

LEGENDS OF THALORANTH

CHARACTER CREATION

GETTING STARTED
IN LEGENDS OF THALORANTH

YOU ARE
MORE
THAN A
CLASS.

YOU ARE
WHO YOU
CHOOSE
TO BE.

DEFINE
YOURSELF.

SHAPE
YOUR
LEGACY.

YOUR STORY.
YOUR CHOICES.
YOUR PATH.

- STATS
- ORIGIN
- SKILLS
- PATH
- ADVANTAGES & DISADVANTAGES
- EQUIPMENT

YOUR LEGEND BEGINS HERE.

BUILD YOUR HERO.
WRITE YOUR STORY.
CHANGE THE WORLD.

A LEGENDS OF THALORANTH
FREE SUPPLEMENT

CHARACTER CREATION

Getting Started in Legends of Thaloranth

A Legends of Thaloranth Free Supplement

This guide walks through the character creation process for Legends of Thaloranth, explains what makes it different from class-based systems, and demonstrates it fully using Mira Stoneclad from the Player's Guide. The complete creation system, all seven Origins, the full skill list, the ten Paths, the complete Advantages and Disadvantages catalog, and the Equipment chapter, is documented in the Player's Guide.

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INTRODUCTION: NO CLASSES, NO LEVELS

The recruitment officer at the Bounty Hunters' and Trackers' Guild had been doing this long enough to know that the application forms told you almost nothing useful.

What the forms told you was what people wanted you to think about them. What they were good at. What they had trained for.

What the forms didn't tell you was the rest of it.

She looked at the applicant across the table. On paper, competent. Hireable. Unremarkable.

But she had watched him cross the room.

"Tell me something about yourself," she said, "that isn't on the paper."

Legends of Thaloranth does not use character classes. There is no Fighter class, no Rogue class, no Wizard class with predetermined abilities at predetermined levels. There are no levels. What exists instead is a framework of four stats, a skill system, a Path system, and a set of Advantages and Disadvantages that together describe exactly who a character is, not what archetype they were sorted into.

This matters more than it might first appear. In a class-based system, two fighters built at the same level are variations on the same template. In LoT, two characters who both invest in combat capability will be different in ways that reflect their individual choices: different stats, different skill emphases, different Paths and Sub-Paths, different Advantages. One fights with the specific precision of someone who has invested in Swordsmanship and the Bladework Specialization. The other fights with the raw power of

a Wilder who hits harder than anyone expects. Both are combat-capable. Neither is the same character.

Character creation in LoT begins not with a class selection but with a question: who is this person? The mechanical steps that follow are the tools for answering that question in terms the system can use. Stats describe what they fundamentally are. Skills describe what they have learned. Their Path describes the direction they have chosen. Their Advantages and Disadvantages describe everything else, the innate gifts, the hard-won capabilities, the limitations that make them specific rather than generic.

The Player's Guide recommends beginning character creation collaboratively, with the whole group discussing who they are as a party before any individual builds their character. That conversation is worth having. What follows in this document is the mechanical process, explained step by step and demonstrated with a complete worked example. The collaboration is the frame around it.

THE CREATION SEQUENCE

Character creation follows seven steps in sequence. Each step builds on the previous one, and several steps interact in ways that become clear as the process unfolds. The complete sequence:

Step One: Distribute your four stats, Power, Agility, Insight, and Social.

Step Two: Choose your Origin and apply its stat modifiers.

Step Three: Calculate your derived values from the final stats.

Step Four: Invest your Starting Skill Points in the skill tree.

Step Five: Choose your Path and Sub-Paths.

Step Six: Choose your Advantages and Disadvantages.

Step Seven: Acquire starting equipment.

The sequence is designed so that later steps depend on earlier ones. Your stat distribution in Step One determines how many skill points you have in Step Four, how many Advantages you start with in Step Six, and which Paths are available to you in Step Five. Reading through all seven steps before making any decisions is worthwhile, understanding how the system connects makes individual choices more meaningful.

