

Falnorian JL Character Creation Chart (Season 10)

<u>1st: Archetype</u>	<u>2nd: Tradecraft Choice</u>	<u>3rd: Equipment</u>	<u>4th: Quirk Choice</u>
Hunter Hunters are focused, careful, and determined. They like to set goals and achieve them.	<ul style="list-style-type: none"> • 5 Lvl's in Tracker -or- • 5 Lvl's in Forester 	Wakazashi & Cloak -or- 5 Arrows & Rope	<ol style="list-style-type: none"> 1. Fey Traits 2. Good Sense of Smell 3. Animal Trait 4. Trained Animal 5. Good Instincts 6. Trace
Traveler Travelers go with the flow. They tend to be jacks-of-all-trades, but masters of none.	<ul style="list-style-type: none"> • 5 Lvl's in Messenger -or- • 5 Lvl's in Area Search 	Shortsword & Basic Herbs -or- Rod & Waterskin	<ol style="list-style-type: none"> 1. Restless Spirit 2. Know More Languages 3. Directional Sense 4. Pathfinder 5. Animal Speaking 6. Scape Link
Scoundrel Scoundrels are mischievous and like to do things their own way.	<ul style="list-style-type: none"> • 5 Lvl's in Innkeeper -or- • 5 Lvl's in Trader 	Dagger & Cloak -or- Wakazashi & Grease	<ol style="list-style-type: none"> 1. Blink 2. Vocal Projection 3. Keen Hearing 4. Local Connections 5. Sticky Spirit 6. Forgettable
Soldier Soldiers are steady and reliable. They keep their promises and are good at supporting others.	<ul style="list-style-type: none"> • 5 Lvl's in Blacksmith -or- • 5 Lvl's in Builder 	Small Flail & Waterskin -or- Shortsword & Rations	<ol style="list-style-type: none"> 1. Temporal Phasing 2. Strong-Willed 3. Accurate Time Sense 4. Undead Traits 5. Death Rattle 6. Lucky
Brute Brutes focus on one thing and like things to be simple. They are blunt and direct.	<ul style="list-style-type: none"> • 5 Lvl's in Enforcer -or- • 5 Lvl's in Hunter 	Broadsword & Bug Lotion -or- Small Flail & Sun Lotion	<ol style="list-style-type: none"> 1. Spatial Phasing 2. Adrenaline Rush 3. Truthteller 4. Stormcaller 5. Spirit Fragments 6. Spatial Anchor
Guardian Guardians are watchful. They are good at standing their ground and protecting others.	<ul style="list-style-type: none"> • 5 Lvl's in Diplomat -or- • 5 Lvl's in Peacekeeper 	Hammer & Cloak -or- Broadsword & Glue	<ol style="list-style-type: none"> 1. Temporal Anchor 2. Grounding 3. Spirit Caller 4. Threshold Sense 5. Spatial Anchor 6. Scry Protection

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Mystic Mystics are mysterious and intuitive, and tuned in with the world around them.	<ul style="list-style-type: none"> • 5 Lvl's in Priest -or- • 5 Lvl's in Literary Arts 	Rod & Vial -or- Wand & Cloak	1. Minor Premonitions 2. Commune with Nature 3. Medium 4. Binding Competent 5. Magical Resonance 6. Astral Projection
Scholar Scholars are thoughtful, careful, and good at analysis and research.	<ul style="list-style-type: none"> • 5 Lvl's in Historian -or- • 5 Lvl's in Scribe 	Ninjatu & Small Tool -or- Dagger & Rope	1. Shrine Sense 2. Distant Connections 3. Mental Insight 4. Good Memory 5. Keen Eyesight 6. Magical Insulator
Maker Makers are very creative and like to make new things; most have strong imaginations.	<ul style="list-style-type: none"> • 5 Lvl's in Fine Arts -or- • 5 Lvl's in Carpenter 	Javelin & Bag -or- Hammer & Glue	1. Mana Sense 2. Element Shaping 3. Keen Sense of Touch 4. Enchantment Sense 5. Ritual Competent 6. Start with Trade Goods
Giver Givers like to help others: they are kind and patient, and usually good at staying calm.	<ul style="list-style-type: none"> • 5 Lvl's in Herbalist -or- • 5 Lvl's in Teacher 	Shortsword Waterskin -or- Rod & Basic Herbs	1. Blessed 2. Calming Spirit 3. Empathic 4. Healthy 5. Courtly 6. Past Life
Performer Performers are social and passionate, and love being in the spotlight.	<ul style="list-style-type: none"> • 5 Lvl's in Performing Arts -or- • 5 Lvl's in Courtier 	Ninjatu & Paint -or- Stiletto & Musical Instrument	1. Have Invitation 2. Memorable 3. Illusionary Sense 4. Prestidigitation 5. Shapechanged Sense 6. Suggestion
Champion Champions love a challenge and are natural leaders; they live by "go big or go home".	<ul style="list-style-type: none"> • 5 Lvl's in Gambler -or- • 5 Lvl's in Rhetoric 	Ninjatu & Vial -or- Javelin & Torch	1. Primal Sense 2. Danger Sense 3. Elemental Traits 4. Startouched 5. Marked 6. Have a Reputation