

LEGACY OF DRAGONHOLT™



CHARACTER
CREATION

CHARACTER CREATION

Before you jump into your first adventure, you will need to create a character—an avatar that will represent you in the Runebound world. Your character—also called a hero—is a combination of mechanical statistics and your imagination. Your character has a race (such as dwarf or elf), a class (such as knight or apothecary), and a set of skills (such as archery or stealth). But beyond mechanics, you define your character's appearance, personality, and ideals.

Before you begin creating your character, imagine the type of hero you want to portray. Your character might be a courageous knight, a daring thief, or an excitable bard. Which fantastical race do you want to tell a story about? How does your character prefer to handle social situations or combat?

Once you have an idea for your character in mind, follow the steps below, making decisions that reflect the character you want to create. Your character may evolve with each decision you make. What's most important is that you are excited to tell a story about the character you create.

As you follow the four steps of character creation—**choose a race, choose a class, describe yourself, and choose your skills**—be sure to record your decisions and the pertinent details about your character. You can track your character on the character sheet (one of the copies that came with the game, a photocopy of the back cover of this document, or a printed a copy from www.FantasyFlightGames.com). Hereafter, “you” refers to both you as a player as well as your character.

CREATING MARIAM

Each step of character creation includes an example of that step showing the creation process for Mariam, a gnome apothecary, one of the many non-player characters that you will meet throughout your adventures.

With Mariam, I wanted to create a character that wasn't the typical hero. I wanted to create a strong supporting character that your characters—the player characters—could rely on throughout your adventures. Not a character who will delve into the dungeons with you or fight by your side against dragons, but a character who will be a constant companion waiting for you when you return from your adventures.

—Nikki Valens, Game Designer

STEP 1: CHOOSE A RACE

Each character is a member of one of the many intelligent humanoid species in the Runebound world. The stories in this game take place in the realm of Terrinoth. Terrinoth is predominantly settled by **humans**, though **orcs** are also common among the Free Cities and the wilderness between them. Terrinoth is crowned in the north by the great Dunwarr Mountains, the ancestral home of the **dwarves**. The emerald boughs of the Aymhelin shelter the settlements of the Latari **elves** and define the southernmost bounds of Terrinoth. Although less common, some **gnome** communities and **catfolk** tribes also call Terrinoth their home.

Choosing your race is an important first step. This decision contributes to your identity in an important way, by establishing your general appearance and your natural talents gained from the struggles your people face.

Each section below includes a brief description of the race's physical appearance as well as two examples of cultural groups established by that race in the Runebound world. Additionally, each entry includes racial skills that you are likely to possess if you choose that race. We will discuss skills in more detail in step four. For now, just keep the skills for your chosen race in mind or refer back to this step later.

CREATING MARIAM, STEP 1

Reading through the race descriptions, a few stood out to me as strong candidates for Mariam. The craftsmanship of the dwarves and gnomes stands out as being a way she could supply you with equipment or other necessities. An elf of Dawnsmoor could likewise be a beneficial teacher.

In the end, I decided a wanderer gnome seemed like the best choice. As a wanderer gnome, Mariam is an ideal craftswoman and merchant. It would not be unusual for her to show up in any given village or city you travel to.

With this goal in mind, I noted the suggested skills for a gnome. Alchemy and craftsmanship would surely be of use in creating items for you, and persuasion and streetwise are an excellent fit for a traveling merchant.

HUMANS

Humans are a short-lived race, but diverse and resilient. They are larger and usually stronger than elves, dwarves, and gnomes, and despite their short lifespans—or perhaps because of them—humans are swift to learn and adapt.

Human skin ranges in color from a dark brown, through red and gold tones, and to a fair-skinned pink. Hair tends to be black, brown, or blonde, with red uncommon and gray or white generally a sign of advanced age.

BARONIAL HUMANS

In the baronies of Terrinoth, the Daqan Lords rule. Each lord holds land granted in time immemorial by the Penacor Kings, the first and greatest dynasty of Terrinoth's rulers. Terrinoth is a wild realm, largely untamed and often dangerous, so these lands are protected by soldiers and knights in shining steel armor.

The humans of the baronies are stout folk, accustomed to the dangers of the world and the virtues of hard work necessary to combat them. They are loyal to their feudal lords but demand that the lords in turn live up to their obligations to their subjects. Even the commoners are a proud people, many holding their own land as yeomen and doing their part to push back the wilderness for the good of all Daqan's children.

Although somewhat suspicious of outsiders and always vigilant for any threat, baronial humans enjoy good relationships with most other races. The most notable exceptions are the tribal orcs, whose lack of respect for baronial boundaries and hunting rights creates friction.

FREE CITY HUMANS

The Free Cities of Terrinoth are large, bustling centers of trade and travel, where people from all over the world congregate to exchange goods and ideas. Although subordinate to the Council of Barons in Archaut, the Free Cities bow to no baron, and their residents are often heedless of distinctions of class and birth.

The humans of the Free Cities look to the future rather than to Terrinoth's storied past. They are less concerned with how things have been done before and more with how to do them better now. Their lack of care for noble lineage and birthright means that each person in the Free Cities is trying to make a name for himself or herself, to find the one innovation or business venture that will catapult them into the upper echelons of society.

Free City humans are extremely open to other races and other modes of thought. Although other races are sometimes negatively disposed toward them, the people of the Free Cities enthusiastically believe that all peoples can learn from one another and are eager to learn from and trade with all people, everywhere.

HUMAN NAMES

Human nobles are proud of their names' long lineage and history, often carrying the name of an ancestor and having a family name that goes back generations. Commoners seldom bother with family names at all, using a second name that is more descriptive such as a trade name if one is required.

HUMAN SKILLS

Humans are an intensely social people, and **deception**, **empathy**, and **persuasion** are all of great use in their communities. Their tendency toward large cities and towns also encourages them to be **streetwise**.

Many human communities maintain a disciplined and well-trained militia, in which humans receive **military** training. And human **willpower** is considered strong to the point of obstinacy, which humans seem to take as a sort of strange compliment.



Baronial Human

ORCS

Orcs are the largest and most physically powerful of the civilized races, even larger and stronger than humans, on average. Their lifespans, however, are brief by the standards of the other races.

Orcs have strong jawlines and pronounced tusk-like teeth. Their skin ranges through gray, green and brown tones, with hair almost universally black.