STEP ONE: THE FOUR STATS

Every character is defined by four core stats: Power, Agility, Insight, and Social. These are measurements of fundamental capability, what your character is before any training is applied to them.

Power

Physical strength, endurance, and resilience. In combat, Power determines how hard melee attacks hit and, through its contribution to Vitality Points and Action Points, how long a fight can be sustained. Power also governs grappling and physical control situations, and sets the death threshold, the VP value at which incapacitation becomes death.

Agility

Dexterity, reflexes, and physical precision. Agility governs ranged combat attacks, Stealth checks, movement-based saving throws, and contributes to both VP and AP alongside Power. Agility is also the primary component of Armor Rating, the threshold attacks must meet to deal damage.

Insight

Mental acuity, perception, and understanding. Insight governs magical capability through the Spell Point formula, determines how many Paths a character can follow, sets the number of Starting Advantages, and contributes to Luck Points, Wealth Points, and Starting Skill Points. In a game where social and intellectual capability is the primary terrain, Insight is the stat that makes characters more capable of navigating it.

Social

Interpersonal ease, presence, and communication capability. Social governs the primary social skill checks, Persuasion, Deception, Intimidation, Etiquette, Leadership, and contributes to Luck Points, Wealth Points, and Starting Skill Points alongside Insight. The character with high Social moves through interpersonal dynamics with a natural ease that exists before any diplomatic training.

Distributing Your Stats

At character creation, all four stats begin at 0. You have 5 points to distribute among them as you choose. No stat may exceed +3 before Origin modifiers are applied.

You may assign negative values to one or more stats, down to a maximum of -2 per stat. Each negative point assigned grants one additional point to place elsewhere. A character who takes -2 in Power has 7 points to distribute among the remaining stats rather than 5.

Negative stats are not failures. They are choices, the decision to be genuinely limited in one area in exchange for genuine capability in another. The system does not penalize this. It reflects it. A character with -2 Power and +3 Social is not a character who failed at being strong. They are a character who has made a clear statement about what they are and what they are not, and who will be very effective at some things and genuinely vulnerable at others.

Origin modifiers are applied after your own distribution and can push stats above +3. The cap applies to your own choices, not to the total after Origin modifiers.

STEP TWO: CHOOSE YOUR ORIGIN

Your Origin is one of the seven peoples of Vaeloraranth. Each provides stat modifiers that reflect the accumulated physical and cultural inheritance of that people, and racial traits that represent capabilities that exist outside the skill system. The Player's Guide documents all seven. Three are introduced here.

Origin modifiers are applied after your own stat distribution. They can raise a stat above the +3 cap that governs your own distribution. They can also reduce a stat below 0, though stats floor at 0 after Origin modifiers are applied, they cannot go negative.

Human

Stat Modifiers: None. Humans receive no stat modifiers and are the baseline from which other Origins' modifiers are measured.

Racial Traits

Adaptable. Humans may select one additional Sub-Skill at character creation without spending skill points.

Driven. Once per scene, a Human character may spend 1 Luck Point to add +2 to any skill check.

Institutional Memory. Human characters begin with one additional point in any Knowledge skill of their choice. This bonus point does not count against starting skill point allocation.

Bonus Advantage. Humans begin with one additional Advantage at character creation, reflecting their particular breadth of innate capability.

At the Table

The temptation with a Human character is to treat the absence of stat modifiers as a blank slate, a neutral option for players who haven't decided what they want yet. Resist this. A Human character done well is not neutral. They are specific. The extra Advantage and the Adaptable trait give Humans genuine breadth that other Origins trade for their more pronounced modifiers.

Sylvani

Stat Modifiers: Agility +2, Insight +1, Power –1, Social –2

Racial Traits

Ancient Knowledge. Sylvani characters begin with two additional points in History, distributed as the player chooses across any of History's Sub-Skills.

