can vary.
Items	Take microscope, gloves, small pouches, glass vials, blank paper cards, ink, journal.

INVESTIGATOR: INQUISITOR

An Inquisitor can...	Detect lies and attempts at manipulation. Extract information through interrogation. Lead conversation in such a way to entrap others. Do anything an Investigator can do.
Search Question	What aren't they telling me? What here has been overlooked?
Catch Lie	Once per situation, in response to someone making a claim, you may ask the GM if that person believes that claim to be true. The GM must answer truthfully.
Items	Take thumbscrew, manacles, journal.

MECHANIST CATEGORY

Any Mechanist can...	Operate, maintain, and repair non-relic machinery. Explain the works of machines to others. Apply knowledge of math and physics.
Search Question	How does this machine work?



MECHANIST: INVENTOR

An Inventor can...	Invent new machines, tools, and gadgets. Jerry-rig prototype machines from limited parts. Modify non-relic machines. Do anything a Mechanist can do.
Search Question	What is significant about the design of this device? How does this machine work?
Reckless Prototyping	Once per rest, you can announce you have some new tech gadget of your creation. The gadget must be highly specific to the problems of the current situation. It significantly improves your position on relevant actions and can afford unusual abilities with the GM's discretion. Each time you use the gadget, make a fortune roll before resolving the action. On a 3 or 4, the gadget malfunctions slightly, causing a minor consequence. On a 1 or 2, the gadget backfires, breaking itself and causing a moderate consequence. You cannot use this move again until your gadget breaks or you take it apart.
Items	Take assorted tools, gears and scrap.

MECHANIST: RELIQUARIAN

A Reliquarian can...	Operate, maintain, repair, and modify relic tech. Reprogram relic cores. Apply knowledge of electronics, computing, and genetics. Do anything a Mechanist can do.
Search Question	What needs to be done to repair and safely use this Relic Tech? How does this machine work?
Handle with Care	Once per situation, if you are using Relic Tech and it would malfunction or break, you may prevent the tech from doing so.
Items	Take delicate tools, anti-static case.

MYSTIC CATEGORY

Any Mystic can...	Perform dream rituals using Somni. Interpret the dreams and visions of others. Garner favor with fellow mystics, heathens, and heretics.
Search Question	What supernatural is going on here?



SOMNI

Mystic professions give the player “Somni” as part of their unique profession features. These are essentially dream sorcery “spells.” Somni are recorded in detail elsewhere in the full core rules, but here are a few simplified examples:

Clairvoyance	Witness a divinatory vision in the Dream. Search the Dream for clues in the past, present, or future of the Waking World.
Commune	Commune with a spirit of the Dream and possibly negotiate for power or insight.
Illusion	Meld the Dream and the Waking World, creating an illusion which follows dream logic.
Exorcism	Banish the influence of the Dream from the Waking World.

MYSTIC: DREAMSINGER

A Dreamsinger can...	Recall and apply theories on the Dream. Analyze the waking world for signs of the Dream's influence. Perform simple repetitive actions while asleep, such as playing an instrument. Do anything a Mystic can do.
Search Question	What is the meaning or effect of this dream? What supernatural is going on here?
Somniac	You have uncanny control over your sleep. You can fall asleep at will, sleep standing up, and stay asleep for as little as 5 minutes or as long as 48 hours. Any sleep time required for somni is $\frac{1}{4}$ the length for you. Learn any two somni of your choice associated with the Waking World.
Items	Take a music box and guitar

MYSTIC: EXORCIST

An Exorcist can...	Analyze the waking world for signs of the Dream's influence. Garner tolerance or respect from inquisitors and anyone distrustful of dreamers. Resist psychic influences and see through illusion. Do anything a Mystic can do.
Search Question	How can I combat this supernatural influence or entity? What supernatural is going on here?
Waking Ritual	Morning mantras fortify your mind against dark influence. You instinctively know if your mind is being tampered with by the dream and can always make a roll to resist it. Once per situation, improve the position of a roll to resist psychic influence. Learn

	the Exorcism somnus and one somnus of your choice associated with the waking world.
Items	Take an exorcist registration (legitimate or forged) and an engraved glass lens.

Archetype Test

To determine your archetype, answer the following questions from your character's perspective. These questions gauge your character's personality and problem solving techniques.

1 When you encounter someone with diametrically opposing beliefs to your own, you...

- A. Debate them.
- B. Argue against their beliefs, possibly coming to blows.
- C. Ignore them.
- D. Try to understand why they hold those beliefs.

2 You approach problem solving by...

- A. Using the methods you are most familiar with.
- B. Considering how it affects everyone involved first.
- C. Breaking down the problem and looking for new ways to solve it.
- D. Focusing on being as effective and efficient as possible.

3 When comforting someone close, you...

- A. Tap into shared values, ideals, or faith to inspire them.
- B. Propose solutions.
- C. Mostly listen.
- D. Acknowledge the blunt reality.

4 Which is more important?

- A. Independence.
- B. Community.

5 Which is more important?

- A. Truth.
- B. Understanding.

6 When faced with an ethical dilemma, you...

- A. Reflect on your values and go with what you believe is most right.
- B. Evaluate the outcomes and go for the most practical solution.

7 Do you agree with the following statement? You forgive easily.

- A. Yes
- B. No

8 You believe knowledge and education is...

- A. Valuable in its own right.
- B. Useful if it can be applied.

9 You found your moral convictions through...

- A. Personal experience and listening to the experiences of others.
- B. Research and philosophical considerations.

ARCHETYPE SCORING

Your character is the archetype which you scored highest on. In the event of a tie, pick between the two.

1

- A. +1 Intelligentsia
- B. +1 Partisan
- C. +1 Professional
- D. +1 Empath

2

- A. +1 Partisan
- B. +1 Empath
- C. +1 Intelligentsia
- D. +1 Professional

3

- A. +1 Partisan
- B. +1 Intelligentsia
- C. +1 Empath
- D. +1 Professional

4

- A. +1 Professional
- B. +1 Empath

5

- A. +1 Partisan
- B. +1 Intelligentsia

6

- A. +1 Partisan
- B. +1 Professional

7

- A. +1 Empath
- B. +1 Partisan

8

- A. +1 Intelligentsia
- B. +1 Professional

9

- A. +1 Empath
- B. +1 Intelligentsia



Empath

STARTING FEATURES

Archetype Ideal: Empathy

You understand other people. You can understand their motivations and feel their pain. This skill leads most empaths to be kindhearted individuals. However, some diverge and weaponize their skill at reading others, learning their vulnerabilities and manipulating them. Whatever the case, all empaths' primary focus is on other people.

Add an "Empathy" Ideal edge pool with 1 edge to your character. Add an "Empathy Flaw" negative edge pool with 1 edge to your character.

Sacrificial Aid

Once per situation when you invoke your positive edge on another character's action roll, you increase the maximum modifier for that roll to +4. Additionally, if the receiving character has not been rallied recently, they gain a temporary willpower. However, when you use this move, take 1d6 harm to an attribute of the GM's choosing.

Bonus Ego

Increase your maximum Ego by 1.

Archetype Search Question

Add the following to your list of search questions: How do they really feel?

ARCHETYPE ADVANCEMENTS

Each archetype has several advancements. Your character does not start with these, rather they are earned as your character overcomes trials. In the full rules of Candlelight Inquisition, advancements are awarded to Seekers at the end of a “world cycle” if the Seekers made strides in preventing or assisting the dark plots of some faction. In this character creation demo, a select few advancements are provided for each Archetype to give you a taste of how a Seeker later in a campaign might feel.

ADVANCEMENT FEATURES

Willpower Increase

Increase your maximum and current willpower by 1. You can take this feature two times.

New Profession

If you have someone willing to teach you, you can learn a new profession. Add a new profession and corresponding edge pool with 1 edge. Add any features you get from the profession to your character.

Add 1 Edge to both Attribute and Profession

Increase the maximum edge of Endurance, Ego, or Focus by 1 and increase the maximum edge of a profession you have by 1. You can take this feature two times.

Alien Empath

As long as you know a means of communicating, you find conversing, encouraging, or negotiating with beings other than humans - such as spirits or intelligent chimera - no more difficult.

Luminary Charisma

Add “Charmed Community” to your list of affiliations. As a 1 tick downtime action, gain a favor with a local community such as a town or guild. You can only have 1 favor from this ability at a time.



Intelligentsia

STARTING FEATURES

Archetype Ideal: Understanding

You seek understanding. This is not a mere curiosity of facts - but a desire to deeply know people, society, the natural world, and the relationships between them. Such an understanding is the first step toward finding a solution. However, this can also manifest negatively: mental paralysis when confronted with too many variables, obsession, a reluctance to take sides when you see your enemy's point of view, or making unethical decisions in pursuit of knowledge.

Add an "Understanding" Ideal edge pool with 1 edge to your character. Add a "Understanding Flaw" negative edge pool with 1 edge to your character.

Hypothesis

Once between rests, you may spend a focus point to designate a search question as your hypothesis. Your hypothesis may be a custom search question. Record your hypothesis in a designated space. Once per situation, you may have the GM to answer your hypothesis without having to roll. As with a regular search, you must describe a feasible method to find this information.

Bonus Focus

Increase your maximum Focus by 1.

Archetype Search Question

Add the following to your list of search questions: What important detail remains unknown?

ADVANCEMENT FEATURES

Willpower Increase

Increase your maximum and current willpower by 1. You can take this feature two times.

New Profession

If you have someone willing to teach you, you can learn a new profession. Add a new profession and corresponding edge pool with 1 edge. Add any features you get from the profession to your character. You can take this feature two times.

Add 1 Edge to both Attribute and Profession

Increase the maximum edge of Endurance, Ego, or Focus by 1 and increase the maximum edge of a profession you have by 1. You can take this feature two times.

Creative Inquiry

When you take this advancement, devise four search questions of your own creation and add them to your list of search questions.

Culture

Once per situation when you would make an action roll to compel a person or group, you may spend 1 profession edge that matches a culture or profession of the people you are compelling to automatically perfectly succeed a delicate or dominant action as if you had rolled a 12.



Partisan

STARTING FEATURES

Archetype Ideal: Devotion

Devotion to what? Anything. Your lord, nation, or creed, the rights of man, your personal code of ethics, faith, science, family, friends, your own glory, or any number of these. Whatever you choose, you seek to devote yourself completely. Some may call you a fanatic, but they lack the truth and purpose you possess.

Add a “Devotion” Ideal edge pool with 2 edge to your character. Add a “Devotion Flaw” negative edge pool with 2 edge to your character.

Zeal

Your unwavering conviction in your ideals emboldens you. When you invoke positive ideal edge on a roll and achieve a result of 8 or higher, restore a willpower. If you cannot gain willpower, gain temporary willpower. You don’t restore willpower at rest.

Bonus Endurance

Increase your maximum Endurance by 1.

Archetype Search Question

Add the following to your list of search questions: What will happen if I don’t intervene?

ADVANCEMENT FEATURES

Willpower Increase

Increase your maximum and current willpower by 1. You can take this feature two times.

New Profession

If you have someone willing to teach you, you can learn a new profession. Add a new profession and corresponding edge pool with 1 edge. Add any features you get from the profession to your character.

Add 2 Edge to Attribute

Increase the maximum edge of Endurance, Ego, or Focus by 2.

Add 1 Edge to both Attribute and Profession

Increase the maximum edge of Endurance, Ego, or Focus by 1 and increase the maximum edge of a profession you have by 1. You can take this feature two times.

Firebrand

As a 1 tick downtime action, you may make an action roll with improved position to rally a large community towards drastic action. This action can be anywhere between citywide riots to pooling all labor and resources into saving lives, but must support your cause, and is always uncontrollable, costly, and highly public.

Loyal Protector

Once per situation, if you witness someone with whom you have a positive bond be harmed, physically or otherwise, you may create a 2 edge advantage and take the initiative.

Professional



STARTING FEATURES

Archetype Ideal: Efficacy

The world is chock-full of problems. War, famine, pestilence, politics. You don't claim to know the answers. But what you do know is that a deft hand and a shrewd mind can forge a life worth living. Focus on the immediate problems. The sensible problems. Leave grand philosophy to others; life's already complicated enough as it is. If occasionally you need to compromise ethics a little, you'll survive.

Add an "Efficacy" Ideal edge pool with 1 edge to your character. Add a "Efficacy Flaw" negative edge pool with 1 edge to your character.

