



MAR DE ORO

CHARACTER CREATION KIT

SYSTEM-NEUTRAL EDITION



SEA, SKY, FAITH, EMPIRE

TALES OF MAR DE ORO

SYSTEM-NEUTRAL CHARACTER CREATION KIT

*Create someone who belongs in the Golden Sea.
Not a class. Not a build. A person.*

WRITING & DESIGN

Johnny Crown

SETTING

Aeon Campaign Setting

ANNO

7202 Post Sundering

This kit mirrors the Mar de Oro website character builder and can also be used as a standalone printable guide.

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The complete path from first idea to finished dossier

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USING THE KIT

The website wizard presents these choices interactively. The PDF groups related material so a player can browse the full library, plan a character, and complete the printable worksheets.

SECTION I

THE CHARACTER BEFORE THE RULES

What this kit creates

Before play begins, create a person who already has a place in the world. Decide where they were formed, how they speak, what work shaped their habits, which institution can still call upon them, what they can reliably do, and what they refuse to surrender.

This kit contains no class, level, ability scores, hit points, armour class, spell slots, or numerical skill bonuses. Capabilities describe fictional competence. Relationships and obligations create pressure. Equipment remains part of the setting rather than a damage calculation.

CORE PROMISE	Create someone who belongs in the Golden Sea. Their skills matter, but their history, language, loyalties, and choices are what make them a character.
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THE TWELVE-STAGE PATH

1. Experience Profile Choose Emerging, Established, or Veteran.	2. Identity Name, age, pronouns, birthplace, home, appearance, and manner.
3. Languages Choose first and secondary languages, spoken proficiency, literacy, and learning history.	4. Formation Choose the homeland, community, or household that shaped the character.
5. Social Position Define the household conditions and expectations that produced them.	6. Profession Choose the work that shapes how they read situations.
7. Institution Choose the organisation that claims part of their loyalty or history.	8. Formative Experience Define the event that changed the direction of their life.
9. Capabilities and Foundations Allocate competence, reputation, drives, boundaries, and relationships.	10. Fortera Choose knowledge or ability separately from lasting marks or afflictions.
11. Equipment Choose a kit, significant possessions, and a signature item.	12. Review Write the final public brief and decide what remains private.

SECTION II

EXPERIENCE PROFILE AND IDENTITY

How established is this person, and how are they first recognised?

EXPERIENCE PROFILES

Emerging

Capable but still becoming known. The character has room to grow, make their first serious mistakes, and establish a reputation.

1 Expert, 2 Trained, 2 Familiar capabilities.

Established

A proven professional, officer, specialist, traveller, or survivor with a recognised place in their field.

1 Expert, 3 Trained, 2 Familiar capabilities. Recommended default.

Veteran

A major specialist or experienced figure whose judgment, history, or name carries weight.

1 Master, 1 Expert, 3 Trained, 2 Familiar capabilities.

IDENTITY FIELDS

Record the details someone could learn during a first meeting, then add the details that become visible only with attention.

Name What are you called, and is that name legal, inherited, chosen, borrowed, or false?	Pronouns How does the character refer to themselves?
Age or age range Give an exact age or a useful life stage.	Place of birth The specific settlement, ship, estate, city, or region where life began.
Current home The place, household, vessel, or port they presently return to.	Appearance Build, clothing, posture, grooming, and visible signs of work or rank.
Voice Accent, pace, volume, word choice, and what changes under pressure.	Distinguishing detail What would someone remember after meeting them once?
Public manner How do strangers usually experience them?	Private manner What changes around people they trust?

**USEFUL
DISTINCTION**

Place of birth records where the character began. Formation records the culture, household, or community that shaped their assumptions. They may be different.

SECTION III

LANGUAGES

Speech, literacy, culture, and access

Languages are separate from capabilities. Every character chooses at least one first language. A character may have two first languages, especially in multilingual households, ports, diasporas, or communities governed by another state.

RELATIONSHIP TO A LANGUAGE

First Language Learned naturally during childhood, including ordinary tone, humour, idiom, and cultural reference.	Second First Language A second language learned naturally during childhood in a multilingual household or community.
Secondary Language Learned later through school, work, service, travel, exile, trade, or relationships.	Heritage Language Connected to family or culture but understood only partially or used in limited contexts.
Professional Language Used primarily for work, administration, military service, commerce, or technical practice.	Liturgical Language Used primarily for worship, ritual, scripture, or religious study.
Scholarly Language Studied mainly for reading, research, historical records, or specialised texts.	

SPOKEN PROFICIENCY

First Language Natural everyday command of speech, tone, humour, idiom, and cultural reference.	Fluent Able to work, negotiate, argue, and live in the language without routine difficulty.
Conversational Able to manage travel, work, purchases, introductions, and uncomplicated discussion.	Basic Greetings, numbers, commands, essential questions, and limited practical vocabulary.
Reading Knowledge Can read the language more effectively than speak it.	Technical or Ritual Knowledge Knows a narrow professional, legal, military, technical, or religious vocabulary.
Heritage Knowledge Recognises familiar phrases, songs, names, rhythms, or household speech but cannot speak freely.	

LITERACY

Cannot Read or Write Uses the language only orally.	Reads Simple Text Can understand signs, names, labels, short notes, and basic forms.
Functionally Literate Can read and write letters, ordinary books, instructions, and records.	Professionally Literate Can work with complex documents used within a profession.

Scholarly Literacy

Can interpret difficult, archaic, literary, theological, legal, or specialised texts.

CANON LANGUAGE LIBRARY

For every secondary or specialised language, record how it was learned: household, school, military service, naval service, professional training, trade, travel, exile, captivity, religious education, partnership, local community, or self-study.

Albionic

The principal language of Albion, used in households, government, naval service, commerce, education, and overseas institutions.

Luminian

The principal language of Luminore, used in public life, administration, education, court culture, and the institutions of the republic.

Valdegracian (Valderian)

The principal language of Valdegracia and the Duchy of Heller, used in daily life, government, law, military service, education, and commerce.

Stroomish

The principal language of Stroomdijk, used in households, civic government, contracts, trade, navigation, and merchant networks.