TRIBAL ORCS

Orcs have had a long and violent history with the other races—and with each other. But since the Dragon Wars, orcs have been counted among the civilized races and have enjoyed relative peace.

In Terrinoth, tribal orc bands travel across the wilderness, living off the land and trading with human towns they come across. They have few settlements of their own, a handful of secret havens for their elders where forges, breweries, and other necessities too unwieldy to travel with are kept.

Tribal orcs maintain their “primitive” way of life as a means of testing their strength. They see purity and honesty in challenging nature, in battling for their survival against the wild. Many of the other races mistakenly think that orcs lack the intelligence or patience to embrace more modern arts, but this is not true. Orcs live a rustic life because it is one they prefer.

Tribal orcs, despite being officially tolerated in Terrinoth, are frequently objects of mistrust and fear. No matter how peaceful the orcs claim to be, the fact remains that they are dangerous, and there is little practical difference between an orc hunting party and an armed warband. Only the Wandering Gnomes truly seem to see orcs as no threat, moving among them as easily as they do any other race.

STONE-DWELLER ORCS

Some orcs turn their back on the traditional, nomadic lifestyle of their people and choose to live alongside the humans or (more rarely) other races. These so-called stone-dweller orcs are increasingly common in the Free Cities, and some few are even born into that life.

Stone-dweller orcs seek to shed the violent reputation and history of their people and forge a new destiny, one in which they are valued members of a larger society. Their great strength can still be an asset when turned to peaceful purposes, after all. Sadly, the stigma of their race is hard to avoid, and many find themselves drawn to violent professions, legal or otherwise.

Tribal orcs look down on their stone-dweller cousins as weak. Stone-dwellers see the tribal orcs as backwards and stubborn; life in the cities can be much more comfortable, after all, and stone-dweller orcs have access to training and resources that their tribal kin don't understand.

ORC NAMES

Orcs use single names within their tribes, often adopting additional honorifics or epithets based on their accomplishments. Outside their tribes, they add a tribal “surname,” so no one will forget where they came from.

ORC SKILLS

Orcs practice **athletics** from a young age, climbing, jumping, running, and building their **endurance**. Their rough play is also a form of training in **brawling**, as even today orcs remain a somewhat violent people. This violence expresses itself through orc justice, where trial by combat is common. Many orcs learn **dueling** with a variety of weapons.

Living off the land and close to nature as they do, orcs must learn **survival** or perish. Their spiritspeakers and elders are valuable tribal leaders who teach the youth the arts of **devotion**.



Tribal Orc

DWARVES

Dwarves are short of stature but stocky of build, with powerful muscles despite their small size. They seem to age only a little more slowly than humans, but once they reach their gray-haired old age, they can remain fit and vigorous for over a century.

Dwarven skin tones range from a dark slate-gray through as fair as alabaster. Their hair and beards—for dwarves are often very proud of their beards—tend to be black, brown, or copper-red, turning white with age.

DUNWARR DWARVES

Before the humans built their grand castles, the dwarves built their mountain strongholds. Before the orcs armed their raiders with steel, the dwarves worked metals into machines of war. When the elves arrived at the Dunwarr Mountains, they found the dwarves already there, settling in after their exodus from the Molten Heath fleeing the dragonlords.

But the grandest days of the Dunwarr dwarves are behind them. Nearly broken by a series of brutal wars, too many of the Dunwarr's grand halls stand empty now. Their guilds struggle to keep ahead of the universities the humans have built, and their guardians are spread too thin across the mountains to keep goblins and monsters in check.

Every Dunwarr dwarf knows and reveres the ancestors and the history of the Dunwarr people. They are proud of that history and proud of the great works of art and artifice built by dwarven hands. But every dwarf also knows that the Dunwarr stand on the brink of extinction. Dwarven pride alone will not be enough to bring their people back from the edge.

The Dunwarr dwarves are not a gregarious people, and their relations with the other races are not always friendly. They have trade with the humans of Terrinoth and Isheim and have the warmest relations with the wandering gnomes. The Dunwarr dwarves have no particular opinion on elves or orcs, but are fair-minded enough to judge each individual on his or her own merits.

FORGE DWARVES

During the Dragon Wars, the dwarves of Yrthwright's Forge were conquered and enslaved by Dragonlord Avox, only to be freed by a human knight named Lady Ysbet. Since that time, dwarves and humans have lived side by side in the Free City of Forge.

The dwarves of Forge are of Dunwarr origin, but over the centuries they have acquired a rather different character. While many Forge dwarves resent the presence of humans in "their" city, all have grown accustomed to dealing with and working alongside humans and some of the other races as well. More than their Dunwarr cousins, the dwarves of Forge have a keen mercantile sense, well able to parlay their superlative skill as craftsmen into a comfortable living and considerable wealth.

While the fact that Forge is now answerable to human lords is a sting to dwarven honor, no Forge dwarf would ever countenance abandoning the city. The volcanic mountain that plays host to the city, Yrthwright's Forge, is sacred to the dwarves. Forge dwarves maintain the shrines and mysteries of their sacred home, easily balancing their most ancient traditions and a new, modern world.

Despite the occasional friction between the humans and dwarves living in Forge, Forge dwarves have much closer ties to humans than the Dunwarr do. Forge dwarves also maintain close ties to their cousins in the northern mountains, and dwarf pilgrims often travel back and forth between the two societies.

DWARF NAMES

Dwarves are an ancient race, and they take great pride in their lineage and ancestors. Most dwarves proudly carry the name of their clan or family in addition to the name given to them by their parents. However, outcast Dunwarr dwarves often eschew the names of their ancestors when they leave dwarven lands or take up new names that are more befitting their new lives.

DWARF SKILLS

The rough mountain homes of the dwarves teach them **athletics** and **endurance** from a young age. Dwarves are famously as stubborn as the mountains, too, and their **willpower** is second to none.

All dwarven cultures value **craftsmanship**, and all young dwarves learn the **history** of their ancestors. And with their numbers sadly reduced, too many of their youth must take up arms and learn the **military** trade.



Dunwarr Dwarf

ELVES

Elves are graceful, beautiful beings that are so long lived some believe them to be immortal. They maintain their beauty throughout their lives and often manage to combine ancient wisdom and youthful mirth.

Elven coloration varies widely by tribe. While many elves cover the same span of skin and hair colors found among humans or dwarves, more exotic blue, green, purple and other colors are not unheard of.

