

THE FIRST FOUR HERO QUESTIONS

HOW TO INITIATE A PLAYABLE HERO.

*Do not begin with rules. Begin with a hero.
These four questions are enough to start play
with a new player.*

1. WHAT DO YOU LOOK LIKE?

GM asks: What do you look like when the other heroes first see you?

Hint, if needed: What is the first thing someone would notice about you?

Goal: Help the player picture the hero.

2. WHO ARE YOU?

GM asks: Who are you? Give me the simple version.

Hint, if needed: Do you feel more like a fighter, scout, healer, caster, noble, scholar, thief, or something else?

Goal: Establish the hero's identity.

3. WHAT ARE YOU GOOD AT?

GM asks: What are you good at? What do you imagine yourself doing during the adventure?

Hint, if needed: When trouble starts, how do you help?

Goal: Reveal likely skills and play style.

4. WHAT DO YOU CARRY?

GM asks: What do you carry with you?

Hint, if needed: Is there anything you carry that matters to your story?

Goal: Discover starting gear and story objects.



GM'S CHECKLIST: HOW TO HELP A NEW PLAYER CREATE A PLAYABLE HERO

- ☐ Race
- ☐ Any Gear
- ☐ Skills
- ☐ Story Hooks

*Listen across the whole conversation.
Record enough to start play.
The rest can grow during the adventure.*



Optional: **Story Engine™ App** is designed to guide the user through their own character creation process.

EXAMPLE HERO: ISLA

HOW THE FIRST FOUR HERO QUESTIONS
BECOME A PLAYABLE HERO.

ISLA'S FIRST FOUR ANSWERS

- | | | | |
|--|---|--|---|
| <p>1 WHAT DO YOU LOOK LIKE?</p> <p>I want to be a princess.</p> | <p>2 WHO ARE YOU?</p> <p>I'm a princess.</p> | <p>3 WHAT ARE YOU GOOD AT?</p> <p>I want to sneak out of the palace a lot and do sneaky things.</p> | <p>4 WHAT DO YOU CARRY?</p> <p>I have a bow.
I want a dragon.
<i>(didn't get that one yet)</i></p> |
|--|---|--|---|

YOUR HERO QUICKSTART SHEET



NAME: Isla



CONCEPT / PLAY PREMISE:
Young princess archer
who sneaks out of the palace.



ROLE: Ranged rogue



ALIGNMENT: Neutral Good



KEY ATTRIBUTES

STR +0

DEX +2

CON +0

INT +2

WIS +1

CHA +3



FOCUS SKILLS

- | | |
|-------------------|---|
| • Longbow | 6 |
| • Move Silently | 5 |
| • Hide | 6 |
| • Magic Arrow | 5 |
| • Create Illusion | 6 |



OTHER SKILLS

- Awareness (1)
- Infiltration (1)
- Disguise (1)
- Sleight of Hand (1)
- Etiquette (1)
- Court Politics (1)



POOLS

POOL	CURRENT	MAX	REGEN
Health	12	12	—
Physical Energy	10	10	1
Arcane	10	10	1



ITEMS

- Longbow +1
- travel cloak
- royal token
- small satchel
- knife



RELATIONSHIPS

- Father – King Celendrus of Elven Middle Kingdom (3)
- Azrac – Aia's secret mentor (2)
- Middle Kingdom Peoples (1)



STORY HOOKS & NOTES

- Close to her father, but family secrets remain.
- Azrac secretly taught her disguise and sneaking.
- Expects to become Queen but longs to explore and adventure.
- Wants a dragon someday.



ORIGINAL SKETCH



GM TRANSLATION

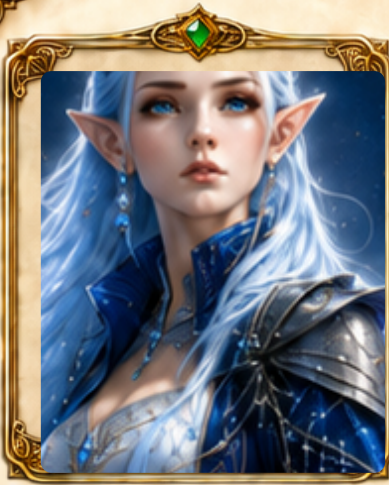
Isla becomes a young elven princess who slips out of the palace with a bow. Her answers suggest stealth, archery, royal background, and strong story hooks.

ANSWER THE FIRST FOUR HERO QUESTIONS, THEN USE THE NEXT PAGE
TO RECORD THE HERO YOU ARE READY TO PLAY.



BEGINNER CHARACTER SHEET

v0.5a



CHARACTER NAME Isla

CONCEPT / PLAY PREMISE

Young princess archer who sneaks out of the palace.

PLAYER

SESSION

ROLE

1

Ranged rogue

KEY ATTRIBUTES

STR +0 DEX +2 CON +0
INT +2 WIS +1 CHA +3

ALIGNMENT

Neutral Good

DEITY

POOLS

POOL	CURRENT	MAX	REGEN
Health		12	
Physical Energy		10	1
Arcane		10	1
Divine			
Primordial			
Psionic			

SKILLS

FOCUS SKILLS

SKILL	TOTAL	ATT	ITEM	EXP	ENERGY COST	TIMING	USE
♦ Longbow	6	2	1	3	Phys-1		
♦ Move Silently	5	2		3	Phys-1		
♦ Hide	6	2+1		3	Phys-1		
♦ Magic Arrow	5	2		3	Arc-1		
♦ Create Illusion	6	2+1		3	Arc-1		
♦							

OTHER SKILLS

- ♦
- ♦ Awareness (1)
- ♦ Infiltration (1)
- ♦ Disguise (1)
- ♦ Sleight of Hand (1)
- ♦ Etiquette (1)
- ♦ Court Politics (1)

QUICK PLAYS - SKILL CHAINS

QUICK PLAY	GATE	HELPING	RESOLUTION
♦ Surprise Attack	Move Silently	Magic Arrow	Use Longbow
♦			
♦			
♦			

RELATIONSHIPS

RELATIONSHIP / REPUTATION	LEVEL	RECENT INTERACTIONS
♦ Father - King Celendrus of Elven Middle Kingdom	3	
♦ Azrac - Aia's secret Mentor	2	
♦ Middle Kingdom Peoples	1	
♦		

ITEMS

ITEM / GOODS	VALUE	USE
♦ Longbow +1		
♦ travel cloak		
♦ royal token		
♦ small satchel		
♦ knife		

STORIES

STORY 1

You and your father are close, although, he speaks very little about the rest of your family...

STORY 2

While sneaking out of the palace one day, you met Azrac. He taught you a spell "disguise". Since then, he has taught you many things about sneaking, spying, and hiding. He teaches you things that interest you, and which the palace tutors won't teach you. However, he insists on being kept a secret from your father...he says its very important...

STORY 3

Someday, you expect to become Queen. But yet you know so little of the world you live in...and you aren't allowed to go explore or adventure...

QUICK PLAYS - BEHAVIORS

- QUICK PLAY BEHAVIOR
- ♦ Act Ditzzy - when in trouble, pretend like you don't understand
 - ♦ Assert Authority - when cornered, show royal token
 - ♦
 - ♦

OPEN NOTES

Wants a Dragon...perhaps someday :)

