Spaces of the Unknown Character Creation

Welcome to *Spaces of the Unknown*! This sheet (check the back side, too) contains everything you need to play.

Character Creation

Your character was once a more-or-less normal person living a common life in a medieval fantasy world. But *something happened*, and your character left his or her profession to become an adventurer (usually not long before the game's story). Your character now explores dangerous places to drive off monsters and keep civilization running.

Step 1: Choose a background. This is your character's previous profession, before becoming an adventurer. Choose a background from the following table, or make something else up.

1	Farmer	11	Bard
2	Shepherd	12	Chamberlain
3	Hunter	13	Innkeeper
4	Fisherman	14	Sailor
5	Painter	15	Monk, nun, priest, *etc.*
6	Butcher	16	Bandit, conman, fence, *etc.*
7	Furrier or fur trader	17	Servant
8	Blacksmith	18	Doctor
9	Jeweler	19	Beggar
10	Potter	20	Lord

Step 2: Choose armor. This determines your armor class (AC) and movement (MV).

Armor	AC	MV
No armor	10	10 yards or meters
Leather armor	13	8 yards or meters
Chainmail	15	6 yards or meters
Plate mail	17	4 yards or meters

Step 3: Roll 1d8 for your character's Hit Points (HP).

Hit Points decrease when your character is hit by an attack. If your Hit Points reach 0 or less, you are sidelined from a fight (you cannot engage enemies directly but you can still encourage your comrades). Your GM will handle this and tell you when you're sidelined.

Step 4: Choose 3 weapons, or 2 weapons and a shield:

Weapon	Examples	Damage
Small weapon	Dagger, sling (concealable)	1d4
Improvised weapon	Torch, table leg	1d4
Range weapon	Bow, crossbow	1d6
Melee weapon	Mace, sword, hammer	1d8
2-handed weapon	2-handed sword, polearm	1d10
Shield	*AC +1 and MV -1; cannot use ranged or 2-handed weapon while holding shield*	1d6 (shield bash)

Step 5: Choose a special item inspired by your background. This can be a trinket (a painter's brush), an unusual weapon (a farmer's pitchfork), or a specialized tool (a bard's harp).

Step 6: Write a public post that includes all your character's information: stats, name, special item, and background. Choose a race, like human, dwarf, or elf.

Example: #1 Thorgak the Dwarf Hunter, AC 11, MV 9, HP 6. Dagger (small) 1d4, sword (melee) 1d8, shield.

Example #2: Runyon the Human Sailor, AC 13, MV 8, HP 4. Sling (small) 1d4, harpoon (range) 1d6, mace (melee) 1d8.

Your character starts with a wilderness pack, unless your GM has said otherwise. This pack contains 10 torches, a tinderbox, 10 days of rations, a waterskin, a collapsible fishing rod, 10 lures, and 50 feet of rope.

Playing the Game

The GM will write a post describing the setup of the first scene of the story. Reply, describing your character's actions. Hint: Your actions should always push the story forward. When in doubt, *act*.

If a fight starts, the GM will divide it into **rounds** by announcing the begnning of a round with something like "[The round begins!]". Each round has 1 to 2 **phases: movement and action**. To start the movement phase, the GM will write, "[Moves?]" and you'll reply with a description of where you want your character to move (if at all). The GM will then describe the final positioning of the PCs (and enemies!). For the action phase, the GM will write, "[Actions?]" and you'll reply with a description of the action your PC takes (see below). The GM then replies with a description of how all the actions resolved.

After a few rounds, once everyones' moved into consistent places, the GM may combine both movement and action into one phase, in which you can both move and act.

Each phase takes about 3 seconds of game time, and a combined phase lasts for 6 seconds of game time.

Actions

During the action phase of combat, your character can attempt one action (later in the game, you'll get to do more). Here are a few examples of an action:

- Attack a creature
- Cast a spell
- Push open a stuck door
- Intimidate an enemy into retreating
- Jump across a chasm

You can use any one weapon that you carry to make an attack. Don't worry about the time needed to pull it out and stow another weapon; you can do that automatically.

If you get hit by enough blunt force trauma, or take enough arrows to the knee, the GM may announce that you are **sidelined**, meaning that you've been hit so much that you're exhausted and you can't attack enemies directly. When you're sidelined, you can do only one of two things as your action:

1. **Encourage** another PC. Describe which PC you're

encouraging. This will slightly increase the chances that the PC's actions succeed. Your encouragement on this PC continues until you choose a different PC or the fight ends.

2. **Assist** another PC. Describe which PC you want to assist, and what your PC does specifically to assist. If your assistance succeeds, it will significantly increase the chances that the PC's actions succeed. However, assistance only affects the current round. If you want to assist next round, you have to perform another explicit assist.

When you're sidelined, you can still move normally.

Magic

If you find a spell scroll, you can read it to cast the spell on the scroll. When you do, the scroll will immediately crumble to dust.

If you chose a background from the right column (numbers 11-20), when you see a scroll you'll be able to identify its basic effects without casting it. Otherwise, you'll have no idea what it does.

It is possible to learn magic spells, if you find a spellcaster willing to teach them to you. What the spellcaster teaches you is up to the spellcaster and your own skills at persuasion.

Leveling Up

At some point, the GM will announce that you **level up**, and will tell you your group's new level. At that point, you will roll a number of d8's equal to your new level (so if you're leveling up to level 3, you'll roll 3d8). If this new value (all dice added up) is greater than your current Hit Points, it becomes your new Hit Point score.

Extra Attacks

At higher levels, the GM will announce that you get an **extra attack**. If you have an extra attack, then during every combat round, you can make another attack as part of your action, in addition to whatever you do during your action.

Importantly, this is an extra attack, not an extra action. For example, you can't use this extra attack to cast two spells in one round, but you can make 2 attacks, or cast a spell and make an attack, or try to disarm a trap and make an attack, *etc*.

Character Sheet

Name _____ Race _____

Background _____

AC _____ MV _____ HP _____

Weapons _____

_____

Player _____

Or copy-and-paste this into your introductory post and fill it out:

Name:

Race:

Background:

AC:

MV:

HP:

Weapons: