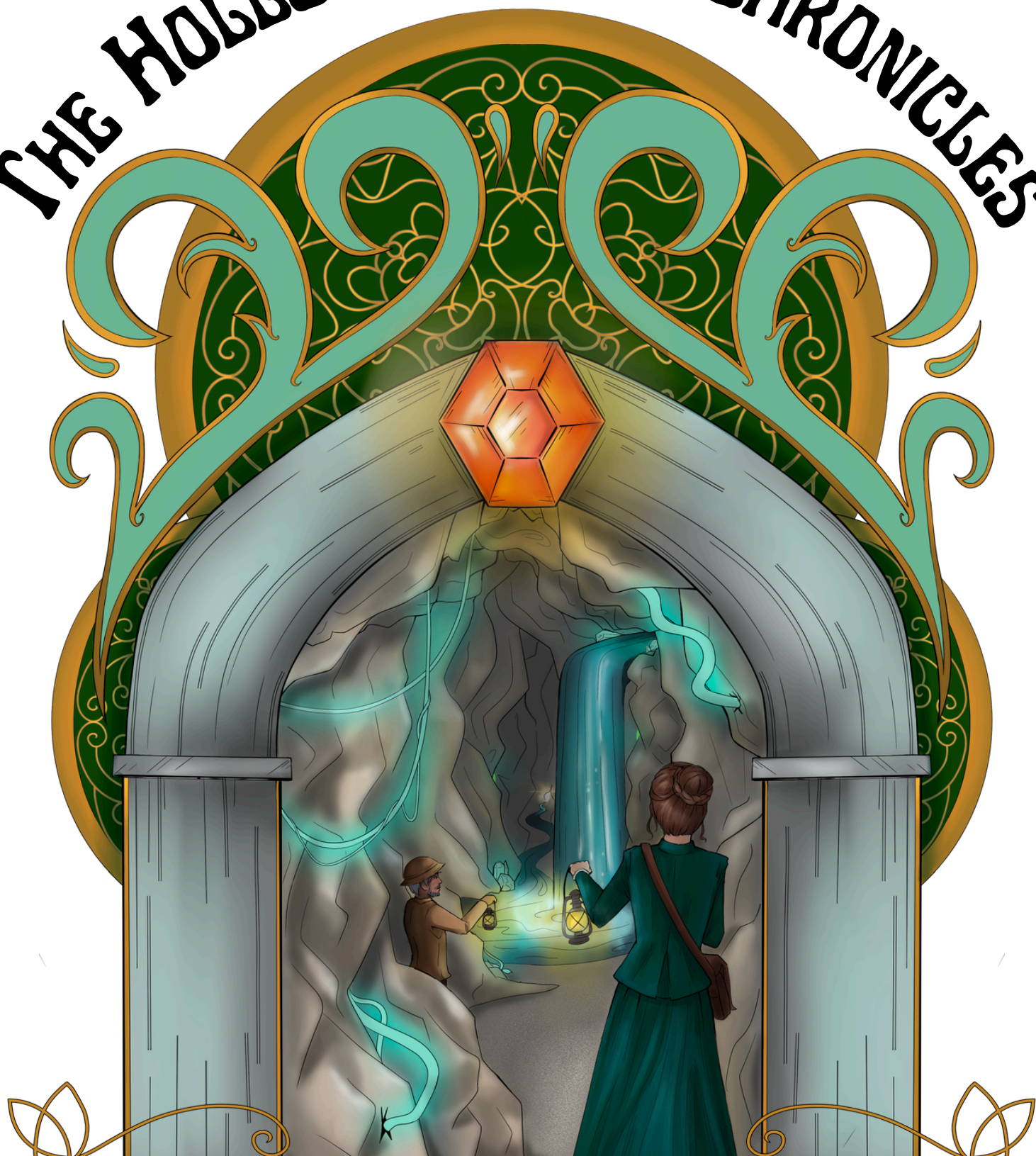


THE HOLLOW WORLD CHRONICLES



CHARACTER CREATION

Choose your character's Background, Intellect, or Martial and rank them as your Primary, Secondary, and Tertiary Focus. This ranking determines your starting skill points in each area:

- **Primary Focus:** 6 Skill Points
- **Secondary Focus:** 4 Skill Points
- **Tertiary Focus:** 2 Skill Points

Each skill is divided into Apprentice, Experienced, Master in terms of level.

Each level of skill gives you a use of that skill per day, so Master weapon smith can make 3 items, Experienced Occultist can scry twice. at character creation you can only buy up to the Experience Level.

Please see below the full list of skills in Background, Intellect, and Martial:-

Background	Martial	Intellect
• Allies • Arsenal • Guild • Library • Lineage • Mentor • Resources • Servants • Society • Wealth	• Archery • Axes • Great Sword • Hammers • Knives • One Handed Sword • Firearms • Staves • Throwing Weapons	• Cartography • Cryptography • Etiquette • Explosives • Gadgetry • Linguistics • Medicine • Occult • Science • Weapon Smithing

What do the skills do?

Background

Allies

You possess connections within high society. Each rank represents either an additional influential contact or a single contact with greater political leverage. These individuals may provide favours, social information, or introduction to other powerful figures.

