

Fantasy Craft Character Creation Guide

1. Learn about the campaign setting created or chosen by your GM. Pay particular attention to the Era of the campaign and the Miracles and Sorcery campaign qualities. These influence many character creation choices.

Tip: *Fantasy Craft contains many unusual species including drakes, rootwalkers, and unborn. Ask your GM which species are available in the setting.*

Era, pp. 305-307
Miracles, pp. 324-325
Sorcery, pp. 325-326

2. Build a character concept. This may include mechanical elements of your character as well as descriptive elements. In many cases, it is helpful to build the concept around character options such as Species, Specialty, Party Role, Class, or Species Feats.

Note: *Your character description should, at a minimum, include most or all of the following unless they are not applicable for your Species: Name, Gender, Age, Height, Weight, Eyes, and Hair. Record these as you choose them.*

Tip: *decide now if you wish to take a species feat--many are available only at level 1 and have a profound influence on the rest of your character. (pp. 99-105)*

Tip: *Players might want to choose a Species, Talent, Specialty, and Party Role first to support their concept, and then choose their class. Others might prefer to build their concept around a class, choosing the rest later.*

Description, p. 7
Species Table, p. 10
Species, pp. 9-18
Talent Table, pp. 10-11
Talents, pp. 18-21
Specialty Table, p. 11
Specialties, pp. 21-27
Party Role, p. 28

3. Choose and record your Species and Specialty to support your concept. If you chose Human as your species, choose and record a Talent as well.
4. Record your Species and Specialty benefits. If any of these characteristics modify any other characteristics of your character, record them or note them for when you reach that part of your character creation.

5. If your concept includes an expert and/or master class, plan a path to the prerequisites for the class(es).

Tip: *New players may want to skip steps 5, 7, 8, and 9.*

Expert Classes, pp. 52-61

6. Does your class choice require an alignment? If so, choose one now, since it modifies your class, and note the choice for step 24 when you can purchase it with your starting interests.

Note: *Before choosing an alignment, check with your GM to find out which alignments, if any, are available.*

Alignments, pp. 308-314
 (Alignments must be approved by the GM before use).

7. Which feat tree(s) does your class offer as bonus feats, if any? This may influence which feat chains you decide to pursue.
8. Pick the first few feats or feat chains you want for your character. Decide the order in which you wish to take them.
9. Check your first few feats for prerequisites to make sure you can take them, and can take them in the order you wish.
10. Choose and record your class to support your character concept.

Tip: *Pay close attention to proficiency and forte requirements—if you do not gain enough proficiencies, you may not be able to take the feats you wish.*

Feats, pp. 85-109
Feat Prerequisites, p. 86
Basic Combat, pp. 85-87
Melee Combat, pp. 87-91
Ranged Combat, p. 92
Unarmed Combat, pp. 93-94
Chance, pp. 94-95
Covert, pp. 95-96
Gear, pp. 96-99
Skill, p. 99
Species, pp. 99-105
Spellcasting, pp. 105-107
Style, pp. 107-108
Terrain, 108-109

Classes, p. 30-52

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11. Choose and record your origin skills. You will choose two, unless a previous choice increased or decreased this number.

Tip: Take note if your character has any restricted actions—they usually result from your Species choice. These can affect your skill choices.

Tip: It is often useful to take skills that are not already granted by your class, unless you plan to multiclass.

Skill Table, p. 64
Skills, pp. 69-83

12. Purchase your starting attributes.

Tip: Check your class description to see which attributes are most important for your class—this can be a helpful guideline.

Attributes, p. 8

13. Apply Species attribute bonuses or penalties, if any. If you chose human, these will come from your chosen Talent.

14. Apply Specialty attribute bonuses or penalties, if any.

15. Apply Feat attribute bonuses or penalties, if any.

16. Record your attributes and your attribute modifiers.

17. Record your wounds. These are listed in your Species.

18. Record your vitality. This is listed in your Class features.

Vitality, p. 28

19. Record your size, footprint, and reach. These are determined by your species.

Size and Footprint, pp. 216-217
Reach, p. 205

20. Record your carrying capacity.

Carrying Capacity, p. 154

21. Record your feats.

Note: The feat you get at Career Level 1 can be any feat—this is the feat you will usually use to purchase a species feat if you wish. The other feat(s) will be granted by your Class, Specialty and/or Talent, and will be chosen for you or require you to choose from a subset of all the feats. Make sure you understand how prerequisites work for these feats. p. 84

22. Record your ground speed, other speed, if any, and your travel speed.

Note: Your speeds will usually be determined by your species, but may be modified by any of your other choices up to now.

