

Scalemail Character Creation Reference

Character Creation Checklist

(Can be done in any order.)

- ☐ A **Class** and a specific **Path** for that Class.
If the Path includes Armor Training, Weapon Groups, and/or Vocations, add those. Also take the Initiate Trait from the Path (no other Traits).

- ☐ An **Ancestry** ("race"). Choose two Ancestry Traits.

- ☐ Your **Drive** and the **Patron** you follow.

- ☐ A starting, personal **Vocation**.

- ☐ Choose your **Attributes**.

(After finishing the above, do these final touches.)

- ☐ See p. 23 to calculate your **Defense** roll.

- ☐ Start with 3 Life Points.

- ☐ Weavers should note their Mana Points and all known spells.

- ☐ Starting **Gear** (see p. 92).

Ancestry (pp. 31-44) • <i>Bob</i>: Friendly gelatinous blob • <i>Dwarf</i>: Stout mountainfolk • <i>Elf</i>: Graceful nature guardians • <i>Gnome</i>: Jovial little hillfolk • <i>Human</i>: Adaptable and skilled • <i>Orc</i>: Noble nomadic shepherds • <i>Remnant</i>: Undead adventurers • <i>Roosted</i>: Unique plant beings • <i>Wilder</i>: Sapient bipedal animals	Class: Warrior (pp. 51-60) • <i>Archer</i>: Expert with a bow (or crossbow or firearm). • <i>Assassin</i>: Sneaky, athletic, and crafty. • <i>Berserker</i>: Rage to channel your inner beast. • <i>Duelist</i>: Fast and amazing at 1-on-1 fights. • <i>Guardian</i>: Defensive shield-master. • <i>Martial Artist</i>: Versatile unarmed fighter. • <i>Weaponmaster</i>: Dedicated to one weapon.	Schools of Magic (pp. 109-140) • <i>Air</i>: Summon winds and fly. • <i>Battle</i>: A variety of magical blasts. • <i>Curses</i>: Inflicting status effects on foes. • <i>The Dead</i>: Raise and speak with the dead. • <i>The Divine</i>: Blessings and holy auras. • <i>Earth</i>: Shape dirt and stone, for utility or combat. • <i>Fire</i>: Move, control, walk through, and create fire. • <i>Gates</i>: Teleport and create gates between locations. • <i>Healing</i>: Cure injury, illness, and maybe even death. • <i>Nature</i>: Control plants, animals, and the weather. • <i>Phantasms</i>: Create illusions and become invisible. • <i>Protection</i>: Defend against attacks and spells. • <i>Summoning</i>: Conjure creatures of escalating size. • <i>Transformation</i>: Adjust your appearance and become a creature. • <i>Vision</i>: Enhanced sight, scrying, and prophetic dreams. • <i>Water</i>: Conjure forceful waves of water, or ice.
Drive (p. 30) A player-defined way to recover Determination. What drives you? <i>Suggestions</i>: A Quest, A Motivation, An Emotion, A Virtue, A Flaw.	Class: Weaver (pp. 61-78) <i>Each Path name includes its casting Attribute</i> • <i>Alchemist</i>(<i>Logic</i>): Turns spells into potent potions. • <i>Divine Chosen</i> (<i>Charm</i>): Holy servant of a Patron. • <i>Druid</i> (<i>Ego</i>): Attuned to the wilderness. • <i>Mage</i> (<i>Logic</i>): A pure occultist and arcanist. • <i>Sorcerer</i> (<i>Ego</i>): A chaos mage with unpredictable spells. • <i>Spell Knight</i> (<i>Agility</i>): Warriors elementally enhancing their weapons. • <i>Witch</i> (<i>Ego</i>): They and their familiar follow the old ways.	
Attributes (p. 47) <i>Strength, Charm, Agility, Logic, Ego</i> Assign +1d6, +1d6, +1d4, ±0, ±0 or use the optional Point Buy rules.		
Vocations (pp. 48-49) One free plus whatever your Class and Path give you. • <i>Actor</i> • <i>Appraiser</i> • <i>Artist</i> • <i>Athlete</i> • <i>Arcanist</i> • <i>Crafter</i> • <i>Diplomat</i> • <i>Folklorist</i> • <i>Gymnast</i> • <i>Healer</i> • <i>Historian</i> • <i>Hunter</i> • <i>Investigator</i> • <i>Mountebank</i> • <i>Musician</i> • <i>Naturalist</i> • <i>Rider</i> • <i>Sailor</i> • <i>Scribe</i> • <i>Theologian</i> • <i>Thief</i> • <i>Thug</i> • <i>Weightlifter</i>	Class: Wanderer (pp. 79-88) • <i>Bard</i>: Inspirational, distracting, supportive musician. • <i>Burglar</i>: Disarms traps, picks pockets, sneaks, climbs. • <i>Charlatan</i>: Reads and deceives people, master planner. • <i>Explorer</i>: Equally comfortable in the wilderness or a dungeon. • <i>Orator</i>: Public speaker, focused on influencing crowds. • <i>Scholar</i>: Versatile at using their knowledge creatively. • <i>Tradesperson</i>: A crafter (or cook) able to build and repair.	Patrons (pp. 45-47) <i>Includes how believers recover Determination</i> • <i>The Liberator</i>: Free someone or avoid losing freedom. • <i>The Nurturer</i>: Help someone who’s struggling. • <i>The Seeker</i>: Learn or discover something new. • <i>The Shrouded</i>: Avoid notice or hide away. • <i>The Valorous</i>: Face danger for others’ sake or make others feel safe. • <i>The Vigilant</i>: Notice danger before it’s too late, or at least in advance. • <i>Unbound (no Patron)</i>: Accomplish something hard without assistance or Determination. Narrator permission required to follow <i>The Whisperer</i>: Give up on a task or convince someone to give into despair.