

# Character Build Distributions

Players select one of the following distributions, which determines how many levels they have to distribute in each of the five categories of assets. Note that the titles for each of these is notional, if you see the distribution fitting your character concept, that's what's important.

## STAT-FOCUSED

### The Paragon Frame

The raw-stat powerhouse—near-superhuman innate ability drives the whole build. 61

- Stats: 28
- Lifepaths: 8
- Skills: 9
- Distinctions: 10
- Gear: 6

Theme: Born exceptional; training matters, but the foundation is everything.

### The Savant Outlier

Extreme mental or physical specialization supported by only the leanest structure. 64

- Stats: 25
- Lifepaths: 9
- Skills: 11
- Distinctions: 11
- Gear: 8

Theme: A genius or prodigy, but lacking breadth—very high peak, many gaps.

## LIFEPATH-FOCUSED

### The Seasoned Veteran

Long life, lots of hard-won experience across different arenas. 72

- Stats: 20
- Lifepaths: 15
- Skills: 15
- Distinctions: 12
- Gear: 10

Theme: A character shaped by many jobs, crises, and transitions.

## **The Journeyman of Ten Thousand Days**

Extremely broad past, producing a wide but not deep capability spread. 72

- Stats: 18
- Lifepaths: 18
- Skills: 14
- Distinctions: 11
- Gear: 11

Theme: Deeply-adapted by life's winding path; learned a lot but carries little.

## **SKILL-FOCUSED**

### **The Master Artisan**

Highly honed skills—the most technical or specialized of all archetypes. 75

- Stats: 18
- Lifepaths: 11
- Skills: 24
- Distinctions: 10
- Gear: 12

Theme: A supreme technician whose competence overshadows raw talent.

### **The Professional Expert**

Less extreme than the artisan; more balanced but still mastery-first. 74

- Stats: 19
- Lifepaths: 13
- Skills: 20
- Distinctions: 13
- Gear: 10

Theme: A consummate professional—trained, reliable, but not superhuman.

## **DISTINCTION-FOCUSED**

## The Favored Soul

Heritage, relationships, affiliations, supernatural marks—this character is defined by who they are, not what they do. 75

- Stats: 20
- Lifepaths: 11
- Skills: 12
- Distinctions: 10
- Gear: 24

Theme: Born important, marked by destiny, or woven deep into the setting.

## The Networked Operative

Connections and status carry the weight; highly social, political, or influence-driven.

- Stats: 19
- Lifepaths: 12
- Skills: 12
- Distinctions: 25
- Gear: 13

Theme: A fixer, envoy, or scion whose power comes from alliances and leverage.

## GEAR-FOCUSED

### The Armored Arsenal

Defined by superior equipment—exotic weaponry, relic armor, gadgets.

- Stats: 20
- Lifepaths: 11
- Skills: 12
- Distinctions: 10
- Gear: 24

Theme: A tech-knight, relic-keeper, artificer-scavenger—their gear is their edge.

### The Treasure-Born Pathfinder

Less combat-oriented gear, but tons of unique items, tools, talismans, and utilities.

- Stats: 19
- Lifepaths: 15
- Skills: 10

- Distinctions: 7
- Gear: 28

Theme: A well-equipped wanderer; solves problems with the right tool for the moment.

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Design Note: The purpose of character build distributions are to reduce player decision-making to one choice in terms of the distribution (as opposed to leaving a possible min-max option on the table), and to avoid distributions that make for uninteresting characters.

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