

CHARACTER CREATION REFERENCE

This is the players' reference for character creation. It lacks the GM advice and guidance found in the book.

1. AGE & LIFEPATHS

Instructions

The number of lifepaths you pick depends on your character's age, so first you need to decide an approximate age based on the rough concept you have. Here's how character age correlates with the number of lifepaths:

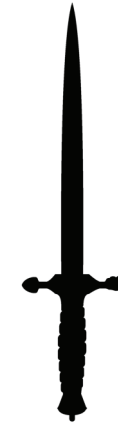
Age & Lifepaths

Age	Lifepaths
10-14 years old	2 lifepaths
15-19 years old	3 lifepaths
20-29 years old	4 lifepaths
30-44 years old	5 lifepaths
45+ years old	6 lifepaths

Each lifepath increases the character's stats and may teach them certain lifepath moves. Don't worry about optimizing your character's stats, instead be honest with your character and their past to create a coherent and interesting person. All characters regardless of their mechanical power receive the same amount of screen time and tough choices, so optimization isn't useful.

Use the lifepath lists below to make sure you won't get distracted by mechanical details. If a lifepath is unclear to you based on name alone, ask the GM for more details. Keep the target lifepath in mind, pick one childhood lifepath and then continue jumping from one lifepath to another. Decide why the character ended up where they did at every junction. Keep going until you reach the target lifepath and the number of lifepaths you need.

When you're ready, present your character's lifepaths to the GM and briefly describe how your character moved from one lifepath to another. If you can't come up with a reasonable explanation for a lifepath jump, go back to the drawing board.



Lifepath Lists

Childhood	Commoner	Privileged
Outcast, unhappy ¹	Beggar	Student
Outcast, happy	Urchin	Professor ⁵
Laborer, unhappy ²	Drunk	Astronomer
Laborer, happy	Ratcatcher	Philosopher
Middle Class, unhappy ³	Wench	Dean ⁶
Middle Class, happy	Alewife/Barkeep	Chancellor ⁷
Privileged, unhappy ⁴	Prostitute	Council Member ⁸
Privileged, happy	Fortune Teller	City Treasurer
	Cook	Chief Magistrate ⁹
	Servant	Lawyer
	Butler	Judge
	Peddler	Merchant
	Vendor	Merchant Prince
	Apothecary	Guild Director
	Moneylender	Banker
	Negotiator	Squire
	Accountant	Lady-in-Waiting
	Scribe	Knight
	Taxman	Courtier
	Artist	Lord
	Musician	Lady
	Apprentice	
	Journeyman	
	Master Craftsman	

Criminal	Religious	Martial
Smuggler	Acolyte	Watchman
Burglar	Monk/Nun	Thief-taker
Kidnapper	Abbot/Abbess	Executioner
Pickpocket	Cantor	Jailer
Thug	Preacher	Bodyguard
Blackmailer	Priest	Pikeman
Assassin	Cardinal	Scout
Con Artist	Bishop	Arquebusier
Spy	Nurse	Longbowman
Gang Leader	Doctor	Drummer
Syndicate Advisor	Inquisitor's Squire	Cavalryman
Syndicate Lieutenant	Interrogator	Staff Sergeant
Syndicate Boss	Inquisitor	Field Sergeant
	Head Inquisitor	Captain

1) Outcast parents could be criminals or unemployed.

2) Laborer parents do unskilled work.

3) Middle class parents could be shopkeepers, artisans or artists.

4) Privileged parents could be nobles, politicians or merchants.

5) Usually a professor of law, theology or medicine.

6) The administrative head of a university faculty.

7) The head of the university.

8) A member of the city council.

9) The chairperson of the city council.

2. STATS AND LIFEPAATH MOVES

Instructions

Next you need to determine your character's stats. All stats start at -3, and the strict upper cap is +2. There's no lower limit. If a stat ever goes above +2, it defaults back to +2. You gain 2 grit points per overflowing stat point during character creation, so keep a note of these for step 3. Ignore the blight stat in this step, you'll get back to it soon.

