

Character Creation Primer

A Product of EverLore

PURPOSE OF THIS DOCUMENT

The document provides a simplified overview of what it takes to create a character in EverLore. See the NOTE below for more instructions on the complete process.

TRAITS (pg. 62 of the Traveler's Compendium)

At character creation, follow these steps regarding Traits:

1. Determine what race your character will be and add the 7 Racial Trait Adjustment points provided in the race's bio.
2. You will then receive 25 additional points to place in any Trait(s) of your choosing. There are no restrictions on the allotment of these points except that your character must have at least 1 point in each Trait, unless you have selected a Quirk that allows for a zero in a given Trait.
3. Add any Trait bonuses, provided by your selected Quirk(s) to complete the Traits portion of the character creation process.
4. Once you have assigned each Trait a number, fill in the Trait slot throughout the rest of the sheet.

APTITUDES (pg. 71 of the Traveler's Compendium)

At character creation, follow these steps regarding Aptitudes:

1. Place the 9 Racial Aptitude Adjustment points from your selected race on the character sheet as Investments for the appropriate Aptitude.
2. You will then receive 9 additional points to place as Investments for any Aptitude of your choosing. There are no restrictions on the allotment of these points. This will bring the Aptitude Investment points to 18.
3. Add any bonuses, provided by your race, selected Quirk(s), or your culture as Aptitude Enhancements, to complete the Aptitude portion of the character creation process.

PROFICIENCIES (pg. 73 of the Traveler's Compendium)

At the beginning of the character creation process follow these steps regarding Proficiencies:

1. Place any Proficiencies provided by your race, or culture, on the character Sheet.
2. You will then receive 6 additional points to purchase new Proficiencies. You may select any Proficiency, provided that your character meets all of the Proficiency's Essentials.

QUIRKS (OPTIONAL) (pg. 63 of the Traveler's Compendium)

Quirks are unique qualities that can **only** be selected at character creation. You can choose up to 7 total positive Quirk points for your character. Up to 3 positive Quirk points can be selected without being offset with negative Quirks. However, if you select more than 3 positive Quirk points, then the whole amount must be balanced by an equally weighted portion of negative Quirks. This balance can be achieved by adding any combination of negatives. For example, Forella has Nature's Consort (+5 Quirk), which is offset by her Vertigo (-2 Quirk) and Poor Vision (-3 Quirk).

NOTE

This document is intended for use with the EverLore tabletop roleplaying game, which is part of the BoundLess Gaming System, created by David Thompson. A more complete version of the rules can be found in the *Traveler's Compendium* (for players and Lore Masters) and the *Chronicler's Delight* (for Lore Masters). Learn more at www.EverLoreGame.com or by searching on social media @EverLoreGame.