Arsenal

You begin your first event with a selection of personal weaponry. Your rank determines the maximum number of weapons you can bring into play at the start of an event.

Guild

You may petition your guild for specialized aid or equipment. The turnaround time for these resources depends on your rank: Rank 1 (24 hours), Rank 2 (12 hours), and Rank 3 (6 hours).

Library

You have access to an extensive collection of historical, academic, or arcane records. You may submit a request for information on a specific subject and receive a briefing based on your research access.

Lineage

You are a scion of a recognized noble house, granting you standing in high society. Additionally, you may carry the blood of the "Echoes," a trait physically manifested in your biology.

Element	Lineage 1	Lineage 2
Wood	Leafy Hair	Moss Or Vine Like Feature
Fire	Metallic Scales	Amber, Orange, Or Gold Eye Colour
Earth	Blonde Hair	A Tail
Metal	Short Pointed Ears	Silver Hair
Water	Pale Blue Marking	Webbed Fingers

Rank 1: You are a member of a noble house (e.g., Knight, Lady, or Baron). You exhibit subtle physical traits marking your noble heritage.

Rank 2: Your Echo has awakened. Your traits are more overt and noticeable to the public eye. You may have a noble rank up to Viscount

Rank 3: Your Echo is pronounced. The physical manifestations of your bloodline become undeniable, further elevating your status and signaling your connection to the ancient, mystical power of your house.

- *Note: Please speak to the Game Team about any physical traits.*
- *Note: Higher titles and further mastery of your lineage are earned through in-game achievements.*

Mentor

You have access to masters of your craft. For each rank in this skill, you may learn one advanced (3rd-level) skill that would otherwise be inaccessible to you. This must be role played in the game of you learning this skill. You must request the mentor by going to god, the mentor will arrive the next day or sooner if possible.

Mentor(s) are only able to train you the number times per your mentor rank.

At character creation you can decide which skills your mentor has (up to their rank) or you can wait till you need them in game. If you wait till you need them in game, this might result in your mentor taking longer to arrive in game as the assigned NPC Phys rep may need to be trained too.

Resources

You have a consistent supply chain for physical goods. At the start of each event, you receive a stipend of physical resources. You may specify the category of these resources (e.g., medicine, crafting materials, or provisions) upon requisition.

Servants

You have a retinue of staff at your disposal. You may task an NPC with performing non-dangerous duties on your behalf. Higher ranks increase the reliability, speed, and competence of these servants.

Society

You are a member of a clandestine organization. You possess the appropriate signals, ciphers, and standing to be recognized and treated with the proper deference by other members.

- *Note: This skill must be discovered and unlocked through play.*

Wealth

You have a steady income from estates, investments, or patronage. You receive a monetary stipend at the start of each event, with the amount increasing per rank.

Intellect Skills

Cartography

You are trained in the art of mapping and terrain analysis. You may produce maps of local areas, and once per rank, you may designate a previously visited area to have new resources discovered or added to it.

Cryptography

You are skilled in ciphers and code-breaking. Once per rank, you may request a hint or a partial solution from the Game Team regarding a puzzle you are currently attempting to solve. At the start of each event you will be given a cipher.

Etiquette

You have studied the complex social graces of the world. For each rank, you may select a specific social group or nation, granting you full knowledge of their customs, taboos, and behavioural expectations.

Explosives

You are trained in the creation of volatile devices. Each rank unlocks a higher tier of craftable explosives. You may craft a total number of explosive devices or related accessories equal to your rank per day.

Gadgetry

You possess the ingenuity to build complex mechanical devices. Each rank unlocks a new tier of schematics. You may craft a total number of gadgets or related accessories equal to your rank per day.

Linguistics

You have a talent for deciphering foreign or ancient tongues. Each rank allows you to choose one language to translate; you will be provided with a reference sheet to assist in interpreting text or speech.

Medicine

You are trained in the healing arts. Each rank unlocks a higher tier of injuries or ailments you can treat. Some treatments may require specific craftable items to be effective.

Occult

You have delved into forbidden or hidden lore. Each rank allows you to select a specific field of occult expertise (e.g., spirits, blood magic, or ritual sites), granting you specialized knowledge in that area.

Science

You are a practitioner of the rational arts. Each rank unlocks a higher tier of scientific procedures or chemical knowledge. You will be provided with a reference sheet for your tier, and some resources may require crafted items.

Weapon Smithing

You have the skill to forge instruments of war. Each rank unlocks a higher tier of weapon schematics. You may craft a total number of weapons or weapon accessories equal to your rank per day.

Martial Skills

For martial skills, your first point buys the ability to use the weapon, experienced weapon users are able to learn "tricks" in game from a ranked weapon master. experienced weapon users can have 2 "tricks", Masters can have an additional trick and gain access to master level tricks.

Archery

Axes

Great Sword

Hammers

Knives

One Handed Sword

Firearms

Staves

Throwing Weapons

Tricks for Weapons

Disarm

Resist Disarm

Entangle

Resist entangle

Strike down

Resist strike down

Repel

Resist repel

Master Skill - Shatter

Master Skill - Impale