Grove Sense. In natural environments, forests, wilderness, unmaintained land, Sylvani characters gain +2 to Survival and Investigation checks.

The Long View. Once per session, a Sylvani character may declare that they have relevant historical knowledge about a situation, location, organization, or person. The GM provides one piece of accurate information that the character's age or community connections would reasonably have made available.

At the Table

The Sylvani's –2 Social modifier reflects a reserve that shorter-lived peoples sometimes read as coldness. Play it as investment rather than detachment, the Sylvani who chooses to care about something cares about it with the full weight of someone who has watched most things they cared about change or end. That investment, when it is extended, is worth something.

Forgeborn

Stat Modifiers: Power +2, Agility –1, Social –1

Racial Traits

Craft Mastery. Forgeborn characters begin with two additional points in any craft-related skill, Engineering, Medicine as applied to physical repair, or any Artisan Path skill, distributed as the player chooses.

Enduring Work. Forgeborn characters ignore the first two levels of fatigue penalty when making extended checks involving physical craft, construction, or sustained effort.

Clan Reputation. When a Forgeborn character's clan affiliation is known and relevant, they gain +2 to social checks with other Forgeborn and +1 to social checks with non-Forgeborn who have existing positive relationships with that clan. The reverse also applies.

At the Table

The Forgeborn's cultural directness is not bluntness for comic effect. It is a philosophy: the alignment between what you are capable of and what you actually produce. A Forgeborn character done well is someone whose word means something in a world full of words that don't, and whose judgment about quality other characters learn to rely on precisely because it is consistent.

The remaining four Origins, Meadowkin, Tinkersprite, Half-Sylvani, and Half-Grunark, are documented in the Player's Guide with the same depth. Read through all seven before choosing.

STEP THREE: DERIVED VALUES

Once your final stats are established, your distribution plus Origin modifiers, you calculate the derived values that flow from them. These are the numbers you use most frequently in play.

Derived Value	Formula	What It Represents
Vitality Points (VP)	$(\text{Power} + \text{Agility}) \times 2$	Physical resilience; how much damage you can absorb before incapacitation.
Armor Rating (AR)	$\text{Agility} + 5 + \text{armor bonus}$	The threshold attacks must meet to deal damage. Binary: meet it and it lands, fall short and it doesn't.

Derived Value	Formula	What It Represents
Action Points (AP)	$(\text{Power} + \text{Agility}) \times 2$	Capacity for focused effort each scene: movement, attacks, defensive reactions.
Luck Points (LP)	$\text{Insight} + \text{Social}$	Daily resource for adjusting outcomes, boosting checks, creating narrative advantages.
Wealth Points (WP)	$(\text{Insight} + \text{Social}) \times 2$	Economic standing, not coins in a pocket but access to goods and opportunities.
Spell Points (SP)	$(\text{Insight} + \text{Arcana total}) \times 3$	Magical energy reserve. Only applies to characters with Arcana investment.
Starting Skill Points	$(\text{Insight} + \text{Social}) \times 3$	Points to invest in skills at character creation.
Starting Advantages	Equal to Insight score	Innate capabilities outside the skill system. +1 additional for Human characters.
Carrying Slots	$5 + \text{Power}$	Physical carrying capacity.
Death Threshold	Negative Power score	The VP value at which death occurs. Incapacitation at 0 VP; death at $-\text{Power}$.

The logic behind these formulas is not arbitrary. Power and Agility together govern how much punishment your body can absorb (VP) and how much focused effort you can sustain in a scene (AP). Insight and Social together govern your economic standing (WP), your daily luck (LP), and how much you knew before the campaign began (Starting Skill Points). Insight alone anchors magical reserves and innate capability. Power alone anchors carrying capacity and survival past incapacitation.

