

Character Creation FAQ

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Screenshot

Welcome to the Cresthaven RPG Character Creation FAQ! Whether you're embarking on your first adventure or refining your seasoned hero, this guide provides all the essential information to craft a compelling and unique character. Explore diverse ancestries, master class-specific abilities, navigate the reputation system, and build meaningful bonds with your fellow adventurers.

What are the different ancestries I can choose from, and what makes them unique?

You can choose from ten unique ancestries in Cresthaven RPG, each with its own strengths, limitations, and cultural nuances:

- **Catfolk:** Agile, stealthy, with keen senses, they value both independence and loyalty. Ideal for those who enjoy a bit of wild unpredictability.
- **Draco:** Masters of camouflage, adaptable, and drawn to hidden lore. They possess the unique ability to change their skin color.

- **Dwarves:** Resilient, traditional, and skilled craftspeople, often with bonuses to metallurgy and stonework. They hold family values in high regard.
- **Elves:** Long-lived, magically inclined, and connected to nature, they possess ancient wisdom and a touch of capriciousness.
- **Fauns:** Whimsical yet grounded, with strong ties to nature and music. They are often adept at navigating natural terrains and possess a natural charm.
- **Halflings:** Cheerful, daring, and lucky, their small size and optimism lead to creative problem-solving.
- **Humans:** Highly adaptable and diplomatic, they easily fit into diverse roles and act as bridges between other ancestries.
- **Ratlings:** Agile, resourceful, and surprisingly fierce, they excel in urban and wild environments, utilizing stealth and cunning to survive.
- **Wolfen:** Powerful, misunderstood, with heightened senses and a strong pack mentality. They are often skilled hunters, trackers, and scouts.

How do I determine my starting equipment?

Your starting equipment is determined by your chosen class, reflecting their typical tools and gear. You will receive a basic set of adventuring essentials, such as a backpack, bedroll, mess kit, and rations. You will also start with a small amount of gold to purchase additional equipment.

How does the reputation system work in Cresthaven RPG?

Reputation in Cresthaven RPG reflects how the world perceives your character, influencing interactions and opportunities. It operates on a scale from -5 (Notorious Villain) to +5 (Legendary Hero), with each class starting at a specific point based on common perceptions.

You gain reputation through heroic deeds, such as completing quests and aiding those in need, while villainous acts like theft or harming innocents will lower your reputation. A good reputation grants benefits like discounts at shops and favorable treatment from NPCs, while a bad reputation leads to higher prices, suspicion, and limited quest availability.

What are Character Bonds and how do they work?

Character Bonds are narrative tools designed to weave deeper connections between your character and your fellow adventurers. When creating your character, you will find a section for each class that includes prompts like:

- “_____ is bold in battle, a worthy ally to fight alongside me.”
(Barbarian)
- “In the clashing of swords, I trust _____ to guard my back.”
(Cavalier)

- “_____ gawks at my magic like a child at fireworks.” (Wizard)

You complete each sentence with the name of another player character in your party, establishing pre-existing relationships and setting the stage for intriguing dynamics within your group. These bonds can inform your role playing, influence your decisions, and create memorable shared stories as you adventure together.

How do Clerics acquire and cast spells?

Unlike Wizards who prepare spells freely, Clerics rely on divine favor. Each day during their 8-hour rest, they pray to their chosen deity, requesting specific spells from their list. However, the deity ultimately decides which spells are granted, potentially offering unexpected blessings or requiring additional devotion for higher-level magic. This creates a dynamic where Clerics must be adaptable and trust in their deity's guidance.

Can my character develop psychic powers during the game?

Yes, characters in Cresthaven RPG have a chance to develop psychic powers through various means, such as exposure to powerful magic or radiation, genetic inheritance, or rigorous training under a psychic master.

To determine if your character has latent psychic potential, you roll a d20 and add your Wisdom modifier. A result of 18 or higher indicates psychic ability, with the number of powers determined by a d4 roll.

What unique abilities do Thieves possess in Cresthaven RPG?

Thieves in Cresthaven RPG are defined by their agility, stealth, and specialized skills. They have access to the “Backstab” ability, allowing for devastating sneak attacks with a damage multiplier based on their level.

They also possess a unique set of skills such as Pick Locks, Disable Traps, Stealth, Pick Pockets, and more. These skills are improved by allocating points each level, allowing players to specialize their thief's area of expertise.

What are hirelings, and how can I recruit them to my party?

Hirelings are NPCs who can be recruited to assist your party in their adventures. They offer a variety of services, from skilled combat support to logistical aid, and can be hired for a set period or a specific task.

The maximum number of hirelings you can recruit depends on your Charisma

score and reputation. A good reputation attracts more loyal and skilled hirelings, while a poor reputation might attract only those desperate for work, potentially leading to less reliable or even treacherous companions.

More questions?

Post a comment below!!!