Vomkharian

The principal language of Volkharov, used in households, regional communities, military service, administration, trade, and cultural tradition.

Eisen

The principal language of Eisenmark, used in government, military institutions, technical education, industry, and ordinary life.

Éirdennach

The language of Éirighdún, carried through households, oral tradition, song, kinship, regional identity, and cultural memory.

Tarlaxian Household Speech

A language preserved through Tarlaxian households and diaspora communities, including inherited phrases, songs, recognition customs, and family memory.

Solarian Liturgical

A formal religious language used in Solarian ritual, scripture, theology, ceremony, education, and older Church records.

Custom Language

A regional, minority, household, historical, or campaign-specific language defined with the Game Master.

**ORIGIN
SUGGESTIONS**

Albion suggests Albionic; Luminore suggests Luminian; Valdegracia and the Duchy of Heller suggest Valdegracian; Stroomdijk suggests Stroomish; Volkharov suggests Vomkharian; Eisenmark suggests Eisen; Éirighdún suggests Éirdennach. Suggestions never force a choice.

SECTION IV

HOMELAND AND FORMATION

Where were you formed?

Formation describes the architecture of assumption built around the character before they were old enough to name it: how a household understood obligation, what counted as respectable work, how authority was addressed, which dangers were discussed openly, and what everyone pretended not to see.

ORIGIN IS NOT
LOYALTY

A character may reject their homeland, serve another crown, conceal their origin, or belong imperfectly to several places. Formation describes where they began, not what they must become.

Valdegracia

An old imperial power shaped by hierarchy, Solarian ceremony, visible authority, naval endurance, and the belief that everything has its proper place.

Suggested capabilities: Court Etiquette, Command, Logistics, Valdegracian Court Culture

Character question: What part of Valdegracian authority do you still respect?

Albion

A maritime crown of reserve, practical intelligence, naval ambition, disciplined aggression, and meanings communicated through what remains unsaid.

Suggested capabilities: Navigation, Intelligence Analysis, Naval Signals, Reading Motives

Character question: Were you taught that hesitation is weakness, or that speed without judgment is ruin?

Stroomdijk

A mercantile power of counting houses, contracts, credit, engineering, multilingual ports, and trust treated as commercial infrastructure.

Suggested capabilities: Commerce, Negotiation, Contract Law, Stroomdijk Commerce

Character question: Which debt, contract, or household obligation still follows you?

Luminore

A Solarian republic where civic life, literacy, public argument, evidence, and faith are understood as parallel obligations.

Suggested capabilities: Research, Public Speaking, Administration, Luminore Civic Culture

Character question: Which argument changed the direction of your life?

Duchy of Heller

A young Valdegracian duchy built through the crossing, practical competence, Compañero solidarity, technical ambition, and direct speech.

Suggested capabilities: Engineering, Éterlumin Calibration, Hellerite Institutions, Administration

Character question: Which Hellerite institution shaped you most, and what does it still expect from you?

Eisenmark

A state built around order, punctuality, duty, technical mastery, military administration, and confidence in disciplined structures.

Suggested capabilities: Engineering, Logistics, Command, Eisenmark Institutions

Character question: When did following the proper structure fail you?

Volkharov

A vast land shaped by endurance, communal obligation, interior faith, long memory, and patience learned from difficult country.

Suggested capabilities: Survival, Mediation, Weather Reading, Volkharian Traditions

Character question: Who can still call upon you because they once shared your fire?

Éirighdún

A culture of kinship, watched roads, guarded hospitality, oral memory, inland knowledge, and obligations carried between people.

Suggested capabilities: Wilderness Travel, Tracking, Mediation, Éirighdún Customs

Character question: Who has the right to call upon you even after years apart?

Mar de Oro, Colonial Born

A layered formation built in ports, settlements, ships, estates, missions, and island communities where several cultures meet and none is complete.

Suggested capabilities: Harbor Knowledge, Reading Motives, Colonial Bureaucracy, Local Routes

Character question: Which version of the Golden Sea do you call home?

Tarlaxian Household or Diaspora

A formation preserved through household marks, old phrases, recognition details, inherited craft, family memory, and careful secrecy.

Suggested capabilities: Tarlaxian Traditions, Reading Motives, Research, Chosen Craft

Character question: What would another Tarlaxian recognise in you before anyone else noticed?

Continental Newcomer

You arrived carrying assumptions formed elsewhere and encountered a region that refused to match them.

Suggested capabilities: Research, Court Etiquette, Diplomacy, Reading Motives

Character question: What did you believe about the Golden Sea before arriving, and what proved you wrong?

Custom Formation

Define the culture, community, household, legal position, language, and assumptions that shaped the character.

Suggested capabilities: Choose freely

Character question: What did this place teach you to notice first?

SECTION V

SOCIAL POSITION

What kind of household produced you?

Social position is not a moral category. It describes material conditions, access, expectations, and the doors that opened or closed before the character made any choices of their own.

Dispossessed

Your household lost land, status, citizenship, wealth, protection, or the right to remain where it once belonged.

Labouring Household

Your family survived through physical work, domestic service, docks, estates, workshops, seasonal labour, or military wages.

Tradesperson

You were raised around tools, apprenticeship, skilled work, guild expectations, and reputation earned through craft.

Professional Household

Your household depended on education, certification, medicine, law, administration, scholarship, or engineering.

Merchant Class

Your family understood cargo, credit, negotiation, information, and the difference between wealth and liquidity.

Military or Naval Family

Uniforms, postings, service obligations, losses, pensions, and institutional expectations shaped your household.

Minor Gentry

Your name opens some doors but cannot fully protect you from debt, scandal, stronger families, or political change.

Old Nobility

Your household carries inherited authority, ceremony, and obligations that may now exceed its actual power.

Religious Household

Faith, ritual, institutional service, charity, education, or theological obligation shaped your upbringing.

Colonial Administration

Your household lived by permits, offices, ledgers, appointments, land claims, and the machinery of colonial government.

Socially Uncertain

Your position changes with the observer: wealthy without legitimacy, titled without money, educated without standing, or respected without office.