A character whose stats lean physical will be harder to put down and more capable of sustained extraordinary effort. A character whose stats lean mental and social will be luckier, wealthier, know more, and navigate the world's social landscape more effectively. Both are valid character approaches. The formulas reflect what the system values and what the world rewards.

STEP FOUR: SKILLS

Skills represent what your character has learned. Where stats describe what they fundamentally are, skills describe their history, what they have practiced, what they have studied, what they were good at before the story began.

Your Starting Skill Points, $(\text{Insight} + \text{Social}) \times 3$, are invested in the skill tree one point at a time. Each point buys one level in a Base Skill, Sub-Skill, or Specialization. The system has a three-tier structure that must be followed in sequence: you cannot invest in a Sub-Skill before its parent Base Skill, and you cannot invest in a Specialization before its parent Sub-Skill.

The Three Tiers

Base Skills are broad areas of capability, Melee Combat, Persuasion, Arcana, Stealth. Purchasing the Base Skill costs 1 point and unlocks access to the Sub-Skills beneath it. The Base Skill provides no bonus by itself.

Sub-Skills are specific applications within the Base Skill's domain. Purchasing a Sub-Skill costs 1 point and provides +1 to all checks involving that Sub-Skill's specific application. A character with the Melee Combat Base Skill who purchases the Swordsmanship Sub-Skill gains +1 to all sword-related melee checks.

Specializations are the deepest tier, the specific mastery within a Sub-Skill. Purchasing a Specialization costs 1 point and provides +2 stacking with the Sub-Skill bonus for a combined +3. A character who has both the Swordsmanship Sub-Skill and the Bladework Specialization has a +3 total on all applicable checks.

What This Means in Practice

A character with 6 Starting Skill Points cannot go deep in many areas. Those 6 points buy 6 tiers of skill investment: perhaps 3 Base Skills with 3 Sub-Skills, or 2 Base Skills with 2 Sub-Skills and 2 Specializations. The choices are genuinely constraining. That constraint is what makes the choices meaningful, a character who has invested deeply in Stealth and Thievery has made a statement about who they are that is visible in what they can do and what they cannot.

Starting Skill Points are a starting point, not a limit. Every scene earns XP, and XP is spent on skill investment among other things. The character who begins with 6 points in three

skills will have considerably more capability six months of play later. Character creation establishes who this person is at the beginning of their story. Advancement is the story of who they become.

STEP FIVE: YOUR PATH

A Path is not a class. It does not determine what you can and cannot do. It represents the direction you have chosen, the specialized identity that gives your character capabilities that exist outside the skill system.

You may follow a number of Paths equal to your Insight score. A character with Insight 2 may follow 2 Paths. A character with Insight 0 may follow no Paths at character creation, though they can access Paths as their Insight increases through advancement.

Within each Path, you choose one Sub-Path. The Sub-Path is where the specific capabilities live. Each Sub-Path provides Tier One abilities at character creation, representing the foundational capability of someone who has committed to this direction. Path Points, purchased with XP during advancement, unlock Tier Two and Tier Three abilities and deepen what those Sub-Paths can do.

The ten Paths available in the Player's Guide are Fighter, Rogue, Magus, Priest, Artisan, Diplomat, Shaman, Sentinel, Bounty Hunter, and Explorer. Each has multiple Sub-Paths reflecting different directions within that general identity. A Fighter who chooses the Knight Sub-Path is developing different capabilities than a Fighter who chooses the Wilder Sub-Path. Both are Fighters. Neither is the same character.

The Paths freebie in this series covers the system in full, with worked examples of how Path investment shapes a character across play. The Player's Guide contains the complete Path reference.

STEP SIX: ADVANTAGES AND DISADVANTAGES

Advantages represent meaningful innate capabilities, trained instincts, and character-defining traits that exist outside the skill system. They are the things that describe what a character has that no skill investment fully captures, natural talent, specific gifts, the particular quality of presence or perception that some people simply have.

You begin with a number of Advantages equal to your Insight score. Human characters receive one additional Advantage. You may choose up to 2 Disadvantages at character creation, each of which grants one additional Advantage in exchange. A character with Insight 2 who takes 2 Disadvantages begins with 4 Advantages.

Disadvantages are genuine limitations, the ways a character is specifically constrained, vulnerable, or challenged that shape their story as much as their capabilities do. A well-chosen Disadvantage is not a mechanical cost. It is a source of narrative richness: the moments when a character's limitation becomes the most interesting thing about them. The exchange is real and worth making deliberately.

The complete Advantages and Disadvantages catalogue is in the Player's Guide. Examples include Toughness (+2 VP maximum), Courageous Heart (immune to fear effects), Strong Back (+3 carrying slots), Nimble (+2 to Agility saving checks), and Magical Aptitude (+1 to all casting checks). Disadvantages include Direct (–2 to social checks in formal contexts), Stubborn (–2 when asked to reverse a stated position), and Frail (–2 VP maximum).

STEP SEVEN: EQUIPMENT

Equipment acquisition at character creation uses the Wealth Points system. Every item has a Purchase Point Value (PPV). If your WP is equal to or greater than an item's PPV, the acquisition succeeds and your WP is unchanged. If your WP is less than the PPV, the purchase fails and your WP drops by 1.

Successful purchases do not reduce WP. This is the key distinction between the LoT economic system and a coin-counting system. Buying a sword does not make you less wealthy. It makes you someone who owns a sword. Your economic standing, your relationship with resources, is unchanged by routine acquisitions within your means.

You may spend Action Points or Luck Points on a 1-for-1 basis to boost a purchase attempt. Each AP or LP spent adds 1 to your effective WP for that transaction. This represents the specific extra effort of calling in a favor, pressing a contact, or finding a creative solution to the gap between what you can routinely afford and what you need right now.

Equipment is organized into four PPV tiers: Tier One (PPV 1–3) covers everyday items available in any settlement. Tier Two (PPV 4–6) covers standard adventuring equipment

available in towns and cities. Tier Three (PPV 7–9) covers quality and specialized equipment from specialist vendors. Tier Four (PPV 10+) covers exceptional, masterwork, and magical items that require both high WP and the right connections.

Characters carry a number of items equal to their Carrying Slots (5 + Power). Standard items occupy 1 slot. Heavy weapons and heavy armor occupy 2 slots. Worn clothing, belt pouches, and small personal items occupy 0 slots. Worn armor is a special case: it uses no carrying slots but imposes skill penalties based on its AR, documented in the Equipment chapter.

WORKED EXAMPLE: BUILDING MIRA

The following is the complete character creation process for Mira Stoneclad, a Forgeborn smith who appears as a pregenerated character in the Player's Guide. Working through her creation demonstrates how all seven steps interact and how the system's choices compound into a specific, complete person.

Mira is forty-seven years old, early middle age for a Forgeborn, from Silverstone in Stormhaven, where the forge is a cultural institution rather than a workplace. She came to Radia three years ago to sell her work and stayed because the city turned out to be more interesting than she expected. She wants to make something that lasts the way her great-grandmother's blades have lasted: work significant enough that someone two hundred years from now will recognize the maker's hand in it.

Step One: Stat Distribution

Mira's concept is a physically capable craftsman with real intellectual depth, someone whose quality standards reflect a genuine philosophy about what work should be. She is not primarily a social character, but she is not unintelligent. The base distribution before Origin modifiers:

Power: +1

Agility: +1

Insight: +2

Social: +1

Five points distributed. No negatives taken, Mira is capable across the board at baseline, with Insight as her emphasis because her craft requires genuine intelligence and because her philosophical approach to her work reflects a character who thinks carefully.