Expertise

Choose a profession you are trained in. You gain a second edge pool in that profession labeled as "Expertise" that contains 1 edge. When you invoke edge from your Expertise pool, the edge is not spent. Effects that explicitly call to spend edge still cause you to lose your expertise edge.

Bonus Resources

Your maximum Resources is equal to your Wealth + 1.

Archetype Search Question

Add the following to your list of search questions: What would be an effective approach?

ADVANCEMENT FEATURES

Willpower Increase

Increase your maximum and current willpower by 1. You can take this feature two times.

New Profession

If you have someone willing to teach you, you can learn a new profession. Add a new profession and corresponding edge pool with 1 edge. Add any features you get from the profession to your character.

Add 2 Edge to Profession

Increase the maximum edge in a profession you have by 2.

Add 1 Edge to both Attribute and Profession

Increase the maximum edge of Endurance, Ego, or Focus by 1 and increase the maximum edge of a profession you have by 1. You can take this feature two times.

The Plan

When you take time to scout out the location of an operation and form a plan, create a 5 edge “Plan” advantage that lasts the duration of that operation.

Tools of the Trade

Any items with gear edge pools, increase their maximum edge by 1 while you use them. If your gear would be damaged, break, or malfunction you can ignore the effect by expending your expertise edge. When you take this move, you may choose one of your items to gain 1 gear edge. You can reassign this gear edge to a different item if you take a 1 tick downtime action to maintain and customize the new item.

Bonds

Create bonds in the format [adjective] [noun] who [verbs]. The noun determines the type of bond it is - are you two rivals or lovers? The adjective adds a qualifier or complication to the bond. Discordant lovers would look a lot different than long lost lovers. The verb relates the bond to an ideal. A Partisan's discordant lover might tempt them from their commitment to devotion. An Empath's long lost lover may satisfy their need for empathy.

To create a bond, first choose the noun, then the adjective and ideal-affecting verb in either order. You can choose or create your own adjective, noun, and verb, or select them randomly from the lists below. You can choose a random noun by rolling a d6 and selecting the corresponding noun from the list below.

1: Friend	4: Mentor	Lover
2: Comrade	5: Protégé	Nemesis
3: Confidant	6: Rival	Pet

You can choose a random adjective for your bond by rolling a d6 twice and selecting the corresponding adjective. Use the first die roll to determine the column and the second to determine the result.

1 or 2 on first die	3 or 4 on first die	5 on the first die	6 on first die
1: Budding	1: Fairweather	1: Casual	1: Nonreciprocal
2: Chance	2: Natural	2: Demanding	2: Odd Couple
3: Childhood	3: New	3: Disloyal	3: Performative
4: Discordant	4: Reliable	4: Formal	4: Reunited
5: Empowering	5: Storied	5: Former	5: Secret
6: Enthusiastic	6: Unwavering	6: Greatest	6: Unwanted

To choose your verb and finish your bond, first select one of your ideals. The verb should act on the ideal in some way, reinforcing the ideal, discouraging it, or having the ideal influence the bond. You can choose a verb randomly by rolling a d6 twice, selecting the corresponding verb phrase, and incorporating your ideal into the phrase. Use the first die roll to determine the column, and the second to determine the result. Edit the resulting phrase as necessary to better fit your ideal.

1 to 3 on first die	4 to 6 on first die
1: Who helps satisfy my need for [ideal].	1: Who hinders me from [ideal].
2: Who creates my need for [ideal].	2: Who works with me towards [ideal].
3: Who tempts me from my commitment to [ideal].	3: Who I look up to for their [ideal].
4: Who reinforces my commitment to [ideal].	4: Who I judge for their lack of [ideal].
5: Who takes issue against my [ideal].	5: Who I keep because of my or their [ideal].
6: Who helps me see [ideal] in a new light.	6: Whose crimes against [ideal] I ignore.

GROUP BOND CREATION

Pause character creation to determine bonds together. Each player will take a turn making a mutual bond with another player. Whoever is ready to create their bond first starts as the active player. The active player chooses another player whose character has two or fewer bonds. The chosen player can refuse, in which case the active player picks someone else. If the chosen player accepts, the active player adds a bond with the

chosen character to their sheet. Afterwards, the chosen player creates a matching bond on their sheet with the active player's character. Each bond starts with a pool of 1 edge. Afterwards, the player to the right of the active player becomes the active player.