Custom Position

Describe the material conditions, privileges, exclusions, and expectations that defined your household.

SHARED QUESTION

What did your household teach you never to admit in public?

SECTION VI

PROFESSION

What do you do now?

A profession is not merely employment. It is a full inhabitation: vocabulary, posture, habits, tools, professional loyalties, and the particular things a trained person notices before anyone else.

SUGGESTIONS ARE
NOT
REQUIREMENTS

Each profession lists three common capabilities. Use them as a starting point, not a restriction.

Sailor

Works aboard commercial, naval, private, or independent vessels and understands the routines that keep a crew and ship alive.

Suggested: Seamanship, Climbing and Rigging, Weather Reading

Naval Officer

Commands people, interprets orders, maintains discipline, and keeps a vessel functioning when the situation stops matching the plan.

Suggested: Command, Naval Procedure, Navigation

Marine

Fights aboard ships, protects officers and cargo, and operates between naval service and infantry combat.

Suggested: Musket Use, Boarding Actions, Defensive Fighting

Infantry Veteran

Has marched, camped, endured fire, and learned how quickly doctrine changes when ground, weather, and fear intervene.

Suggested: Musket Use, Skirmishing, Battlefield Command

Pilot

Guides vessels through reefs, shoals, currents, harbor approaches, and local weather that charts cannot fully capture.

Suggested: Navigation, Harbor Knowledge, Weather Reading

Navigator

Works with charts, instruments, stars, currents, and incomplete information to keep a voyage on course.

Suggested: Navigation, Cartography, Research

Shipwright

Understands hulls, framing, rigging, balance, repair, and the behaviour of stressed vessels.

Suggested: Shipbuilding, Engineering, Pressure Systems

Éterlumin Tuner

Calibrates refined Éterlumin, monitors degradation, preserves tank agreement, and judges whether a batch remains fit for service.

Suggested: Éterlumin Calibration, Fortera Theory, Records Analysis

Refinery Worker

Operates containment frames, valves, intake lines, pressure systems, maintenance equipment, and emergency procedures.

Suggested: Refinery Procedure, Pressure Systems, Engineering

Source Surveyor

Inspects suspected source zones and records pressure, vibration, airflow, Fortera activity, and environmental change.

Suggested: Source Surveying, Source Phenomena, Survival

Physician

Diagnoses illness, manages treatment, recognises dangerous symptoms, and navigates the institutions controlling medicine.

Suggested: Medicine, Reading Motives, Research

Surgeon

Treats severe wounds, performs operations, and makes irreversible decisions when time and supplies are limited.

Suggested: Surgery, Field Medicine, Medicine

Apothecary

Prepares medicines, compounds, sedatives, stimulants, preservatives, remedies, and poisons.

Suggested: Apothecary, Commerce, Research

Scholar

Studies history, language, theology, natural philosophy, Fortera, or another body of knowledge.

Suggested: Research, Teaching, chosen knowledge capability

Archivist or Clerk

Manages records, correspondence, seals, permissions, and the truths institutions preserve, alter, or bury.

Suggested: Administration, Records Analysis, Forgery Detection

Envoy

Represents a crown, household, company, council, institution, or cause before people with competing interests.

Suggested: Diplomacy, Court Etiquette, Negotiation

Merchant

Manages cargo, credit, contracts, risk, reputation, and relationships across several jurisdictions.

Suggested: Commerce, Negotiation, Contract Law

Smuggler

Moves people, goods, documents, or information around official control.

Suggested: Concealed Movement, Harbor Knowledge, Street Contacts

Hunter

Reads terrain, weather, tracks, animals, and things that do not behave as animals should.

Suggested: Tracking, Hunting Weapons, Creature Lore

Plantation Worker

Knows estate labour, crops, schedules, overseers, hidden routes, and the human cost behind colonial wealth.

Suggested: Plantation Management, Local Routes, Survival

Estate Overseer

Manages production, labour, records, disputes, security, and the expectations of distant owners.

Suggested: Plantation Management, Administration, Command

Artisan

Makes or repairs objects whose quality depends on trained hands, material knowledge, and reputation.

Suggested: Chosen Craft, Commerce, Engineering

Investigator

Collects testimony, inspects scenes, compares records, and follows contradictions until a defensible account emerges.

Suggested: Investigation, Reading Motives, Records Analysis

Pamphleteer or Journalist

Collects information and decides which version of events reaches the public.

Suggested: Research, Public Speaking, Street Contacts

Priest or Lay Servant

Serves a religious institution or local tradition through ritual, education, care, administration, or community authority.

Suggested: Religious Traditions, Mediation, Public Speaking

Displaced or Unemployed

Has skills, history, and obligations but no secure place within the current economy or institutions.

Suggested: Choose freely

Custom Profession

Define the work, training, social recognition, risks, and tools that shape the character.

Suggested: Choose freely

SECTION VII

INSTITUTIONS

Who claims part of your loyalty?

Institutions create access, protection, records, obligations, enemies, and expectations. Choose one current or former affiliation, or choose no institution.

A National Navy

A hierarchy of ships, officers, crews, dockyards, intelligence, contracts, and political expectations.

Army or Colonial Force

A military institution governing drill, postings, supply, rank, land campaigns, and occupation.

Refinery or Calibration Works

An industrial institution controlling access to Éterlumin, certification, technical knowledge, and dangerous records.

Pilot House

A professional body holding local charts, route knowledge, harbour authority, and the right to guide ships through dangerous approaches.

Harbor Council

A civic authority concerned with docking, customs, labour, safety, quarantine, permits, and local politics.

Rescue Compact

A mutual obligation among crews, pilots, ports, or insurers to answer distress and recover survivors.

Salvage Court

An institution deciding ownership of wrecks, recovered cargo, abandoned vessels, and disputed claims.

Merchant Company

A commercial network of investors, factors, ships, warehouses, contracts, and private influence.

Noble Household

A family institution built from land, title, servants, clients, alliances, reputation, and inherited obligations.

Intelligence Office

A hidden or semi-official service collecting reports, directing agents, and protecting state interests.

Academy or University

A community of education, research, credential, patronage, dispute, and institutional memory.