Travel Speed, p. 371

23. Record your starting proficiencies. These can be spent on

Note: The number of proficiencies you may choose will usually be determined by your class, but may be modified by any of your other choices up to now.

Tip: Make sure you take proficiencies and fortes to fulfill any prerequisites you have from feat choices.

Proficiencies and Fortes, pp. 28-29
Advanced Actions and Tricks, pp. 221-223

proficiencies, fortes, or advanced actions and tricks.

24. Record your starting Interests. If you previously chose an alignment, record it now. You also automatically begin with your native language and a study in your native culture or homeland. In addition, unless a previous choice modified them, you gain two more interests, unless you already chose an alignment, which can be chosen from additional languages, alignments, or studies.

Interests, p. 61

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25. Record your total number of starting Studies.

Note: Check with your GM before choosing studies to ensure they are appropriate to the setting and are not too broad or too narrow.

Studies, p. 61

26. Record your knowledge check bonus.

Knowledge Checks, pp. 66-67

27. Record your maximum skill rank. This will usually be four, but may be modified for specific skills by any of your other choices up to now.

Career Level Table, p. 27

28. Purchase ranks in your origin and class skills. If you chose an option that grants access to the Spellcasting skill, don't forget to purchase ranks in it, too.

Tip: A simple way to purchase your initial skills is to figure out how many skill points your character will get at each level (without multiplying by four) and take that many individual skills at level four. If you gained anything that raised the maximum skill rank for a skill, don't forget to spend the additional skill points.

29. Choose and record your skill focuses if you took ranks in the Craft or Ride skills.

Craft Focuses, p. 72
Ride Focuses, p. 80

30. If you chose a class that grants spell casting levels, record the following:

- a. Casting Level, found in your Class
- b. Spell Points, found in your Class table
- c. Spellcasting Skill Bonus
- d. Spell Save DC
- e. Number of Spells Known
- f. List of Known Spells

Note: Casting Level is usually determined by your class.

Spell Points are listed in your class table, but may be modified by other choices.

Known Spells may be determined by you, determined randomly, or some combination of both. Check with your GM.

Spellcasting Skill, pp. 111-112

Arcane and Divine Casters, pp. 110-111

Spells Table, pp. 114-115
Spells, pp. 115-151

31. Record the following derived characteristics (listed in your Class table):

- a. Melee and Unarmed Attack Bonus
- b. Ranged Attack Bonus
- c. Fortitude Save Bonus
- d. Reflex Save Bonus
- e. Will Save Bonus
- f. Defense
- g. Initiative Bonus
- h. Legend
- i. Lifestyle

32. Record your starting Reputation.

Starting Reputation, p. 187

33. Apply your Lifestyle to Panache and/or Prudence.

Lifestyle, p. 153
Panache, p. 153
Prudence, p. 153

34. Record your starting Renown (this is often 0).

Renown, pp. 186-187

35. Record the number of prizes you may keep (usually Renown + 1).

Prizes, pp. 186-187

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36. Apply your renown, if any, to a track and record your title, if any.
37. Purchase prizes with your reputation if your GM allows—these could include Favors, Contacts, Holdings, or Magic Items.
38. Record your starting action dice (usually 3d4).
39. Record your starting Stake in silver.
40. Purchase any silver-economy items you can afford with your Coin in Hand, subject to your GM's approval.
41. Record your armor if you purchased any or have thick hide.
42. Record your weapon(s) if you purchased any, and/or your natural or unarmed attack information.

Note: Check with your GM to ensure the equipment, armor, and weapons you wish to purchase are available in the Era the GM has chosen for the setting (see step 1).

Tip: Make sure to purchase kits for any of your skills which require them.

Favors, pp. 187-191
Contacts, pp. 191-192
Holdings, pp. 192-193
Magic Items, pp. 193-201

Career Level Table, p. 27

Coin, pp. 152-153

Goods, pp. 156-159
Kits, pp. 159-160
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Food and Drink, p. 165
Poisons, pp. 165-167
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Attack Bonus, p. 61
Unarmed Damage, p. 206
Natural Attacks Table, p. 237
Natural Attacks, pp. 235-236