Rebecca is ready to create her bond first, and chooses Henry. Henry accepts. Rebecca rolls a random bond and rolls 1, 6, 6, 4, 1 translating to "Unwanted Friend who hinders me from [ideal]. Rebecca's character chooses to use "efficacy" for the bond's ideal: "Unwanted Friend who hinders me from efficacy." Henry decides to make his bond manually to better match Rebecca's. He uses his ideal of "understanding" to create the bond "Nonreciprocal Friend who helps satisfy my need for understanding." Rebecca and Henry muse that Henry's character is always asking distracting questions about Rebecca's character's work. Both players record their bonds on their character sheets along with 1 edge. Avery is sitting to the right of Rebecca, so she chooses the next player to create a bond with.

Once every player has had a turn to choose who to bond with, any player whose character has fewer than three bonds creates bonds with NPCs until they have three bonds. It's suggested to create bonds with NPCs who have roles in the group, but players are free to invent new characters to bond with - such as a family member, a lover, or a pet.

BONDS WITH UNDERLINGS OR PETS

Players are free to create bonds that invent underlings or pets who could aid their character. If the character could reasonably have and maintain that underling or pet, the underling or pet readily serves them. A wealthy knight could have a squire and a warhorse and be bonded with them. However, it might be more work to explain why a poor obligant has a squire and a warhorse. If the character couldn't reasonably have or maintain that underling or pet in the fiction, the Player is still able to create a bond but the underling or pet will not readily serve them. Perhaps the poor obligant is a disgraced knight, and his bond is with his former squire who is no longer bound to him. Perhaps his warhorse had to be sold to his lord, but still comes up to him when he works on the estate. The GM is the ultimate arbiter on what manner of underlings and pets will be readily available and which won't be.

Boons

NEAR-PERFECT MEMORY

You can recall anything perfectly that you experienced within the last year. Beyond that, your memory is not perfect but still much more complete and accurate than a normal person's. Devise a mnemonic quirk which allows your character such extreme memory. Examples include: Synesthesia, pantomiming taking notes to be "filed" in your mind, and creating and training complex series of mnemonic phrases. If you, as the player, forget something your character would know, you can ask the GM to remind you. Gain the following search question: "Where have I seen this before?"

SECRET RELIC TECH

You own a relic tech item. You might have found it from a digsite, received it as an heirloom, or stolen it. Confer with your GM to determine what relic items are available to start with. Determine the organization or individual that wants to take this relic from you.

Here are some example relic-tech items you might take with the “Secret Relic Tech” boon. A full list and detailed descriptions are provided in the full rules of Candlelight Inquisition.

Bioblade	Bone sword honed to a molecularly thin edge. Cuts through anything.
Multiform Mask	Semi organic mask which can mimic any face or creature. A perfect disguise.
Psionics Band	Read minds and communicate telepathically, including with non-humans.

UNEXPLAINABLE POWER

You have an ability with seemingly no natural explanation, though you figure it has something to do with the dreams you keep having. Take Commune as a Latent Somnus. Your version of Commune only puts you in contact with whatever strange and mysterious force is fueling your power. Choose one of the following:

Instinct

You know when something bad will happen near you a second before it happens. You dream of dark brambles and an unknown predator.

Ghost

You can spend 1 focus to phase one of your limbs through a thin wall, along with your clothes and a small object. You dream of a city that never existed, empty.

Banes

LOST IT ALL

Requires wealth 3 or higher. Change your wealth tier to 0.

BLIND OR DEAF

Actions that rely on the lost sense are at significantly reduced position up to impossible. When you take this bane, create a 2 edge character disadvantage. This disadvantage refills on rest and is removed if you ever regain your lost sense.

ADDICTION

Drugs, alcohol, or perhaps something else. When you take this bane, create a 3 edge “addiction” character disadvantage that restores on rest. When you indulge in your vice, you gain a 2 edge “high” advantage for the duration of that situation. When that situation ends, refill your “addiction” disadvantage. If you go an entire world cycle without satisfying your addiction, lose a willpower and make a mark. If you have three marks, lose your addiction.