Religious Institution

A church, communion, order, temple, mission, confraternity, or household tradition with authority over belief and practice.

Mutual-Aid Confraternity

A community organisation providing burial, loans, food, legal help, medical care, work, or protection.

Criminal Network

An informal organisation controlling smuggling, theft, protection, information, violence, or illicit trade.

Plantation Estate

A system of land, production, ownership, coerced labour, records, security, and colonial influence.

Independent Crew

A shipboard or expedition community whose loyalty is personal, contractual, or sworn rather than national.

No Current Institution

The character is independent, excluded, retired, hiding, or between loyalties.

Custom Institution

Define what the institution controls, expects, protects, records, and punishes.

INSTITUTION STATUS

- ☐ Active member
- ☐ Suspended
- ☐ Indebted
- ☐ Protected by
- ☐ Former member
- ☐ Expelled
- ☐ Secretly affiliated
- ☐ Pursued by

CHARACTER
QUESTION

What does this institution expect from you that you no longer wish to give?

SECTION VIII

FORMATIVE EXPERIENCE

What changed the direction of your life?

Choose the event that made the character revise an assumption, lose something important, accept a burden, or become capable of work they never expected to perform.

War Service

Military service taught you what institutions ask people to endure and what official reports leave out.

Shipwreck

You survived the loss of a vessel, crew, cargo, mission, or identity.

Refinery Accident

A calibration, containment, pressure, or certification failure changed your career and reputation.

Source-Zone Exposure

You approached or entered an active source and experienced something official explanations cannot fully contain.

Political Exile

You were removed, escaped, or were sent away because of politics, accusation, loyalty, or fear.

Family Disgrace

Your household became associated with scandal, failure, debt, crime, heresy, collaboration, or treason.

Failed Expedition

You returned from an expedition that did not accomplish what its sponsors claimed.

Mutiny

You witnessed, joined, prevented, survived, or concealed a mutiny.

Epidemic

Disease altered your household, profession, faith, or trust in authority.

Religious Crisis

You lost, changed, concealed, tested, or deepened your faith.

Violent Occupation

Your home was controlled by soldiers, private forces, foreign officials, or collaborators.

Disastrous Command

You gave, followed, or failed to prevent an order that caused avoidable harm.

Hidden Education

Someone taught you knowledge you were not expected or permitted to possess.

Criminal Service

You once worked for smugglers, thieves, traffickers, spies, fences, or unofficial enforcers.

Unexpected Inheritance

You inherited a title, property, debt, secret, obligation, office, enemy, or unfinished task.

Creature Encounter

You survived contact with a creature of the Golden Sea and no longer understand the world in quite the same way.

Custom Event

Define the event, its cost, its survivors, and the official version that conceals part of the truth.

FIVE QUESTIONS

What happened? Describe the event in one or two clear sentences.	What did it cost? Name a person, position, belief, possession, reputation, or possibility.
Who else survived? Create at least one person who remembers a different version.	What do you now do differently? Show how the event remains present in ordinary behaviour.
What part of the official story is false? Give the Game Master one concealed contradiction or omission.	

SECTION IX

CAPABILITIES

What can you reliably do?

Capabilities describe fictional competence. They do not contain bonuses. The rank tells the group how independently, reliably, and unusually well the character performs the work.

Familiar Understands the basics and can assist competently.	Trained Can perform the work professionally without routine supervision.
Expert Can handle difficult cases, supervise others, and teach the discipline.	Master Is among the finest practitioners in the region.

SELECTION RULE	Choose capabilities from at least three categories. Custom capabilities must include a name, description, examples of use, and the reason the character possesses them.
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PROFESSIONAL

Capability library

Administration Understand offices, forms, permissions, procedures, appointments, and chains of responsibility.	Apothecary Prepare, identify, preserve, and safely use medicines, compounds, sedatives, stimulants, and common poisons.
Cartography Read, create, correct, and compare maps, charts, surveys, and route diagrams.	Chosen Craft Create, assess, maintain, or repair objects within a defined trained craft.
Commerce Understand prices, credit, cargo, supply, commercial risk, and the practical customs of trade.	Contract Law Interpret agreements, ownership, liability, penalties, obligations, and legal responsibility.
Éterlumin Calibration Assess degradation, maintain tank agreement, operate calibration instruments, and judge service tolerance.	Engineering Design, assess, maintain, and repair complex mechanical systems.
Fortera Theory Understand accepted models of Fortera, resonance, tuned matter, and related phenomena.	Intelligence Analysis Compare reports, evaluate sources, identify patterns, and distinguish meaningful activity from deception or noise.
Investigation Gather testimony, inspect evidence, follow contradictions, and reconstruct events.	Logistics Plan supply, storage, scheduling, transport, and support for people or operations.
Medicine Diagnose illness, manage treatment, recognise dangerous symptoms, and supervise recovery.	Navigation Determine position and route using charts, instruments, landmarks, stars, currents, and records.
Plantation Management Understand estate production, labour schedules, crops, storage, records, and plantation organisation.	Pressure Systems Operate and repair valves, regulators, pressure lines, cylinders, and containment assemblies.
Records Analysis Compare ledgers, manifests, correspondence, and logs to identify alterations, omissions, and patterns.	Refinery Procedure Understand Éterlumin reception, settling, controlled reactivation, testing, grading, and certification.
Research Locate, assess, compare, and organise information from archives, books, testimony, and physical records.	Shipbuilding Understand hulls, frames, decks, rigging, balance, structural strain, and vessel construction.
Source Surveying Record pressure, airflow, vibration, Fortera activity, and environmental change near suspected sources.	Surgery Treat severe wounds, control bleeding, perform operations, and make urgent medical decisions.