For each lifepath you chose, check the full lifepath list (or ask the GM to check) for its details and mark the stat raises or drops next to each stat on your character sheet. Keep track of any-type stats raises and drops separately. Add any lifepath moves gained by underlining the move name on the character sheet.

Sum the fixed stat raises and drops from your lifepaths to each individual stat. Then allocate your any-type raises and drops as you see fit.

Some of the stats of young and old characters are capped lower than the default +2. If you go over the limits, drop the stat down to its cap and gain 2 grit points per overflow.

Lifepath Stat Caps

Number of Lifepaths	Stat caps
2 lifepaths	All stats capped to +0
3 lifepaths	All stats capped to +1
4 lifepaths	No penalties
5 lifepaths	Might capped to +1
6 lifepaths	Might capped to +0

You can expect to end up with multiple negative stats, especially if you don't have 5 or 6 lifepaths. Don't worry about this, you'll have grit points to help you when your stats alone aren't enough.

3. STARTING GRIT

Instructions

Set your starting grit points according to the number of lifepaths you took.

Starting Grit Points

Number of Lifepaths	Starting Grit Points
2 lifepaths	10 grit points
3 lifepaths	6 grit points
4 lifepaths	3 grit points
5 lifepaths	1 grit point
6 lifepaths	0 grit points

Note that the number of lifepaths you chose also affects how much grit you gain at the end of the session.

4. WITCHCRAFT & BLIGHT

Instructions

Decide whether your character is a witch or not.

If you don't wish to play a witch

Explain to the GM how your character has the influence to back their ambition without help from the demonic. Examples of valid answers include noble social status, ecclesiastical influence, wealth, military might, or an exotic political platform such as a criminal syndicate at your command. The backing of an institute is usually enough as well.

If the GM feels that your character is likely to get sidelined, your character is a witch whether the character knows it or not. We don't want characters that can't reasonably take part in the intrigue.

If you're not a witch, set your blight to -2 and continue to the next step.

If you want to play a witch

Set your blight to any value from -2 to +2, representing your witch age. At -2 blight you've just received your powers or have never touched them, while at +2 blight you're already close to being consumed by the very powers you harness.

If your blight is +0 or more, you start with a minor witch mark. If your blight is +2, you also start with a moderate witch mark. Ask the GM about blight and witch marks. Then specify where and what your marks are.

You also know a number of spells equal to your blight+3. The spells are **Terror**, **Telekinesis**, **Illusion**, **Compulsion**, **Divination** and **Curse**. Ask the GM about spellcasting and pick your spell(s).

Choose whether you're a cradle witch, born to a family with witchblood, or a contract witch, having made a dark bargain with a demonic being to gain your powers. Each has their own strings attached. Either way, you have access to the witchcraft moves detailed in the Witchcraft section of the book.

If you're a cradle witch

You need to detail your family's position in the society and your relationship to your family. The GM needs to create at least one NPC whose goal is to make sure you fulfill your family obligations. Pick or tailor your obligation based on these options:

Cradle Witch Obligations

Goal

You're expected to help with a goal the whole family is invested in. It's likely related to the rest of the situation, and it's likely against your personal interests.

Task

The family has set a personal task for you. You can't expect help from them, but the price of failure is harsh.

Ritual

Every month (or week or day, scales with complexity) you need to perform a ritual with your family. Make sure the ritual time coincides with the campaign timeframe. The ritual might involve e.g. a sacrifice, or letting the family elder molest you, or just dancing naked around a fire. Collaborate with the GM.

Guardian

You need to take care of a young or senile member of your family, and keep them out of trouble.

Fugitive

You've already failed your obligations and now your family is hunting you down.

If you're a contract witch

Choose whether your patron is a creature of death or lust. The GM creates the patron as an NPC with its own goals, powers and means of interacting with the world. Then detail the nature of your relationship with your patron: Exploitative, worshipping, competitive, partners or something else.