LATARI ELVES

When the eleven tribes were created from Latariana's Tears, the Latari took her name for their own as her most favored people. To this day they remain the most powerful and well-regarded tribe of all the elves, masters of their forest home, the Aymhelin.

The Latari are stewards of the Aymhelin and of the elven people. They go to great lengths to maintain the purity and harmony of their forest home, guarding against the strange and sometimes monstrous creatures that lurk in the darkest and most forbidding glades.

To outsiders, the Latari can seem almost otherworldly, with motivations and goals that make no sense. Partly this is an outgrowth of elven longevity, as they take a long view of everything in a way that no human or orc ever could.

The Latari care little for the opinions of the other races. Wanderer gnomes and the Hyrrinx catfolk are among the few permitted to walk beneath the boughs of the Aymhelin, but elf-friends may be found, rarely, among all the races.

DAWNSMOOR ELVES

While most elves remain in elven lands, content to concern themselves with only elven issues, the elves of the Free City of Dawnsmoor are an exception. More than other elves, they commit to stewardship and the teaching of the younger races.

The Dawnsmoor elves are revered as wise and sophisticated by the humans, but in truth they tend to be elven youth, mostly of the Latari tribe, pursuing a course of action their elders consider unwise, unnecessary, and perhaps dangerous. But the elves of Dawnsmoor are fond of their charges, finding the breakneck pace at which humans live their lives refreshing.

In another few centuries, if the Dawnsmoor elves continue on their present course, perhaps they will have become a new tribe, and Dawnsmoor will become the preeminent city in Terrinoth.

ELF NAMES

Elven parents are well aware that an elf child will be stuck with their name for centuries, and so they take their time naming a new baby. Some elves go twenty years without a name as their parents consider. Elves often have poetic family or tribe names in addition to their given name, and they frequently translate these names into the language of those they speak with, so all may appreciate their meaning.

ELF SKILLS

Elves are beings of almost supernatural grace and dexterity, so **agility** comes naturally to them. The elves then take that dexterity and refine it through training in **archery**, at which they are the undisputed masters. Their attitude toward the arts carries into their attitudes toward war, and elves favor slender **dueling** swords to compliment their deadly bows.

Over the course of their long lives, elves study **arcana** and the many secrets of the world. They learn **history** by simple virtue of living through most of it. And their dedication to purity and the natural world gives them **devotion** superior to most other races.



Latari Elf

GNOMES

Gnomes are the smallest of the civilized races, even shorter than dwarves and much more slight of build. They are longer lived than humans, but not so much as dwarves or elves.

Gnomes tend to have ruddy, wholesome complexions in warm brown tones, with warm brown or red hair.

BURROW GNOMES

Burrow gnomes live in comfortable underground homes, hidden in isolated communities of peaceful farmers. They prefer a quiet life, untroubled by the outside world.

Of course, the world is a dangerous place, and to achieve the peace and quiet they so crave, burrow gnomes must always remain ready to repel invaders and police their borders. Would-be troublemakers who discount the gnomes due to their size soon discover that few things are as deadly as a gnome on his or her home turf, using every burrow and tree to best advantage.

Every burrow gnome serves a term with the militia, getting enough of a taste of the world outside to throw the comforts of home into stark relief. Most find the small taste more than enough and soon return home to tend their gardens and live quiet lives with good food and good neighbors. But some few get a taste for adventure. They get “itchy feet,” as the gnomes say, and must go out to see more of the world. Even these adventurers usually return home in time, where they remain an object of curiosity and gossip until the end of their days.

Burrow gnomes hardly ever interact with the other races. They welcome the occasional wanderer gnome into their settlements for trade and news of the outside world, but regard even their cousins as odd sorts who aren't quite properly gnomish.

WANDERER GNOMES

Rather than claiming a single homeland, wanderer gnomes have made a life for themselves living alongside the larger races. They are welcome everywhere from the deep holds of Dunwarr to the elegant havens of the Aymhelin, which is just how the wanderers like it.



Burrow Gnome

The wanderers make their living in portable trades, living as tinkers or merchants or traveling performers, but also sometimes as seasonal farm labor or by selling more esoteric expertise. Some distrust them as smugglers and thieves, but this is (usually) untrue and unfair, or at least when it is true there is seldom any serious harm done.

The wanderers tend to travel in small groups, goat-cart caravans, or even alone, gathering only for semi-regular holidays called festivals. The festivals seem to happen at random and with no warning for the big folk, but the gnomes always know when and where to turn up. During a festival, the wanderer gnomes trade, swap knowledge, make arrangements for apprenticeships and marriages, boast, and generally celebrate their gnomishness.

Some wanderers settle down for a few years at a time—often to raise their young children—but they always return to the wandering lifestyle eventually. To a wanderer gnome, there's no reason to keep looking at the same people and places day after day, not when there's a whole world to explore!

Wanderer gnomes get along well with all other races. Some have been surprised to see them even traveling alongside tribal orcs.

GNOME NAMES

Gnomes treat names as mutable and disposable, to be discarded when no longer convenient and adapted to fit a changing situation. They are inveterate nicknamers, and over time a gnome may acquire a dozen or more nicknames, each used within a different social circle. Burrow gnomes, however, consider their family name inviolate, to be preserved through all other changes to their forenames.

GNOME SKILLS

Gnomes have nimble fingers and keen minds. They find themselves drawn to trades that require cunning over brute strength, such as **alchemy**, **craftsmanship**, or **performance**. Their gregarious nature makes them excellent at **persuasion**, and most gnomes learn to be **streetwise** purely out of a need to stay ahead of larger and stronger danger.

Gnomes are small and light on their feet, which makes them excellent at **stealth**—and given their size, this is sometimes all that keeps them from harm.

CATFOLK

Catfolk are small in number but spread far across the world. They have so many physical similarities to cats that some believe them to be closely related, an assertion that most catfolk find insulting. Catfolk are agile, and their senses and claws are sharp.

Catfolk are covered in fur that varies widely in length, coloration, and pattern. They have catlike muzzles, eyes, tails, and large, fur-covered ears. Their hands and feet both sport retractable claws, which catfolk are adept at using as both tools and weapons. Catfolk tend to be shorter lived than humans.

HYRRINX

The Hyrrinx live in small villages in hard-to-reach and desolate spaces throughout Terrinoth and the Dunwarr Mountains, in deep forests and snowy mountain valleys. There they hunt, fish, and raise small herds of hardy pigs, goats, or sheep.