PRACTICAL

Capability library

Animal Handling Care for, calm, train, inspect, and control common working or riding animals.	Climbing and Rigging Move safely through ropes, masts, cliffs, scaffolds, and exposed structures.
Concealed Movement Move quietly, use cover, avoid attention, and choose less visible routes.	Field Medicine Provide immediate treatment outside a proper medical facility.
Forgery Detection Recognise false seals, altered signatures, substituted paper, and copied handwriting.	Harbor Knowledge Understand docks, warehouses, labour routines, customs, berths, taverns, and port life.
Local Routes Know unofficial roads, alleys, trails, waterways, and passages in a particular region.	Riding Ride, control, and care for mounts across ordinary and difficult terrain.
Seamanship Perform ordinary shipboard work involving sails, lines, watches, cargo, and deck safety.	Survival Find shelter, water, food, direction, and safety in difficult environments.
Tracking Follow signs left by people, animals, vehicles, or unusual creatures.	Weather Reading Interpret clouds, pressure, wind, temperature, sea behaviour, and local signs.
Wilderness Travel Lead movement through difficult terrain while managing fatigue, supplies, and hazards.	

SOCIAL

Capability library

Command Give clear orders, organise people, and maintain coordinated action under pressure.	Court Etiquette Understand titles, precedence, ceremony, protocol, and elite social expectations.
Deception Present false information, maintain a cover story, and conceal intentions.	Diplomacy Represent interests and preserve relationships between groups with conflicting goals.
Intimidation Use controlled threat, reputation, or presence to apply pressure.	Interrogation Structure questioning, identify inconsistencies, and recognise evasion.
Mediation Help divided or hostile parties reach a workable agreement.	Negotiation Bargain over price, information, access, obligation, responsibility, or risk.
Performance Hold attention through music, acting, dance, storytelling, recitation, or display.	Public Speaking Address, brief, persuade, explain to, or rally a group.
Reading Motives Interpret emotion, hesitation, concealed interest, fear, and divided loyalty.	Street Contacts Find informal information, labour, shelter, goods, or assistance outside official channels.
Teaching Explain difficult material and guide another person through learning a skill.	

MARTIAL

Capability library

Artillery Load, aim, maintain, and direct field or fortress guns.	Battlefield Command Read a battlefield, position forces, preserve reserves, and adapt plans.
Boarding Actions Fight and move effectively during ship-to-ship assault or defence.	Defensive Fighting Protect yourself or others, control space, and survive superior pressure.
Hunting Weapons Use long guns, bows, spears, knives, and other weapons associated with field pursuit.	Musket Use Load, fire, maintain, and employ military or civilian muskets.
Naval Gunnery Operate shipboard cannon and understand arcs, recoil, ammunition, and deck procedure.	Pistol Use Carry, fire, reload, and maintain pistols in close or personal combat.
Rapier and Dagger Fight using a rapier supported by an off-hand dagger.	Sabre Fight with military or naval cutting swords in mobile or confined combat.
Skirmishing Fight in loose formation using terrain, cover, independent movement, and withdrawal.	Swordsmanship Use swords with trained understanding of measure, timing, attack, and defence.
Unarmed Fighting Strike, grapple, restrain, escape, and fight without weapons.	

KNOWLEDGE AND CULTURE

Capability library

Albion Institutions Understand Albion government, naval culture, commerce, officers, and overseas practice.	Colonial Bureaucracy Understand colonial offices, permissions, taxation, enforcement, and the gaps between written law and practice.
Creature Lore Recognise reports, signs, behaviour, weaknesses, and beliefs concerning creatures of the Golden Sea.	Eisenmark Institutions Understand Eisenmark military administration, technical bureaus, ranks, schedules, and civic order.
Éirighdún Customs Understand kinship, hospitality, watched roads, obligation, guarded welcome, and oral memory in Éirighdún.	Hellerite Institutions Understand the Duchy of Heller military, noble households, technical bodies, and formal procedures.
Luminore Civic Culture Understand Luminore assemblies, press, universities, Solarian civic life, and traditions of public argument.	Maritime Law Understand legal authority over ships, crews, cargo, collision, and port jurisdiction.
Moon-Affliction Knowledge Understand recorded moon cycles, signs of affliction, regional beliefs, and methods of management or concealment.	Naval Procedure Understand ranks, logs, watches, orders, discipline, reporting, and ordinary naval administration.
Naval Signals Understand flags, lamps, shutters, signal books, counted patterns, and formal maritime communication.	Old Burial Traditions Understand funerary custom, tomb construction, grave marks, ancestral practice, and treatment of the dead.
Religious Traditions Understand doctrine, ritual, sacred calendars, institutions, and differences between formal and local practice.	Salvage Law Understand claims over wrecks, recovered cargo, abandoned vessels, and disputed ownership.
Source Phenomena Recognise accepted warning signs and recorded anomalies associated with Éterlumin sources.	Stroomdijk Commerce Understand Stroomish contracts, credit, counting houses, merchant networks, and commercial etiquette.
Tarlaxian Traditions Understand household marks, recognition signs, inherited phrases, old routes, and cultural obligations.	Valdegracian Court Culture Understand Valdegracian hierarchy, ceremony, noble custom, Solarian expectations, and military prestige.
Volkharian Traditions Understand Volkharovian communal obligation, Oraclean practice, household memory, and regional custom.	

POWERED AND UNUSUAL

Capability library

Fortera Sensitivity Perceive unusual Fortera activity before it becomes obvious to ordinary observers.	Resonant Reading Interpret disturbed Fortera through tuned matter, vibration, pressure, and mechanical traces.
Powered Art Use a trained Fortera discipline with defined conditions, limits, risks, and sensory signs.	Moon-Afflicted Instinct Experience altered senses, impulses, or physical responses under particular lunar conditions.
Source-Zone Survivor Recognise or endure source-related disturbances because of previous exposure, without gaining immunity.	Unusual Memory Retain particular patterns, places, sounds, or experiences with abnormal clarity.
Ritual Practice Use structured timing, movement, material, words, or symbols to interact with Fortera.	

SECTION X

REPUTATION, DRIVES, AND RELATIONSHIPS

What pulls you forward, and who can still reach you?

REPUTATION AND PRIVATE CONTRADICTION

Choose what people in the character's profession or community commonly say, then write a private truth that complicates it.

