

The text below details the step needed to create a character. The black text is a step, the red text are notes that might help you in the decision making process.

- Decide on the kind of character you want to play.

So the basic premise of the game is that the PC's are people who are working against or at odds with the current usurper government. There are four major factions that make up this resistance: 1) The Knight's Remnants, what remains of the old nobility's security and military arm, 2) The Philosophers, magician-alchemists who are feared and marginalized by the population at large, 3) The Rebellion, a coalition of peasants and artisans struggling to overcome oppression and 4) The Church, traditionalist who do not recognize the authority of the new government.

- Determine the value of your **Lights**. The Lights are a measure of how openly the character resists the powers-that-be. **You can assign any value between 1 and 6.**
 - Deviation
 - *I Resist Because I am Different.*
 - Faith
 - *I Resist Because I Believe.*
 - Tradition
 - *I Resist to Restore What Was*
 - Rebellion
 - *I Resist Because of What Can Be.*

Each of the Lights corresponds roughly to one of the concepts details above, but they are in no way a strict 1 for 1. Deviation fits with the Philosophers who are seen as and often are weird and macabre. Faith, obviously, fits with the Church. Tradition fits the Knight Remnant, who are sticking to the values of the old nobility and trying to return to their previous way of life and Rebellion fits with The Rebellion (once again, obviously) because they fighting for a fairer and

more just world.

Obviously the potential for overlap is huge and there might be people who fit within one group yet have Lights more commonly associated with other groups.

Setting your Lights to high can lead to dangerous hubris, so, be careful, but they are also a major factor in character effectiveness.

- Determine your character's **Brightness**. Brightness is equal to the average of all four Lights.
- **Divide 30 points between the 9 Characteristics.** The Characteristics are presented below:
 - Compassion
 - *Value of Other People*
 - Equality
 - *Value of Fairness*
 - Honor
 - *Value of Society*
 - Hope
 - *Value of the Future*
 - Insight
 - *Value of Reality and Wisdom*
 - Liberty
 - *Value of the Freedom*
 - Passion
 - *Value of Emotion*
 - Purity
 - *Value of Innocence*
 - Will
 - *Value of the Self*

A three is normal, a one represents some serious depravity in the value in question, but not an active rejection of the value, so that a person with a Compassion of 1 is cold-hearted and cruel but doesn't actively value or promote cruelty.

- Determine your **Knacks** and **Philosophies**. Knacks are qualities that state what kinds of activities your character is good at.

Philosophies express the ability to create various philosophical artifacts. **You have 6 Knacks. You can exchange 3 Knacks for your first Philosophy, with each Philosophy after that taking up 1 of your Knacks.**

- *The Knacks are Accurate, Artistic, Athletic, Brawling, Cool, Daring, Dangerous, Devious, Disciplined, Domestic, Earthy, Educated, Eloquent, Famous, Fashionable, Genius, Guerrilla, Healthy, Fast, Sexy, Macabre, Musical, Ruthless, Sensible, Streetwise, Strong, Tough, Versatile, Witty and Woodsy.*
- *The Philosophies are Automata, Grafts, Mirrors and Wands.*

Being a philosopher is a major commitment, and it has no immediate benefits but adds a lot of narrative authority to your Persona. Its also important to note that there are Philosophers with a capital "P" and philosopher with a lower-case "p." Big "P" Philosophers are members of an organized guild while the small "p" kind use the philosophical arts but are not recognized as part of the philosophers guild.

- Determine your **Complications**. Complications are things that work against your Persona achieving their goals. **Divide 6 points between your Complications.** In addition to assigning points to the Complications, each Complication needs a description as well.
 - Compulsions are things that the Persona is forced to do.
 - Disease are infections are illnesses that threaten the Persona.
 - Enemies are people who work against the Persona achieving their goals.
 - Obligations are things that the Persona is pressured to do by the society they are part of.
 - Superstitions are false beliefs that the

Persona maintains.

- Weaknesses are the opposite of Knacks, they are inability that the Persona struggles against.

Feel free to create whatever complications you want. Its noteworthy that the Disease category has special significance in the setting, as a recent plague, called the Green Sickness, weakened the government enough to allow the current groundswell of rebellion.

- Select 3 **Signature Items**. These are significant items that the character possesses. Items not included on the list can be owned or not at the player's discretion.
 - *The Signature Items are Philosophical laboratory, Philosophical mirror, alchemist 's wand, automaton servant, bow & arrows, castle or stronghold, farmlands, fashionable wardrobe, grafted armor, grafted body part, hideout, knight's sword (heavy), knight's swords (pair), low weapons, musical instruments, riding horse, suit of armor, war horse, writing implements.*

Certain items are pivotal to various roles. Obvious items that start with the word philosopher or philosophical are good or important for philosophers. Knights weapons are good for knights or ex-knights (as are castles and strongholds, suits of armors, war horses). Church members and rebels have fewer items associated with them.

- Record your Legend and Magic Strength, which both begin at 1.

Right now its enough to note that world that your charater inhabits does not seem magical to them. Despite the obvious supernatural things that exist in the world of Shadows, the people of this world don't think of

these things as magical or inexplicable. Though there is a “shadow world” of magic that exists behind the “normal” world, your characters haven't yet discovered or been exposed to it.

- Finally determine the value of your Statistics, as follows:
 - Aid= Equality
 - Defense= Honor
 - Guard = Compassion
 - Lead= Passion
 - Stance Modifier= Innocence
 - Surrender Threshold= Liberty
 - Stunt Chance is based on Hope, as follows:
 - Hope 1= 3 @ 3
 - Hope 2= 2 @ 3
 - Hope 3= 1 @ 3
 - Hope 4= 1 @ 2 or 4
 - Hope 5= 1 @ 2, 3 or 4
 - Hope 6= 1 @ Any
 - Insight and Will are used to fill out your Results Table.
 - Your base Result Table looks like this:
 - Miss= Power 0, Speed 12
 - 1= Power -5, Speed 7
 - 2= Power -4, Speed 8
 - 3= Power -3, Speed 9
 - 4= Power -2, Speed 10
 - 5= Power -1, Speed 11
 - 6= Power 0, Speed 12
 - Achieve= Power 0, Speed 0
 - At each result level, increase your Power by your Will and reduce your Speed by your Insight.
 - Treat negative Power as 0 in your final Results table.

These are the numbers that plug directly into the game, they will always be tied to the corresponding Characteristics and are just set aside to make it clearer what they do in the system.