Step Two: Origin, Forgeborn

Forgeborn modifiers: Power +2, Agility -1, Social -1. Applied to the base distribution:

Power: $+1 + 2 = +3$

Agility: $+1 - 1 = +0$

Insight: +2 (unchanged)

Social: $+1 - 1 = +0$

The Forgeborn modifiers do exactly what they should for this character. Power +3 reflects the physical density and endurance of a Forgeborn who has spent forty-seven years in a forge. Agility +0 reflects a deliberate movement style optimized for sustained work rather than speed. Social +0 reflects a cultural directness that is not social incompetence but is also not ease in the broader social landscape. Insight +2 remains, reflecting the intelligence that makes her craft philosophy coherent.

Forgeborn Racial Traits: Craft Mastery (two bonus points in craft-related skills), Enduring Work (ignores first two fatigue penalty levels on extended craft checks), Clan Reputation (+2 to social checks with Forgeborn, +1 with those who have positive relationships with her clan).

Step Three: Derived Values

Vitality Points: $(3 + 0) \times 2 = 6$ base (modified by Advantages in Step Six)

Armor Rating: Agility 0 + 5 + armor bonus = 5 + armor (determined in Step Seven)

Action Points: $(3 + 0) \times 2 = 6$

Luck Points: $2 + 0 = 2$

Wealth Points: $(2 + 0) \times 2 = 4$

Spell Points: none = Mira has no Arcana investment

Starting Skill Points: $(2 + 0) \times 3 = 6$

Starting Advantages: Insight score = 2

Carrying Slots: $5 + 3 = 8$

Death Threshold: negative Power = -3 VP

Note: Mira's Toughness Advantage (Step Six) adds +2 VP, bringing her final VP to 8. Her final AR depends on the armor acquired in Step Seven.

Step Four: Skills

Mira has 6 Starting Skill Points plus 2 bonus points from Forgeborn Craft Mastery (used in craft-related skills). Her concept as a Forgeborn smith dictates where the investment goes: deep craft capability, physical foundation, and the combat skill she needs to function in dangerous situations.

Crafting, Base Skill: 1 point

Crafting, Blacksmithing Sub-Skill (+1): 1 point

Crafting, Master Smith Specialization (+2, combined +3): 1 point

Athletics, Base Skill: 1 point (from standard pool)

Melee Combat, Base Skill: 1 point (from standard pool)

Melee Combat, Axes and Hammers Sub-Skill (+1): 1 point (from standard pool)

The two Craft Mastery bonus points go into Crafting's Sub-Skill and Specialization, meaning Mira arrives at character creation with a combined +3 to Blacksmithing checks. Her melee investment is functional but not deep, she can fight, but it is not her primary capability. Athletics gives her the physical foundation for demanding physical work. Six standard points plus two bonus points, spent with intention.

Step Five: Path

Mira has Insight +2, which means she may follow 2 Paths and choose 2 Sub-Paths.

Path One: Artisan, Sub-Path: Blacksmith

Path Two: Fighter, Sub-Path: Wilder

The Artisan Path's Blacksmith Sub-Path reflects her primary identity. Tier One Active ability: Forge Mastery, weapons she crafts gain +1 damage, armor she crafts gains +1 AR above standard values. This is not a combat boost. It is a craftsman's capability expressed mechanically: what she makes is better than standard.

The Fighter Path's Wilder Sub-Path reflects the physical reality of a Forgeborn with Power +3 who sometimes ends up in situations that require violence. Tier One Active ability: Savage Strike, once per scene, make a melee attack that deals +Power score additional damage on a successful hit. Mira's Savage Strike adds +3 damage. She is not a combat specialist. When she commits, it matters.

Step Six: Advantages and Disadvantages

Mira begins with 2 Advantages (equal to Insight 2). She chooses no Disadvantages in the Player's Guide pregenerated version, though the system would support taking up to 2 for additional Advantages.

Toughness: +2 VP maximum. VP becomes 8.

Strong Back: +3 additional carrying slots. Carrying Slots becomes 11.

Disadvantage, Direct: Mira does not soften her assessments. -2 to social checks in formal or courtly contexts where diplomatic phrasing is expected.