- | | |
|---|---|
| ☐ Reliable under pressure | ☐ Gifted but difficult |
| ☐ Honest beyond convenience | ☐ Politically suspect |
| ☐ Ambitious beyond station | ☐ Kind to subordinates |
| ☐ Careless with authority | ☐ Impossible to intimidate |
| ☐ Loyal to the wrong people | ☐ Lucky in ways others distrust |
| ☐ Survived something nobody discusses | ☐ Knows where records disappear |
| ☐ Never forgets a debt | ☐ Keeps promises literally |
| ☐ Better at the work than at explaining it | ☐ Respected by workers, distrusted by officers |
| ☐ Respected by officers, distrusted by workers | |

AMBITION

What future is the character trying to create?

- | | |
|--|---|
| ☐ Command a ship | ☐ Earn an independent refinery licence |
| ☐ Restore the household name | ☐ Expose a colonial crime |
| ☐ Build or protect a free port | ☐ Find a missing person |
| ☐ Recover stolen work | ☐ Become wealthy enough to refuse orders |
| ☐ Prove an official account false | ☐ Destroy a rival institution |
| ☐ Protect a threatened community | ☐ Understand a source |
| ☐ Escape the Golden Sea | ☐ Become impossible to ignore |

BURDEN

What obligation, guilt, danger, debt, or secret weighs upon them?

- ☐ Debt
- ☐ A dependent household
- ☐ Official investigation
- ☐ A concealed affliction
- ☐ A failed command
- ☐ Family obligation
- ☐ Political suspicion
- ☐ Guilt
- ☐ Damaged reputation
- ☐ An oath to the dead
- ☐ A forged identity
- ☐ Dangerous knowledge
- ☐ Criminal association
- ☐ Responsibility for another person

LOYALTY

Whom or what will they defend when doing so becomes costly?

- ☐ Family
- ☐ Current crew
- ☐ Crown
- ☐ Profession
- ☐ Mentor
- ☐ Partner
- ☐ Personal freedom
- ☐ Former crew
- ☐ Community
- ☐ Institution
- ☐ Faith
- ☐ Student
- ☐ The truth
- ☐ Someone officially declared dead

LINE THEY WILL NOT CROSS

The boundary reveals what the character values under pressure.

- ☐ Abandon a crewmate
- ☐ Harm a child
- ☐ Betray a household
- ☐ Break a sworn contract
- ☐ Profit from trafficking
- ☐ Use uncontrolled Fortera
- ☐ Falsify a professional record
- ☐ Torture a prisoner
- ☐ Serve a particular crown
- ☐ Leave someone inside a source zone
- ☐ Condemn someone without evidence
- ☐ Obey an order known to be false

THREE NAMED RELATIONSHIPS

Anchor The person who reminds the character who they are when pressure strips away performance and status.	Rival Someone whose goals conflict with the character's but remain understandable.	Obligation Someone who may legitimately demand something difficult from the character.
--	--	--

For each relationship record the name, role, current status, what they want from the character, what the character wants from them, and what remains unsaid.

SECRET VISIBILITY

A secret may be Private, Game Master only, Group visible, or Public. The public character profile should never reveal a secret by default.

SECTION XI

FORTERA

Website builder: Step 10

Fortera training and lasting conditions answer different questions. A character may be educated and marked, sensitive and afflicted, or a practitioner who has never been permanently changed. Choose one primary relationship and one lasting condition.

PRIMARY RELATIONSHIP

Uninvolved

No specialised education, unusual sensitivity, or direct ability involving Fortera beyond what an ordinary person may encounter.

Summary: no unusual training or sensitivity.

Educated

Understands Fortera, Éterlumin, source phenomena, or the Powered Arts through study or professional practice, but cannot directly sense or shape Fortera.

Summary: understands without directly perceiving or shaping.

Sensitive

Notices disturbances before most people through pressure, rhythm, altered balance, sound, dreams, or nearby instruments. Sensitivity provides perception, not automatic understanding or control.

Summary: perceives disturbances but cannot deliberately shape them.

Practitioner

Uses a trained Powered Art, ritual tradition, or structured method of interacting with Fortera. Every practice requires conditions, limitations, risks, and sensory signs.

Summary: uses a trained method to interact with Fortera.

LASTING CONDITION

None

Fortera has not permanently changed the character's body, senses, memory, dreams, or behaviour.

Marked

Contact with a source or powerful Fortera event permanently changed the character. The mark may affect body, senses, memory, dreams, or how source phenomena respond to their presence.

Afflicted

A recurring and potentially dangerous condition is connected to Fortera, source exposure, inheritance, or the moons. It may sometimes provide unusual perception or ability, but carries a genuine cost or loss of control.

REQUIRED FORTERA DETAILS

Educated What did you study? Where were you trained? Is the knowledge academic, professional, religious, or practical?	Sensitive What do you perceive? What sensory sign warns you? How reliable is it? Who knows?
Practitioner What practice do you follow? What can it accomplish? Under what conditions? What limits and risks apply? Who taught you?	Marked What caused the mark? How did it change you? Is it visible? What uncertainty accompanies it? Who recognises it?
Afflicted What triggers the condition? What happens? What does it cost? Can it be managed or concealed? Who helps? What might it become?	

NOT A POWER RATING	Fortera relationship measures neither rank nor combat power. An unusual ability remains interesting because of its conditions, consequences, uncertainty, and place in the character's life.
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SECTION XII

EQUIPMENT AND FINAL DOSSIER

What do you carry, and how will the world first read you?

Choose one equipment package and replace up to two items. Equipment remains descriptive and setting-based. Only significant objects belong on the public dossier.

Sailor Kit

Working knife, rope, weather coat, gloves, repair tools, sailor papers, personal charm.

Naval Officer Kit

Service pistol, officer sword, naval coat, charts, dividers, spyglass, authority papers.

Infantry Kit

Service musket, bayonet, cartridge box, field coat, mess kit, repair tools, unit token.

Éterlumin Engineer Kit

Calibration reed set, pressure gauge, insulated gloves, maintenance tools, batch ledger, emergency breathing apparatus, service pistol.

Physician Kit

Medical case, surgical instruments, medicines, dressings, notebook, protective apron, walking sword or pistol.

Envoy Kit

Formal clothing, letters of introduction, writing case, coded notebook, travel papers, ceremonial blade, seal case.