NIGHTMARES

Recurrent nightmares plague you. Whenever you sleep, your GM may inflict 1d6 Focus harm to you. Sometimes you fear your nightmares will come to life. The GM secretly selects a Somnus associated with your nightmare. That Somnus becomes a Latent Somnus for you, but you are unaware of it.

Extras

CHARACTER NAME

Here are a few example names you might encounter in the Vinndesian empire.

Aldriss Yovazki	Gustav Urstyin	Lugo
Boain	Idanni Bavinnoud	Marrai
Durren	Issuan Naktonf	Oadrik Iromissiki
Elsebain Atali	Jain	Rema Fauzdh
Gefan	Kanton	Tars Olet
Greta Koth	Korvia	Votana Russi

EXTRA ITEMS

Generally, assume your character has all the common items it makes sense for them to have. If you want or need to know what items you have explicitly, you can get any of the following items for free during character creation.

Backpack	Journal	Simple Clothing
Bedroll	Lantern Oil (1 case)	Tinderbox
Charcoal Pen	Nails (10)	Tent
Hammer	Pickaxe	Waterskin
Hooded Lantern	Rope (5 meters)	Wooden Cutlery
ID Papers (legitimate)	Shovel	Wooden Staff

If you have any ranged weapons, you can take one parcel of reserve ammunition along with appropriate containers such as a quiver for free. It is not necessary to keep track each individual bullet or arrow.

KEEPSAKES

You can also roll a single random keepsake to give to your character. These items are mostly useless but have a lot of personality - good for inspiring new details about your character's history or temperament. To select a keepsake, roll a d6 twice, record the results in the order you rolled them, and select the matching item.

1, 1:	Small portrait of a deceased loved one.	4, 1:	Jars of dirt from the places you've visited.
1, 2:	Key to someplace that you will never return.	4, 2:	Set of playing cards with a few missing.
1, 3:	Toy from your childhood.	4, 3:	Bottle of the best whiskey money can buy.
1, 4:	Your last will and testament.	4, 4:	Small, portable jars of spices and herbs.
1, 5:	Useless coins from a conquered nation.	4, 5:	Earplugs.

1, 6:	Four-stringed guitar.	4, 6:	Cane which you are beginning to need.
2, 1:	Engraved fountain pen gifted to you.	5, 1:	Taxidermy rat. It once was your pet.
2, 2:	Set of weighted dice.	5, 2:	Ornate glass hand mirror.
2, 3:	Collection of loose leaf poems. They are introspective in nature.	5, 3:	Action-packed and slightly lurid pulp novel. The binding is falling apart.
2, 4:	Silver chalice. You rarely drink from anything else.	5, 4:	Thick tome on an obscure and useless subject you find highly fascinating.
2, 5:	Small scroll containing mantras you repeat to yourself each day.	5, 5:	Collection of dolls made of sticks and twine. They have names.
2, 6:	Fragment of timber from a shipwreck.	5, 6:	Meticulously updated diary, in volumes.
3, 1:	Decorative quilt depicting your family story.	6, 1:	Unusual and provoking facial piercings.
3, 2:	Shard of bone from your first adventure.	6, 2:	Half full bottle of snake oil.
3, 3:	Decorative set of fortune telling cards.	6, 3:	Uniform from a past life.
3, 4:	Strategy game, its board and pieces folded into a small wooden case.	6, 4:	Brass pocket watch that is always late or early, but never on time.
3, 5:	Tattoo that was forced upon you and marks you apart.	6, 5:	Festive mask of a demon from local folklore, now considered pagan.
3, 6:	Scarf with bright, eclectic designs. Others think it is hideous.	6, 6:	Mechanical toy that dances and makes an annoying sound when wound.

ETHNICITY

You can choose or randomly select an ethnicity to better tie your character into the setting. Your ethnicity reflects a lot - your likely birthplace, the culture you grew up in, and others' perceptions of you. To select randomly, you can roll a d6 twice. If you roll 1 to 5 on the first die, use the second die's result to select an ethnicity from the imperial ethnicities table. Otherwise, use the second die's result to select an ethnicity from the foreign ethnicities table.

1 to 5: Imperial Ethnicities

1: Sazadi	From the recently conquered southern swamps. They reject Vinni culture; separatist sentiment and the old faiths are common among them. Culture of tradition and pride. Olive or dark complexion, dark haired.
2: Gevoni	Original occupants of the heartland before they were conquered by the Vinni long ago. Now live primarily in the south plains. Their peaceful culture has oft been exploited, but they are beginning to rebel. Culture of charity and community. Medium complexion.
3: Taudav	From the north, a hard land beset by chimera, banditry, and cold. Feel they cannot rely on the empire and must stand for themselves. Culture of stoicism and

self-sufficiency. Very fair, rosy complexion, thick hair.

4: Parvadon	From the eastern mountains, originating from a wastlander wartribe that crossed the peaks. Not conquered, but joined as mercenaries in Vinndes' first campaigns. Culture of honor and passionate expression. Fair complexion, tall builds.
5: Laiden	From the mercantile west coast. Their home largely benefits from the empire's stability - but their free-thinking cities have come under the state's suspicion. Culture of ambition and leisure. Medium complexion, curly hair.
6: Vinni	Founders of the empire. Believe they descend from the rulers of the old age - the Heracim. Culture of dogma and enlightenment. Pale complexion, black hair.

6 : Foreign Ethnicities

1: Celonan	From the sprawling confederacy across the strait. The confederacy did war with Vinndes a half century ago over ideology, but was defeated and weakened. Culture of spirituality and free-thought. Olive or dark complexion.
2: Argenti	From the mercantile jungle nation of Argent. A very rich people, though with few winners. Argenti traders exported capitalist ideology to Vinndes, fueling the recent industrial boom. Culture of pragmatism and materialism. Very dark complexion.
3: Snowfolk	From the far north — lands enslaved by the predatory stanwolf chimera. The lucky are treated like favored pets. Some escape and travel through the cold to the empire. Culture of honesty and pessimism. Near albino complexion, white blond hair.
4: Mellahic	From the far desert where the ancients are shunned. The libraries of Mellah remember the abuse of power in the old days, and seek to prevent it from repeating. Culture of egalitarianism and moderation. Very dark complexion, thin builds.
5: Erelsh	From the stronghold kingdoms of the archipelago. The kingdoms have withstood many invasions, including from Vinndes, due to their patience and expert defenses. Culture of isolationism and justice. Fair complexion, short and stocky builds.
6: Wastlander	From a wartribe in the wastelands, the site of an old age conflict. Primitive by certain standards, but oral tradition contains a wealth of knowledge on ancient tech. Culture of might and ingenuity. Colorless and ravaged appearance, large builds.

LANGUAGES

Your character is assumed to know any language it makes sense for them to know. If you want to record specifically what languages your character knows, use the following guidelines. All characters know the state language, Vinnain. Your character also knows an additional language either from your character's ethnicity or from the region your character grew up in. With the GM's approval, you may also know a third language related to your character's professions, affiliations, or backstory. For example, it would make sense a diplomat character would know Gench, the language of the Argent used for international diplomacy and trade.

Torlain Languages

Old Torlain | The language spoken in the Torlan empire of Antiquity.

		Dead but still learned by scholars and clerics. All Torlain languages descend from Old Torlain.
Vinnain		The state language of Vinndes.
Gevonain		Old language of conquered Gevoni and Laiden people. Mostly dead, but kept alive by bilingual rural traditionalists.
Taudiff		Native language of the Taudav and the Snowfolk. Vinnain has become dominant in the North, but many natives also speak Taudiff.
Sazadan		Native language of the Sazadi from Lasaturi. Sazadi communities refuse to switch to Vinnain.
Gench		Language of The Argent. The language of global trade and diplomacy.
Roach Torlain		Languages of the wastelander tribes. Each tribe's language is a little different.
Uulan, "Stanwolf"		Language of the Lok stanwolf. Developed by canine mouths and hard for humans to speak.

Celonic Languages

Old Celonic	The language spoken in the Old Celonian empire of Antiquity. Dead but still learned by scholars. All Celonic languages descend from Old Celonic.
Celonic	The state language of the Celonian Confederacy.
Mellahic	Language of the Mellahic people.
Erelsh	Language of the Erelsh people.