Every few years, usually in the winter, Hyrrinx villages run short of food and begin to starve. When this happens, their custom is to exile all unmarried adults in the village. These exiles spread to the four winds, seeking new hunting grounds or buying their acceptance into an existing Hyrrinx community.

As a result of this practice of exile, Hyrrinx are unsentimental about their homelands and their families. They feel no special loyalty to their place of origin, or indeed their fellow catfolk, and are principally concerned with finding their own place in the world. Although rarely seen by other races, Hyrrinx have little difficulty getting along with them. They are inquisitive and adaptable, accustomed to leaving a situation when it becomes unsuitable and finding a new one.

Wanderer gnomes and tribal orcs sometimes trade with Hyrrinx villages, although in truth the Hyrrinx are usually too poor to benefit either party much. Some few Hyrrinx villages have entered into profitable arrangements with Dunwarr dwarves, trading Hyrrinx expertise as hunters and trackers for dwarven steel and handcrafts.

HALF-CATFOLK

Catfolk of any sort are rare in Terrinoth and seen generally as exotic curiosities. The Singhara and Katjie have their homeland across the water, the Resharr are rarely seen outside the Aymhelin, and the Hyrrinx are few in number and live in the wild places of the kingdom, where humans scarcely travel.

Yet despite this, half-catfolk children are still occasionally born. Such unfortunates seldom lead easy lives, as they will forever be caught between two worlds. No half-catfolk could ever pass as pure catfolk, as they rarely have fur and their claws and senses are not as sharp as their non-human parent. And they also struggle to navigate human society, where their ears and tail mark them as something unusual wherever they go.

It's difficult to speak in broad terms about half-catfolk, as they are so rare. Some fight the odds and find acceptance in either human or catfolk society. Others never do, living as outcasts and scraping by as best they can on the fringes. Most of them go their whole lives and never meet another half-catfolk or anyone else who truly understands their struggle.

Half-catfolk are often ostracized by both human and catfolk communities, but they find a warmer welcome among elves, dwarves, and gnomes, who consider them no stranger than either of their parents.

CATFOLK NAMES

Catfolk normally have a single name, given to them by their parents. When they reach adulthood, catfolk adopt a new name, and their child name is used only by intimate family. In small Hyrrinx communities, each member is often given a title that describes his or her role in the community.

CATFOLK SKILLS

Catfolk have superlative reflexes, senses, and coordination, with the **agility** and **awareness** expected of a forest cat. Natural hunters, catfolk excel at **survival**.

They move easily through their wilderness homes, their natural **athletics** and **stealth** keeping them out of danger. When danger does threaten, catfolk have claws, teeth, and an affinity for **brawling**.



Hyrrinx Catfolk

STEP 2: CHOOSE A CLASS

Your class broadly describes your training and talents and the tactics you are most likely to use when exploring a dungeon, fighting monsters, or negotiating in town. Each section below describes one of the seven classes you can choose from—**apothecary**, **bard**, **brawler**, **knight**, **sage**, **thief**, and **wildlander**.

Like your race, your class description includes a number of skills that a member of your class is likely to possess. We will discuss skills in more detail in step four. For now, just keep the skills for your chosen class in mind or refer back to this step later.

CREATING MARIAM, STEP 2

Because my goal was to create a supporting character, only bard and apothecary really stood out as good fits for Mariam. A traveling bard merchant would certainly be a good fit, but I found that apothecary was simply a perfect fit.

As an apothecary, Mariam would be able to brew potions that can heal or support you. On top of that, as a gnome, Mariam would make an excellent apothecary since her race and class skills line up nicely.

I noted the skills suggested for apothecary. Arcana, reasoning, and runes are the skills that were not already suggested by Mariam's race. All three seem like good fits for a knowledgeable traveling merchant.

APOTHECARY

Apothecaries ply their trade in many of the towns and villages of Terrinoth. They brew curative potions and other alchemical concoctions, using their knowledge of herbs, minerals, and other chemicals to great effect.

While some simple concoctions can be brewed with readily available ingredients, the most interesting and potent brews require reagents that are not so easily acquired. Apothecaries must often gather these materials themselves, journeying into deep forests for a rare herb or exploring a dark cave in search of an exotic mushroom. Some of the most valuable ingredients, such as dragon's blood or powdered Dimoran stone, are so difficult to acquire that a prospective apothecary must recruit the services of a deadly band of adventurers or mercenaries, so finding apothecaries who have taken up the adventuring life is not that uncommon.

Whether they've set up shop in a town or wander constantly in search of ingredients, an apothecary is welcome everywhere, as their most common remedies are in constant demand. Of course, some disreputable sorts sell fake cures, but these charlatans are no true apothecaries.

APOTHECARY SKILLS

Apothecaries must learn **alchemy** to practice their trade, and many also learn **craftsmanship** along the way. An apothecary is usually the person most responsible for selling his or her own goods and managing a sometimes quite complex business, so they find **persuasion** and **reasoning** useful.

Many flowers and herbs have medicinal or alchemical properties. As such, some apothecaries learn **survival** as a way to forage for their own ingredients. Although alchemy isn't precisely magic, it can be a related field. Some potions are magical brews or can be helped along by magical ingredients. Many apothecaries learn **arcana** either out of curiosity or to enhance their business.

BARD

There are many minstrels in Terrinoth, trained to various levels of proficiency in a handful of instruments. Some are just farmers with a good ear and a mean bow on the fiddle, while others travel from court to court playing epic ballads and mournful lays for the aristocracy. But they all have one thing in common: they are not bards.

To be a bard, one must be trained at a bardic college. Bards learn dozens of instruments and hundreds of songs, sagas, and scraps of lore. Once they have demonstrated their mastery of storytelling and performance, bardic students are ready to be initiated into the magical secrets of the college.

Bardic magic is subtle; so subtle, in fact, that others doubt it is magic at all. The University of Greyhaven is divided on the question of whether the bard's ability to aid a person's healing with song is magical or merely musical. Bards are happy enough to remain cryptic on the subject—after all, they are called secrets of the bardic colleges for a reason.

BARD SKILLS

A bard is not a bard without some skill in **performance**, and **deception**, **empathy**, and **persuasion** are second nature to most bards, who are such keen students of people's natures, their loves, desires, and their most important stories. They are also wandering sorts, in general, and so become **streetwise** in short order.

Bards are nothing without their stories, and the best stories come from **history**. In fact, what is history but a series of stories, encapsulating all knowledge?

