

# SAGE Character Creation Quick Guide

These instructions are all you need to create a character for the game. Further information can be found in Chapter 1 of the Extended Manual, which can be helpful to flesh out a character, but is not needed as long as the person running the game has read it. This person will also choose which cards are available out of the full set, and may include cards of their own devising.

Each player should have their own copy of the Character Sheet, which will contain all cards currently equipped. The rest of the cards are stored as is most convenient.

<b>1. Archetype</b> (1 Purple Card)	The Archetype represents what kind of character you are, and provides an appropriate special ability or bonus, as well as some base stats and starting currency. The names given are generic and can be tweaked to your liking.
<b>2. Patron</b> (1 Silver Card)	The Patron is the agency you work for, be it temporal or supernatural. Actors in the game world will react to your allegiance. Doing quests for your Patron will earn Favor, which can be spent to gain the boons listed on the back of the card.
<b>3. Base Stats</b>	The four spaces along the left side of the sheet represent your Power, Intelligence, Toughness, and Agility. These stats have equal importance in the game, but the ones you emphasize will influence which tools and strategies are most effective for you. Your Archetype provides bonuses to some of these: you have an additional <b>5 points</b> to assign among them. For new players it's recommended to avoid leaving one stat much lower than the others. In a campaign, these stats will increase over time.
<b>4. Movement</b>	Take the base Movement value from your Archetype and add your Agility to get your full Movement score. This is the number of spaces you can move on your turn. It will increase whenever your Agility does.
<b>5. Resources</b>	Calculate the stats in the bottom left corner as follows: Multiply your Toughness by 4 and add 12 to get your starting Health. Double Intelligence and add 6 for starting Mana. Take your Power and add 10 for starting Stamina. The "Current" spaces are for keeping track of these resources in game.
<b>6. Items</b> (Red and Blue Cards)	Use the Currency value listed in your Archetype to buy Items of any kind, making sure you buy at least one damage-dealing Item if your Archetype or Patron doesn't provide one.
<b>7. Defense</b> (Blue Cards)	Equip any Blue Items to appropriate spaces on your sheet (Head, Body, etc.) with no more than one card per slot. Add up the Defense values of all equipment to the Defense space in the lower left of the sheet. This value will change whenever you change your equipment.