The Disadvantage Direct is optional in the pregeneration, but it reflects something true about her character. A Forgeborn whose philosophy is that the quality of what you make is a direct expression of your character is not going to soften assessments in formal contexts that reward performance over substance. The -2 in those contexts is the price of that consistency, and she has paid it before.

Step Seven: Equipment

Mira's WP is 4. She needs a weapon appropriate for her Axes and Hammers Sub-Skill investment, armor appropriate for someone who may end up in melee range, and tools for her craft.

Warhammer (damage 6 + Power = 9): PPV 5. WP 4 < PPV 5. Mira spends 1 LP to boost effective WP to 5. Acquired. LP: 2 - 1 = 1 remaining.

Leather Armor (AR +2): PPV 4. WP 4 ≥ PPV 4. Acquired routinely. WP unchanged.

Crafting Kit: PPV 4. WP 4 ≥ PPV 4. Acquired routinely.

Dagger: PPV 2. WP 4 ≥ PPV 2. Acquired routinely.

Adventurer's Kit: PPV 3. WP 4 ≥ PPV 3. Acquired routinely.

The Warhammer acquisition required a LP spend because Mira's WP of 4 fell short of its PPV of 5. This is the WP system functioning correctly: she is reaching slightly beyond routine access for the weapon that defines her combat approach. It cost her something. That something is tracked.

Note that heavier armor was attempted in the Player's Guide worked example and fell outside even a boosted WP of 5. Mira arrives at play in Leather Armor. Her AR is Agility 0 + 5 + Leather +2 = 7. Not substantial. She relies on her VP of 8 and her Savage Strike to manage combat situations rather than on defensive capability.

Mira, Complete

What the seven steps have produced:

Power: +3

Agility: +0

Insight: +2

Social: +0

VP: 8 (base 6 + Toughness 2)

AR: 7 (Agility 0 + 5 + Leather 2)

AP: 6

LP: 2 (1 remaining after equipment)

WP: 4

Carrying Slots: 11 (8 base + Strong Back 3)

Death Threshold: -3 VP

Skills: Crafting +3 (Blacksmithing + Master Smith), Athletics (Base), Melee Combat +1 (Axes and Hammers)

Paths: Artisan / Blacksmith (Forge Mastery), Fighter / Wilder (Savage Strike)

Advantages: Toughness, Strong Back

Disadvantage: Direct

Mira is physically formidable, craft-exceptional, socially direct in ways that create friction in formal contexts, and capable in melee without being a combat specialist. She is exactly who her concept described. Every mechanical choice reflects something true about the character before the campaign begins. That is what character creation in LoT is designed to produce.

WHERE TO GO NEXT

The Player's Guide

The complete character creation system, including all seven Origins with full racial traits, the complete skill list organized by category, all ten Paths with their Sub-Paths and ability tiers, the full Advantages and Disadvantages catalogue, the Equipment chapter with all items and their PPV, and the character creation checklist in Appendix A with every formula in one place. The Player's Guide also includes five additional pregenerated characters, Kael, Lyris, Vorn, Sera, and Aldric, each built through the same process demonstrated here.

The Paths Freebie

The next supplement in this series introduces the Path system in depth, how Paths and Sub-Paths work, what Path Points do, and how different Paths produce genuinely different characters over the course of a campaign. If Step Five of this guide left you wanting to understand the system more fully before choosing, the Paths freebie is the right next read.

Getting Started with Experience Points

The XP freebie in this series explains how character advancement works after creation: how XP is earned scene by scene, what it can be spent on, and why the immediate-spending design makes growth feel like what it is. Understanding advancement changes how you think about character creation choices, not as permanent decisions but as the starting point of a development arc.

The complete character creation system is documented in the Legends of Thaloranth Player's Guide, available as part of the Legends of Thaloranth Core Line at thaloranthpublishingllc.com.

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