BRAWLER

Men-at-arms in service to a lord receive training on a regular basis, drilling alongside their fellow soldiers in the courtyards of their castles, marching to and from their barracks in formation. Many future knights are trained as young squires, learning the art of war from knights and sergeants-at-arms. The dwarfs have their Warrior's Guild, the elves have their own exotic and cloistered warrior traditions, but for the vast majority of those who take up the fighter's trade, there is no school but hard knocks.

Brawlers are self-taught or, at best, given a few lessons in rough-and-tumble from friends or family members. They have to learn from experience, each skinned knuckle or broken nose a lesson. Understandably, most of them die or are forced

into retirement by injury before they become truly proficient. But those rare few who find they have the talent, who find that they win more than they lose, can become as skilled a warrior as any knight or Deephall guardian.

Brawlers can make a good living fighting for spectacle or offering their services to merchants or anyone else with money as bodyguards or legbreakers. Some take up bounty hunting or turn to banditry. In any case, brawlers go into each fight knowing it could be their last, and some of them are surprisingly averse to violence as a result of this knowledge.

BRAWLER SKILLS

Brawling is the key to a brawler's success, and to succeed at brawling they need to keep their bodies in peak condition. They train regularly in **athletics** and to improve their **endurance**. Because brawlers live or die on their reputation, they also practice **dueling** to revenge any slights to their prowess or whatever rough-and-tumble version of honor to which they subscribe.

Even an accomplished warrior won't last long as a brawler without some **streetwise**, to keep ahead of the many enemies such people tend to acquire in their wake, and sheer bloody-minded **willpower** to never give up.



Dawnsmoor Elf Apothecary

KNIGHT

Knights are noble warriors, trained in all the arts of combat and typically equipped with the finest weapons and armor by their noble patron or knightly order. Knighthood in Terrinoth is as much a social benediction as it is a profession, and knights who have sworn their sword to a noble lord or a religious cult are by definition members of the nobility themselves.

To become a knight, a warrior must be granted knighthood by a patron. In Terrinoth, this usually involves a religious ritual, such as standing vigil, combined with a formal oath of fealty in which a warrior pledges to uphold a code of chivalry and serve a lord or knightly order in return for land and incomes or a place at court. However, any knight can bestow knighthood on another, and it is not uncommon for knights to be created on the spot after an act of valor or heroism on the battlefield, or a great tournament victory.

Masterless knights, called knights-errant, usually hold themselves to the same standards of chivalry and nobility as landed knights or knights templar, but they do so with none of the comforts or incomes of their brethren. A knight-errant must find a living where he or she can, which often means mercenary work or traveling from tournament to tournament in the hope of a winner's purse. Some turn aside from their chivalrous code and become fallen knights, bandits, or worse.

KNIGHT SKILLS

Knights train regularly in the arts of war and are among the preeminent **military** minds of their generation. Their experience on the campaign also hones their bodies, training them in **athletics**, and guard duty requires **awareness**. They must also be always ready to defend their honor, or the honor of their lord or vassals, and so practice **dueling**. In fact, many knights travel to tournaments to hone these skills.

Knights customarily stand a vigil to earn their knighthood, an act which requires both **devotion** and **willpower**.

SAGE

Knowledge is a prize without a price, it is said, and the sages are the ones who know who said it, when, and in what language. In a society where many commoners cannot read, sages are prized for their rare knowledge, and some can make a living performing simple but essential tasks such as writing wills and reading laws and proclamations for the illiterate.

Most sages strive for much more, however, especially those from more learned communities. The average sage spends most of his or her time reading and, when not reading, writing. Sages seek out ancient books, eagerly translating them from their original languages and annotating them with their own observations. They swap letters and other correspondence with their fellows, continuously contributing to the general knowledge of all sages.

Various cultures have their own traditions and ways of training their sages. In Terrinoth, sages often study at the universities of Greyhaven but can also receive their educations from the Cult of Kellos or another religious institution, and the division between a sage and a priest isn't always clear-cut. Dwarves have their own sage traditions, which emphasize traveling to historical sites and consulting the original sources—carved in stone in ages past, of course. The elves consider their loremasters to be the pre-eminent scholars among all the races, which might be true, as few can match the centuries of scholarship the elves invest in their education.

SAGE SKILLS

Sages are among the most widely read and well-educated people in the world. Their knowledge of **history** is unquestioned, but many also study the arts of magic in the form of **arcana** and **runes**. Those with a more philosophical bent also practice **reasoning** (and enjoy engaging in almost endlessly intricate intellectual debates), while those who favor hands-on learning dedicate their time to **craftsmanship**. Many sages who were trained by or as priests learn **devotion**, which may or may not reflect their own sincerely held beliefs.

THIEF

Most societies in the world have a principle of ownership. A thing belongs to one person, and not to another. But most societies also have individuals who don't particularly care about this principle, at least as it applies to another person.

Thieves are in the business of taking things that belong to others. Money, valuables, horses, even food when the harvest is bad—if it can be moved, it can be stolen. Obviously, this behavior is illegal, and a thief doesn't stay a thief (or alive) for long if he or she gets caught.

Many of the larger towns and cities have loose confederations of thieves, sometimes called a Thieves' Guild, that share skills and knowledge, parcel out turf, and enforce certain standards of behavior among their members. Guild thieves pride themselves on limiting their crimes to theft only and may expound at length on the difference between burglary (stealing from a home) or robbery (stealing with the threat or use of violence). Violence is to be avoided, considered crass and crude (and of course inviting increased scrutiny and aggressive measures from the City Watch). But, well, thieves are criminals by definition, and even other thieves can do little to restrict their behavior.

THIEF SKILLS

Thieves live by their wits, making **deception** and **reasoning** critical. They need **agility**, **stealth**, and **streetwise** to stay ahead of the law and to get to their marks. And, of course, **thievery** is what they do. They just wouldn't be thieves without it.

WILDLANDER

Terrinoth was once a grand kingdom, but no longer. War and disaster have left haunted ruins where once there were great cities. Even prosperous villages are one bad harvest from oblivion, and the realm is dotted with failed farms and the crumbling remnants of human civilization.

Terrinoth remains overwhelmingly a wild and untamed land. Its rolling hills are unspoiled, its plains wave with wild grasses, its rivers and lakes run clear and pristine, its forests rise deep and proud, places where few dare to tread. Those few are called "wildlanders."

Wildlanders are hardy, independent men and women, able to vanish into the wilderness for weeks or months on end, living comfortably off the land. Some turn their skills to fur-trapping, hunting, or logging for a little extra coin and creature comforts, but they seldom truly need to return to civilization at all.

Some wildlanders act with the authority of one of the barons or even of the Citadel itself, patrolling the wild places for bandits, poachers, or monsters that could threaten the baronies. In most cases they simply deal with the problem on the spot, but from time to time one of these wildlanders will emerge from the forest and report a threat too large to be tackled solo.

WILDLANDER SKILLS

Wildlanders use **archery** and **survival** to keep themselves fed and healthy in the wild. Even with these skills, their lives are tough, and they need **endurance** to survive.

Wildlanders are adept at moving through their wilderness homes, using **awareness** and **stealth** to find and sneak up on prey or to escape from enemies. Climbing trees, fording rivers, and scaling mountains are all made easier thanks to wildlanders' skill at **athletics**.

STEP 3: DESCRIBE YOURSELF

You are much more than your race and class. You are an individual with your own personality, interests, and story to tell. In this step, you will define the details that differentiate you from other heroes including your name, physical description, personality, and the history that got you where you are today.

PHYSICAL DESCRIPTION

Often the first idea you have is an image in your imagination of what you look like; your choices of race and class inspire a mental picture. Details such as your age, height and weight, skin, hair, and eye color, sex and gender identity, clothing style, basic equipment, and additional features such as scars or tattoos can all shape who you are. If you wish, you could certainly round out your physical description with mannerisms such as posture, voice, accent, and general physical bearing.

You can use the suggestions included in your race description to guide your imagination. Or you can really look however you like, dress however you like, and generally appear in whatever way inspires your imagination.

The appearance you choose can even inform later decisions about your personality, ideals, and background. For example, if you

choose to look and dress in ways that people might expect for someone of your race and class, this might be because you put value in tradition and the general expectations put on you by others. But if you choose to look otherwise, this could be because you value independence and personal expression.

All of this is purely cosmetic and has no hard-and-fast bearing on how you play the game, but coming up with how you describe yourself and what your appearance says about you might give you a better idea of who you are, allowing you to pull from a more complete picture when deciding how you will act throughout the game.



Tribal Orc Wildlander

EXAMPLE PHYSICAL DESCRIPTIONS

Below are a number of example physical descriptions and suggestions about how each might affect your skills.

She carries a sword and shield that bear the symbol of her house and wears glistening platemail.

The hero described above has likely been trained in the **military** arts and possibly has some experience with **dueling**. A proud lineage might also indicate that she is learned in **history**.

His beard and hair have paled to a brilliant silver with age.

A hero of such advanced years has likely seen and learned much in his time. He has no doubt lived through much of **history** and has had plenty of time to improve his logical **reasoning**.

She is a being of breathtaking beauty.

This hero likely catches the eyes of those around her. **Persuasion** might come naturally to her when negotiating with those who find her attractive. But perhaps **stealth** is more difficult as others' eyes are easily drawn to her.

She is cloaked in earthy tones and freshly harvested vines, and she carries herself on silent feet through even the most dense vegetation.

The above describes a hero who is at home in the wilderness. One whose long years spent in the wild have made her a master of **stealth** and **survival**. Such a hero has likely spent little time in cities and lacks **streetwise**.

PERSONALITY & IDEALS

Once you have an image in your head of what you look like, it's time to think about how you act. This includes your mannerisms, your beliefs, and the things you strive for. Much more so than your physical description, your personality and ideals will shape how you choose to play the game. Motivations and drives can most directly influence how you choose to proceed through an adventure, so it is very important to have a general idea of these details before you start playing.

The first thing to consider is how you interact with others. It's good to have an idea of how others see you and what face you show to those around you, because this will make certain decisions during the adventure feel more "right."

Of course, in addition to the outward persona you show, you have an internal logic. Take some time to determine your motivations. Details such as your beliefs, world outlook, mannerisms, and fears will add narrative depth to the stories you tell.

Aside from your personality, you should also take some time to define your ideals. Determine one or two statements that say something about who you are and what you believe in. Perhaps these are beliefs you vocalize to your companions on a regular basis.

There is a lot to consider here, so it is best to choose two or three details about your personality and ideals. This should give you a good starting point and a few places from which to draw your inspiration when making decisions over the course of your adventures.

EXAMPLE PERSONALITY TRAITS

Below are a number of example personality traits and suggestions about how each might affect your skills.

She is prudent and meticulous. Everything must be done according to the code of chivalry.

This hero, probably a knight, seems to be a straight-laced and honorable type. She likely has a great deal of **willpower** to maintain her nature and untold **devotion** to her code and her cause. Such a hero would never rely on **deception**, **thievery**, or other underhanded measures.

He believes the only rule in life is to take what you can and give nothing back. If he isn't looking out for himself, no one will.

A hero with these beliefs has likely had many run-ins with the authorities, either due to his way or as a source for his outlook on life. Such a hero might rely on **thievery**, **deception**, and **streetwise** to get by. He seems to have little to no trust in others. Perhaps never relying on honest **persuasion** or **empathy** while interacting with society.

He is brash and reckless beyond reason—the poster child for “strike first, ask questions later.”

The hero described above is unlikely to be good at **reasoning** or **stealth**, preferring action to careful planning. But he is no doubt excellent at **brawling**, even if just from getting into countless drunken tavern fights.

CREATING MARIAM, STEP 3

This was my personal favorite step in creating Mariam. Defining her personality and ideals is what made her a likable character, but beyond that, she began to become something more than just my imagination and more than the sum of these steps.

I started with Mariam's personality. I wanted her to be a character that wouldn't get in your way and that you wouldn't need to rescue from harm. But that isn't to say she won't make you or other characters worry along the way. I wanted her to be headstrong and determined and not afraid to stride forward into the unknown.

I arrived at the following ideal: "Life is too short to allow fear or doubt to keep you from reaching your goals." This became the cornerstone of Mariam's personality, and it reflects my own ideals as her creator. This one phrase guides many of the decisions Mariam makes throughout the upcoming stories.

Next I decided to fill in the details of Mariam's physical description. I first referred back to the gnome

physical description in step one. Like all gnomes, Mariam is of short stature. Perhaps a bit shorter than her kin. I decided to give her olive-brown skin tone and rich, red-brown hair, which she keeps tied in a small ponytail. In contrast to her hair, her eyes are an earthy green-brown hue.