Hunter Kit

Long gun, field knife, rope, traps, weather cloak, creature notebook, rations.

Smuggler Kit

Concealable pistol, dock clothing, forged papers, rope and hook, hidden purse, contact list, concealed compartment.

Scholar Kit

Notebooks, reference texts, writing instruments, magnifying lens, measuring tools, travel papers, specialist object.

Surveyor Kit

Compass, measuring chain, field gauges, sample containers, map case, reinforced boots, pistol or long knife.

Custom Kit

Choose the significant tools, documents, clothing, weapons, supplies, and professional objects that make the character legible.

SIGNATURE ITEM

Choose one object with personal importance. Record who gave it to the character, why it was kept, and what its loss would mean.

SETTING KNOWLEDGE AND FALSE BELIEF

Choose two areas of special setting knowledge. Then write one sincere but incomplete belief. The false belief gives the Game Master dramatic material without making the character foolish.

EXAMPLE	Knows refinery procedure and source warning signs. Believes that every source-side disaster ultimately begins with pressure failure.
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THE FINAL CHARACTER DOSSIER

The finished character should read like a setting dossier rather than a rules sheet.

Header Portrait, name, one-line identity, origin, current home, profession, institution, and languages.	Public brief An editable summary of approximately 80 to 120 words.
Foundations Ambition, burden, loyalty, line not crossed, public reputation, and private contradiction.	Capabilities Displayed by rank with one-sentence descriptions.
Relationships Three concise cards for Anchor, Rival, and Obligation.	Equipment Only significant possessions and the signature item.
Fortera Displayed only when relevant, with conditions and consequences.	Setting knowledge Two knowledge areas and one false belief, with visibility controls.
Private notes Secret, hidden relationship information, and Game Master notes collapsed by default.	

COMPLETION STANDARD	A complete character has an experience profile, identity, at least one first language, formation, social position, profession, institution or none, formative experience, full capability allocation, reputation, drives, three relationships, Fortera relationship, equipment kit, signature item, two knowledge areas, and one false belief.
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SECTION XIII

WORKED EXAMPLE

Isabel Mora

ISABEL MORA

Heller-born Éterlumin tuner, former naval engineer, and reluctant witness

Public brief. Isabel Mora is a Heller-born Éterlumin tuner living in Puerto Escondido. Known for refusing to certify any batch she has not tested herself, she is an expert in calibration and a trained shipboard engineer. During a naval emergency she kept a damaged frigate aloft long enough to reach harbour, but two members of her crew died after docking. She now seeks an independent refinery licence while protecting the surviving crew from the investigation that followed. Her former master considers her brilliant, disloyal, and dangerous.

Profile Established	Formation Duchy of Heller; professional household
Profession Éterlumin Tuner	Institution Former member of the Valldeila Refinery
Languages Valdegracian: first language, professionally literate. Albionic: conversational, functionally literate.	Reputation Brilliant, cautious, and politically inconvenient.
Ambition Earn an independent refinery licence.	Burden Certified a batch that later failed.
Loyalty The surviving members of her former crew.	Line Will not falsify an engineering record.
Fortera Educated; no lasting condition.	Signature item The crew calibration seal recovered from the failed frigate.

CAPABILITIES

Expert: Éterlumin Calibration Assesses degradation, maintains tank agreement, and judges service tolerance.	Trained: Engineering Diagnoses and repairs shipboard and refinery systems.
Trained: Investigation Follows contradictory testimony, records, and physical evidence.	Trained: Records Analysis Finds alterations and omissions in logs and certification records.
Familiar: Pistol Use Handles an ordinary pistol safely under pressure.	Familiar: Naval Signals Understands common maritime signal procedure.

SECTION APPENDIX A

PRINTABLE CHARACTER WORKSHEETS

Use with the website or at the table

Write directly on these pages, complete them with a PDF annotation tool, or use them to plan entries before opening the website wizard.

WORKSHEET I: PROFILE AND IDENTITY

EXPERIENCE PROFILE

- ☐ Emerging
- ☐ Established
- ☐ Veteran

NAME

PRONOUNS

AGE OR AGE RANGE

PLACE OF BIRTH

CURRENT HOME

DISTINGUISHING DETAIL

What would someone remember after meeting you once?

APPEARANCE AND VOICE

PUBLIC MANNER

PRIVATE MANNER

WORKSHEET 2: LANGUAGES AND FORMATION

FIRST LANGUAGE OR LANGUAGES

SECONDARY, HERITAGE, PROFESSIONAL, LITURGICAL, OR SCHOLARLY LANGUAGES

For each: relationship, spoken proficiency, literacy, and how it was learned.

HOMELAND OR FORMATION

FORMATION QUESTION

What assumptions did this culture or community place in you before you could examine them?

SOCIAL POSITION

WHAT YOUR HOUSEHOLD TAUGHT YOU NEVER TO ADMIT

WORKSHEET 3: PROFESSION, INSTITUTION, AND FORMATIVE EXPERIENCE

PROFESSION

What work shapes how you read situations?

INSTITUTION AND STATUS

What does it expect from you that you no longer wish to give?

WHAT HAPPENED?

WHAT DID IT COST?

WHO ELSE SURVIVED?

WHAT DO YOU NOW DO DIFFERENTLY?

WHAT PART OF THE OFFICIAL STORY IS FALSE?

WORKSHEET 4: CAPABILITIES

Write the capability name and a brief description of what it permits in the fiction.

MASTER

EXPERT

TRAINED

FAMILIAR

CUSTOM CAPABILITY NOTES

WORKSHEET 5: REPUTATION, DRIVES, AND RELATIONSHIPS

PUBLIC REPUTATION

PRIVATE CONTRADICTION

AMBITION

BURDEN

LOYALTY

LINE NOT CROSSED

ANCHOR

RIVAL

OBLIGATION

WORKSHEET 6: FORTERA, EQUIPMENT, AND KNOWLEDGE

PRIMARY FORTERA RELATIONSHIP

- ☐ Uninvolved
- ☐ Sensitive
- ☐ Educated
- ☐ Practitioner

LASTING CONDITION

- ☐ None
- ☐ Marked
- ☐ Afflicted

FORTERA DETAILS

Perception or practice, conditions, limits, risks, sensory signs, cause, and who knows.

