

Character Creation Checklist

To create a character for a Midheim Compendium based Adventure or Campaign follow this Checklist:

1. **Adventurer Rank:**

Grab a Character Sheet and write down everything you know so far.

Every Character begins their adventure with a number of Attribute Points (AP), Trait Points (TP) and Skill Points (SP) that are each being used to progress the connected Attributes, Traits and Skills (Manoeuvres and Spells). Flex Points can be exchanged for any of the other Points.

Mark down the AP, TP, SP and FP available to you based on the chosen Adventurer Rank and move to step two.

2. **Choose a Race:**

Each Race or Combination of Races (depending on who your Characters Parents are) will provide your Character with Base Stats and some Race based Traits.

3. **Character Backgrounds:**

There are many available Backgrounds that you can mix and match to create a history for your Character or accurately recreate your characters life as it happened until this point, providing your Character with some initial life experience, stats and abilities.

4. **Spend your points:**

- a. You should start by spending all the TP at your disposal. Traits develop your characters strengths and the things they have learned in their past.
- b. Then spend the SP to determine how skilled of a Fighter or Mage you are. Choose a Weapon and Manoeuvres from the Armoury or a Spell Book or two for starters from the Mages Tower. Remember that you can only combine Spells from the same Magic Type (Arcane, Elemental, Light, Darkness).
- c. Lastly, use your AP to increase the base attributes with a Focus on the ones you need most to flesh out your Character.

5. **Equipment:**

Consult the Starting Equipment Rank and spend your Coin wisely.

6. **Finishing Touches:**

Calculate your HP, EP, Perception Values, your Martial Ability and your Weapon Stats.

You are ready to go, have fun adventuring, and don't you die on the first encounter!