I didn't put an exceptional amount of thought into Mariam's background, just the basics. She comes from a long line of wanderer gnomes, and her immediate family has scattered to the winds. She has been a traveling merchant for some time before the first time you meet her in your adventures. Although basic, this background helped to develop her character.

Finally, I decided to give her a name. The name that first came to mind was Miriam. It somehow seemed to just fit her. However, when I wrote it down the first time, I accidentally wrote Mariam. Somehow, this seemed even more fitting for the less-than-usual gnome merchant that I had created, and it stuck.

EXAMPLE IDEALS

Below are a number of example ideals and suggestions about how each might affect your skills.

"Life is a winding river, ever moving forward. Why fight the flow when I can simply look to the horizon and let the current guide me?"

The above is the ideal of a hero who worries little about what the future holds. Such a hero might throw caution to the wind or let go of the mistakes she has made in her life. This could indicate that she has no concern for **history** or that she lacks **awareness**. Conversely, perhaps she can afford to be so relaxed because she is conscious of her past and her circumstances.

"A blade without a master is wasted. But a true warrior without a blade is a weapon all her own."

The hero who says this is clearly a practiced fighter. She is likely experienced with many forms of combat, from **brawling** to

dueling. Perhaps she even has **military** training. In any case, she certainly wouldn't back down from a fight, even if the odds are against her.

"There is beauty in all natural wonders. As such, I carry myself with the elegance and grace of the natural world."

This hero clearly moves with natural **agility** and finesse. He possibly believes his **performance** to be more beautiful and wondrous than others are capable. If this is true, he likely doesn't earn any **empathy** from those he socializes with.

"We are nothing but a collection of our past experiences. Looking to the future without regard for the past can lead only to disaster."

A hero who believes the above has a great respect for **history**. He is likely cautious and highly calculating, his **awareness** and **reasoning** tuned by decades or even centuries of life.

BACKGROUND

Every story has a beginning. Your personal history shapes the person you are today and gives weight to the decisions you make as a hero. Having an idea of your backstory will help to guide you when choosing skills.

There are a few important questions to ask yourself when creating the story of your life. The first questions you ought to ask are, “How old am I and how long have I been a hero?” This is important because older characters might act with more care and forethought than brash youths. Of course, this is by no means always the case.

The next questions you might ask are, “Where am I from and what did I do there?” More than any others, these might be decided for you by your race and class selections. Neither a wildlander nor a tribal orc are likely to have spent a large portion of their lives within cities, while a Forge dwarf or a sage is likely to have experienced many of the comforts of civilization.

As with your personality, it is probably best to keep your background to a handful of important notes about your past, rather than a sprawling chronicle of your entire life. While such an endeavor could certainly be rewarding, it

is perhaps a bit outside the scope of this game. With a few notes of important events and themes of your life, you should be well equipped to make decisions as a hero.

Keep these ideas in mind during your adventures. Let your background inform how you react to your experiences throughout the game.

EXAMPLE BACKGROUNDS

Below are a number of example backgrounds and suggestions about how each might affect your skills.

He has struggled with illness since a young age, leaving his muscles feeble.

Such a hero is unlikely to be particularly good with **athletics**, but spending many days indoors might have given him plenty of time to study **history** or **reasoning**.

In her early days as a hero, she acted brashly in combat, resulting in the death of a companion.

A hero who has lost a companion is possibly more cautious and thus has high **awareness**. Or the guilt of her past mistakes leaves her with little **willpower** or confidence in her decisions.

He was born in Forge and raised by a smithing family.

This background would suggest some expertise with **craftsmanship**. If he frequently dealt with customers, he might also be **persuasive** or **streetwise**.

NAME

A final but important detail of your description is your name. Take some time to come up with a name that fits the history, personality, and even appearance you have come up with. Your name is the first thing people will know about you, so the most important factor in deciding on a name is that it sounds right to you.

Your race description gives some information about how your race handles names.



Forge Dwarf

STEP 4: CHOOSE YOUR SKILLS

Skills represent your inherent talents and the training you have received. Each skill corresponds to some set of tasks, and having a particular skill means that you excel with those tasks. However, it is important to note that not having a skill does not mean you are incompetent at such a task. It simply means that you do not exceed the average person's level of talent. Your skills provide you with additional options when making decisions or improve your chances of success while attempting to perform a task related to your skills.

Select a total of **five to eight skills** from the list on the next two pages. At least two of your chosen skills must appear in your race skill list, and at least two of your chosen skills must appear in your class skill list. Any additional skills can be selected freely, but your personality and ideals might suggest which skills you do or do not have. The number of skills you select affects your stamina as described below.

STAMINA

Aside from skills, you have a maximum amount of stamina that represents how much you can push yourself before you collapse from exhaustion. A high stamina means you can endure more physical strain from exerting yourself or suffering damage in combat. A low stamina means you are more fragile and more likely to become overburdened by the stress of your adventures.

There is a cost to having a high stamina, however. Or, seen another way, a benefit to a low stamina. Your maximum stamina, if you have chosen only five skills, is fourteen. But **your stamina is decreased by two for each skill you have chosen beyond five** (to a minimum of eight stamina with eight skills). In this way, you can be exceptionally durable but have a less diverse set of skills; you can be exceptionally talented in myriad skills but have a low stamina; or you could be somewhere in between.

Questing in small numbers is dangerous. As such, **your maximum stamina is increased if playing with two or fewer heroes**. If you are playing with exactly two heroes, you each increase your maximum stamina by two. If you are playing alone (one hero), you increase your maximum stamina by four.

CREATING MARIAM, STEP 4

To begin determining which skills Mariam has, I reviewed the skills for her race and class. I felt alchemy, craftsmanship, and performance were the best matches from the list of skills for gnomes. I did not feel stealth was fitting for the ever-moving-forward-without-fear Mariam.

Both alchemy and craftsmanship appear on the apothecary's skill list, but I wanted to see what else might be a good fit. I drew the following skills from Mariam's class description: reasoning and survival. Mariam is quick to make decisions, but that does not mean she makes those decisions without first thinking through the consequences.

Next I looked at Mariam's personality and ideals. "Life is too short to allow fear or doubt to keep you from reaching your goals" is the motto of a character with a great deal of willpower. I wanted Mariam to be a good judge of character, so I also selected empathy.