EQUIPMENT KIT AND CHANGES

SIGNATURE ITEM AND MEANING

TWO AREAS OF SETTING KNOWLEDGE

SINCERE BUT INCOMPLETE BELIEF

WORKSHEET 7: FINAL PUBLIC DOSSIER

ONE-LINE IDENTITY

Origin + profession + pressure or contradiction.

PUBLIC CHARACTER BRIEF

Aim for 80 to 120 words.

PRIVATE SECRET

SECRET VISIBILITY

- ☐ Private

☐ Game Master only
- ☐ Group visible

☐ Public

FINAL CHECK

Can another player understand where this person belongs, what they can do, what they want, who matters to them, and what pressure can move them?

SECTION APPENDIX B

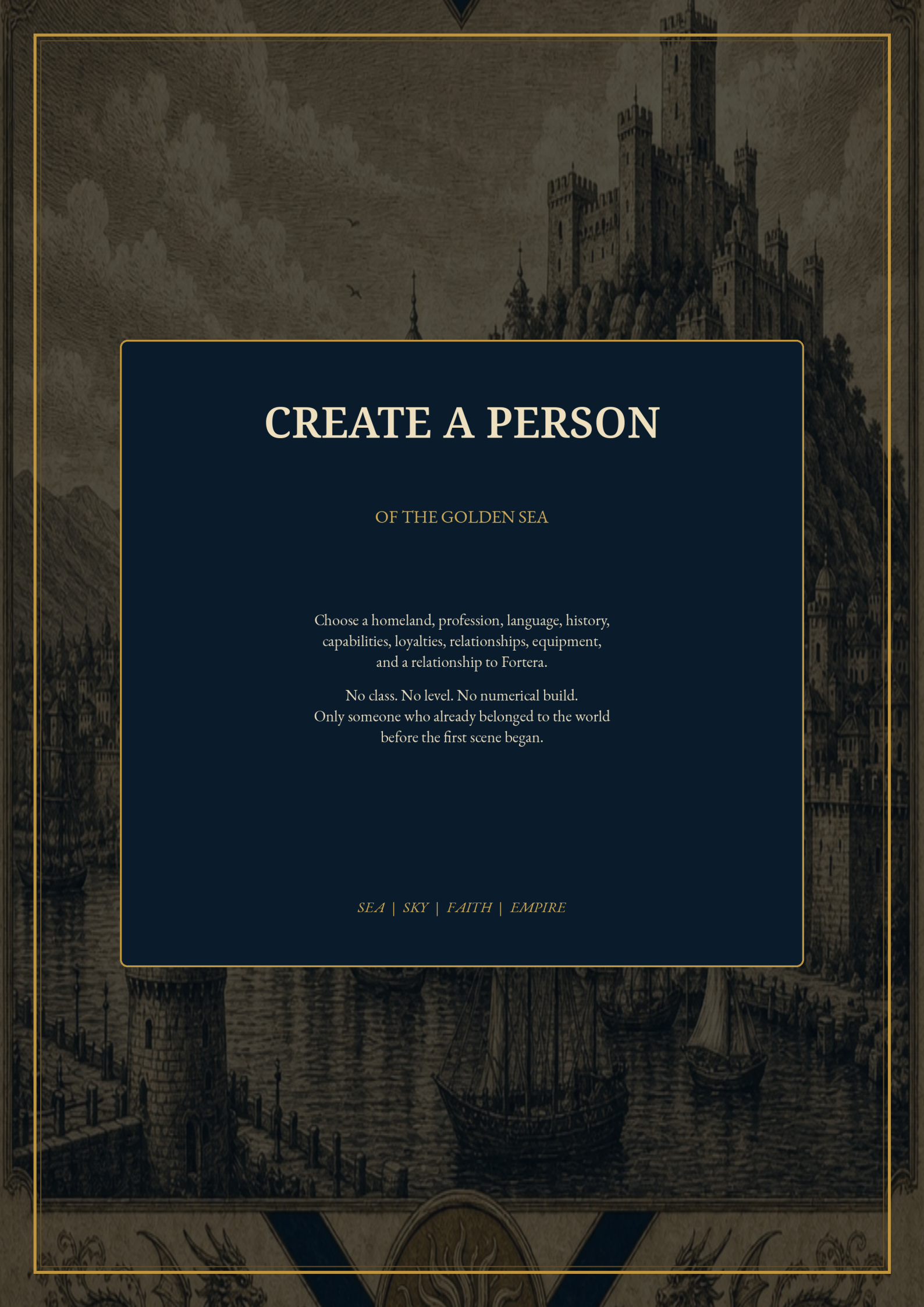
QUICK REFERENCE

Completion checklist

- ☐ Experience profile selected
- ☐ Name, pronouns, age, birthplace, and current home
- ☐ At least one first language
- ☐ Spoken proficiency and literacy for every language
- ☐ Formation selected
- ☐ Social position selected
- ☐ Profession selected
- ☐ Institution or none selected
- ☐ Formative experience answered
- ☐ Capability allocation complete
- ☐ Public reputation and private contradiction
- ☐ Ambition, burden, loyalty, and boundary
- ☐ Anchor, rival, and obligation named
- ☐ Primary Fortera relationship selected
- ☐ Lasting Fortera condition selected
- ☐ Equipment kit selected
- ☐ Signature item defined
- ☐ Two knowledge areas selected
- ☐ One false belief written
- ☐ Public brief reviewed
- ☐ Secret visibility selected

THE FINISHED
CHARACTER

You have created someone who belongs in the Golden Sea. Their capabilities matter, but their loyalties, history, language, and choices are what make them a character.



CREATE A PERSON

OF THE GOLDEN SEA

Choose a homeland, profession, language, history,
capabilities, loyalties, relationships, equipment,
and a relationship to Fortera.

No class. No level. No numerical build.
Only someone who already belonged to the world
before the first scene began.

SEA | SKY | FAITH | EMPIRE