You can communicate with your patron easily, either telepathically if the demon isn't present in this world, or face to face if it is. You also have a contract that restricts how you may use your powers. Pick or tailor based on these options:

Contract Witch Obligations

Prepaid

You can't use spells unless you've made an appropriate payment beforehand, but it doesn't matter when you've made the payment. The payment might be a sacrifice or a task set by the patron, for example.

Side effect

Every time you use a spell, you allow your patron to do something else in your vicinity.

Debt

Mark every use of your spells on a list of debts. The patron may come take what's theirs at any moment from there on. They can command you to do something, which you can resist by rolling Face Danger+Will (followed by Resist Blight), though it doesn't count as paying the debt if you resist and succeed. Negotiating about the payment is an option.

Ritual

Every month (or week or day, scales with complexity) you need to perform a ritual of appeasement or you'll face the wrath of your patron. Your spells work as long as your patron is content. Make sure the ritual time coincides with the campaign timeframe. The ritual might involve a sacrifice, or letting the patron possess you, or just dancing naked around a fire. Collaborate with the GM.

Goal

You may use your spells as long as doing so furthers a goal set by your patron.

5. TRAITS

Instructions

Now you need to choose a pair of behaviour traits for the trait meter. You'll examine these traits' relative strengths in your character's personality during play, so you should pick a pair that's both interesting and doesn't feel trivial to resolve. Don't worry about making the perfect pick, though, you can freely change the traits you currently have on your trait meter if you feel you've made a bad choice.

It's a good idea to pick traits that represent behavior that doesn't come naturally to you. The other players have mechanical tools to remind you to play according to your traits (the Compel move) and challenging yourself this way can be satisfying in itself. Additionally, if you pick very familiar behavior patterns, there's a risk that you don't leave enough room for compels in your play.

The trait pair you choose can be anything you like as long as the traits work well with a protagonist character. However, if this is your first time playing the game, take a look at the examples below. The first list gives you generic trait pairs that work for most characters. The second list has pairs that can be difficult for some characters while they might work very well for others.

Easy Trait Pairs

- Arrogant - Respectful • Defiant - Obedient • Scheming - Direct
- Intimidating - Bombastic • Dishonest - Honorable • Vengeful - Violent
- Cruel - Compassionate • Aggressive - Cold-hearted • Daredevil - Petty
- Manipulative - Naive • Unreliable - Fanatic • Abusive - Kind
- Helpful - Short-tempered • Passionate - Stubborn • <Your own pair>

Situational Trait Pairs

- Bossy - Submissive • Faithful - Pessimistic • Zealous - Unjust
- Careless - Neurotic • Malicious - Forgiving • Nervous - Fearless
- Charitable - Greedy • Impulsive - Deliberate • Vulgar - Chaste
- Conscientious - Irresponsible • Protective - Neglectful • Immoral - Selfish
- Genial - Repulsive • Romantic - Pragmatic • Selfless - Disloyal
- Self-centered - Benevolent • Ambitious - Oppressive • Audacious - Cynical

6. NAME & APPEARANCE

Instructions

Describe the appearance of your character in a sentence or two. Decide your exact age, guided by the number of lifepaths you chose as well as your target lifepath. Give your character an Italian name using the lists below as inspiration.

Male names

Alessandro, Alessio, Angelo, Antonio, Battista, Bernardo, Bruno, Carlo, Claudio, Clemente, Cristiano, Daniele, Dante, Dario, Davide, Elia, Enrico, Federico, Felice, Filippo, Francesco, Gaspare, Gastone, Giacobbe, Giorgio, Giovanni, Giuliano, Giuseppe, Gregorio, Leone, Lorenzo, Luca, Marco, Norberto, Ottaviano, Paolo, Pietro, Raffaele, Riccardo, Roberto, Salomone, Salvatore, Samuele, Silvio, Stefano, Valentino, Vitale, Vittore, Vittorio