Having already selected seven skills, I looked over which categories they came from. I had so far selected zero skills from the physical category. I didn't feel like any of the other combat skills were a good fit for Mariam. I decided the best fit was agility.

I selected a total of eight skills—agility, alchemy, craftsmanship, empathy, performance, reasoning, survival, and willpower. This means Mariam has a maximum stamina of eight.

LIST OF SKILLS

Skills fall into five different categories—combat, physical, mental, social, and utility. Select five to eight skills from the list below. We recommend that you select a diverse set of skills—at least one from each category. Selecting more than two or three skills from a single category will yield diminishing returns as there is some overlap between each of the skills in any given category.

The Runebound world is gravely dangerous. For this reason, most heroes boast two or even three unique combat skills. Without a way to protect yourself, you will most assuredly retire from heroism early due to crippling injury or death.

COMBAT SKILLS

The combat skills are those that relate to combat, both spontaneous or planned. The six combat skills include alchemy, arcana, archery, brawling, dueling, and military.

Alchemy represents your knowledge of the alchemical process and your ability to concoct and brew potions of all varieties. Alchemical brews include elixirs that cure diseases and explosive concoctions.

Arcana represents your knowledge of magic. The ability to wield magic is an exceptionally rare gift, but even those without such talent can wield runebound shards. Your knowledge of the arcane has allowed you to gather a small collection of offensive shards—flame and blasting.

Archery represents your training with a bow or crossbow. As an archer, you likely prefer to stay as far from combat as possible so you can fire on your enemies from range.

Brawling represents your prowess in a fistfight, while wrestling or in an all-out brawl. In a brawl, there are no rules, and anything from your fists to the broken leg of a chair is weapon enough.

Dueling represents your ability to handle yourself in a one-on-one confrontation. When it comes to a duel, you should be prepared, whether you fight with fist, rapier, or other weapons.

Military represents your knowledge of and training in the disciplined fighting styles of war. Military acumen and warcraft have their place on any battlefield, whether your enemies are few or many.



Free City Human

PHYSICAL SKILLS

The physical skills are those that relate to your physical fitness and ability. The four physical skills include agility, athletics, endurance, and stealth.

Agility represents your physical reflexes, coordination, and dexterity. Being agile will allow you to react quickly and both dodge and block incoming attacks during combat.

Athletics represents your physical strength, prowess, and fitness. Being athletic means you are a strong runner, climber, and swimmer, as well as possessing raw physical strength.

Endurance represents your ability to resist physical stress over the course of a long period of time. Having endurance means you are more able to push yourself physically or resist physical damage.

Stealth represents your ability to move about undetected—both silently and unseen. Your talent for being stealthy may also grant you an advantage in noticing others who wish to go undetected.

MENTAL SKILLS

The mental skills are those that relate to your mental aptitude and general intelligence. The five mental skills include awareness, history, reasoning, survival, and willpower.

Awareness represents your ability to observe your surroundings. Being aware means you are more likely to notice changes in your surroundings or if someone or something is sneaking up on you.

History represents your knowledge of all things historic, from family heritages to heraldry to the history of Terrinoth's baronies.

Reasoning represents your problem solving and critical thinking. You are more likely to think first before acting and make better decisions if you have reasoning.

Survival represents your knowledge of the natural world and your ability to overcome the dangers of living or traveling in the wild, whether you are foraging for wild berries or predicting the weather.

Willpower represents your mental and spiritual fortitude and the conviction you hold in your heart to carry through with your goals despite the challenges life or your enemies throw at you.

SOCIAL SKILLS

The social skills are those that relate to communicating or otherwise interacting with others, whether on the road or in a city. The four social skills include deception, empathy, persuasion, and streetwise.

Deception represents your ability to lie convincingly and maintain a lie. Your deceit can be used in many ways, from pretending to be someone you're not to performing a convincing feint in combat.

Empathy represents your ability to understand how others feel or to know what they are thinking. You will be able to more easily communicate with others or possibly detect their lies if you are empathetic.

Persuasion represents your ability to alter another's opinions or perceptions of a social situation. For example, you might be able to persuade a vendor to lower her prices or convince a guard to allow you unfettered passage through a gate.

Streetwise represents your general knowledge of social etiquette and your ability to gather information from the locals. Tracking a villain through the streets is easy if you know who to ask and who to bribe.

UTILITY SKILLS

The utility skills are those that relate to a more specific knowledge, craft, or art. The five utility skills include craftsmanship, devotion, performance, runes, and thievery.

Craftsmanship represents your ability to build, repair, or dismantle any number of wares. Your craft of choice might be tailored goods, wagon wheels, or even armor and weaponry.

Devotion represents your knowledge of spiritual beliefs and folklore. Your devotion may even be enough to commune with the spirits and seek their assistance.

Performance represents your ability to entertain or inspire with grand tales or epic ballads. Whether resting or in the heat of battle, your performance will lend courage and hope to your allies.

Runes represents your knowledge of runebound shards and the ability to bend the rules by which they function, possibly allowing you to wield shards in ways not defined by their runes. If you have the runes skill, it is assumed that you have come across a number of runebound shards in your time as a hero and even have a small collection of your own—blasting, lightning, and growth.

Thievery represents your aptitude for any number of talents related to theft including lock picking, pickpocketing, sleight of hand, and even fancy bladework with dagger and throwing knife.

WHAT ARE RUNEBOUND SHARDS?



Magic in the Runebound world is a greatly powerful but untamed force. Individuals powerful enough to control the arcane are few and far between, even among the elves. Ages ago, one such powerful wizard, Timmorran Lokander, gathered immense amounts of arcane energy and condensed it into a single orb of crystallized magic.

However, Timmorran was later forced to shatter the orb when the treacherous Waiqar Sumarion attempted to claim it for himself. After Timmorran's death, the shards of the orb were scattered throughout Terrinoto and beyond.

Many of these shards—fragments of pure magic that sparkle like gemstones—were seized by the dragonlords who inscribed mystic runes upon them. Each rune ascribes a specific purpose to the magic the shard contains and guides that magic to create specific spells.

The dragon rune of each runebound shard guides the magic within the shard so that even those without magical talent may unleash their unique power.

READY FOR ADVENTURE

Once you've finished the above steps and recorded the details on your character sheet, you are ready for adventure. But before you start, take a moment to get to know the other heroes. Tell the other players about your hero, and listen to their stories as well.

Once you've gotten to know the other heroes in your group, proceed to step two of setup in the rulebook.