Female names

Adelaide, Adele, Agnese, Alice, Angela, Arianna, Aurora, Beatrice, Berenice, Berta, Bettina, Carla, Corinna, Elena, Elisa, Eugenia, Federica, Francesca, Gabriella, Geltrude, Gianna, Giovanna, Giuliana, Irene, Isabella, Lavinia, Loredana, Lucia, Lucrezia, Luisa, Maddalena, Maria, Martina, Matilde, Nicoletta, Olivia, Paola, Patrizia, Rachele, Roberta, Sara, Silvia, Simona, Sofia, Stella, Teresa, Venere, Vittoria, Viviana, Zarina

Surnames

Abis, Argiolas, Baldovini, Balducci, Bellone, Bernardino, Bissacco, Boccaccio, Bonatti, Bonazzi, Borriello, Bortoletto, Bortolotti, Brombal, Capone, Cavallaro, Cavinato, Cherisi, Codutti, Comaco, Fanton, Ferrero, Floris, Francescon, Giordanengo, Iannuccillo, Lambertenghi, Lunati, Manganiello, Mangione, Mantone, Martaci, Martinengo, Melis, Meneghin, Moratti, Orsatti, Pascutti, Pastene, Perin, Peron, Pizzati, Rambaudi, Ravellino, Rigonat, Rosi, Rosso, Santi, Terrazzo, Vallone, Varasso, Vazzoler, Verdino, Vernengo, Zanon, Zoccarato

Feel free to add a prefix of “de” or “di” to your surname if you’re feeling fancy.

7. BELIEFS & INTRODUCTIONS

Instructions

Next you’ll write beliefs for your character, and doing so, tie your character to the situation. Beliefs are your guideposts for play and the GM’s biggest session preparation support.

A belief has three parts: A value statement, a long-term goal and a short-term action. The three parts are separate on the character sheet, but you can think of them as parts of a phrase: “I believe X, so my long-term goal is Y. Next I’ll do Z to further it”. Your character has three beliefs:

- **Situation belief:** A belief concerning the shared overall situation
- **Relationship belief:** A belief directed at another player character
- **Personal belief:** A personal value/goal/philosophy based belief

If you’re playing a witch, your personal belief needs to be directly or indirectly related to witchcraft or your obligation, unless your situation or relationship beliefs already cover this.

You don’t need extremely focused beliefs at this point since it’ll probably take a session or two before you’ve got a good grasp of the situation. Basically the GM needs to be able to see which NPCs to prepare and what your initial scene might be based on your beliefs.

Pick a direction that interests you and aligns with your character’s general goals, you can be more specific later. The beliefs you write aren’t set in stone, instead they’re constantly changing during play. You’ll probably end up rewriting at least the short-term action of about two beliefs every session.

Here’s a full belief you might see after a session or two: *“I believe my family is worth protecting, so my long-term goal is to become the captain of the city watch. Next I’ll publicly show how misguided the current captain is during the witch trial”.*

However, during character creation this is enough: *“I believe I can’t support my family well enough in my current position, so my long-term goal is to further my career in the city watch. Next I’ll ask the lieutenants their opinion on the current captain”.*

One way to create strong beliefs is to pick a different faction for each belief and trying to tie another player character either directly or indirectly to the belief’s action. While strongly worded beliefs are good, never start with a belief to kill another player character!

You can start writing your first and third beliefs on your own, but you should wait for the other players to get to this step before you start writing the relationship belief.

When all the players are in this step, briefly introduce your characters to each other. When all the characters have been introduced, decide how each character knows the other characters. Some characters might know each other only by reputation, some might have met in the past based on their lifepaths while others might currently work together. Use convenient coincidences if the characters lack any other ties. All player characters need to be aware of each other, however flimsily.

Now that you have a better idea of the other characters, you can start working on your relationship belief as well. Communicate with the other players and create ties between your characters during this step. Make sure the relationship beliefs form a web between the characters.

Once you have written your beliefs, your character is ready for actual play!

