

# CHARACTER CREATION AND GROWTH

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## CHARACTER SHEET

What you see below are the two pages of the Clodbreaker Alliance Character Sheet. They provide a framework for you to make sense of all the abilities of the character your play, your Player Character (PC).

Learn how to make sense of your character sheet, create a Clodbreaker Alliance character and how to grow them past your first game session in this chapter.

Visualizing what kind of character you want to play before creating one can make the process much easier. The major character choices, Lifeform, Character Quirk and Class are relatively self contained. Your choice of Lifeform and Character Quirk mostly affects role play and adventuring elements of the game, while your Class mostly affects your effectiveness in combat. So you don't have to sacrifice your vision on the kind of character you want to roleplay. However, these two elements may intermix in the course of your adventure.

If you're a beginner and don't know what kind of character you want to play, you can narrow down your choices by selecting one of the premade characters and start playing.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.

The first page of your Character Sheet contains most of the information you need.

The second page of your Character Sheet contains space for additional information.

# CHARACTER CREATION METHODS

There are three main methods of character creation with increasing complexity and customizability.

- **Pick a Premade Character**

*(Very Fast & Easy)*

You can find a list of premade characters in this chapter. All you need to do is to pick the one that you like, transfer all the information to your character sheet, rename the character to start playing. There are also pre-filled character sheets at the back of this book for your convenience.

- **Pick a Premade Character and Modify**

*(Fast & Easy)*

After picking your premade character, follow the character building process in the Complete Character Building Process section of this chapter. Don't forget to name your character.

- **Build a Character from Scratch**

*(Highly Customizable)*

Follow the Complete Character Creation process with an empty character sheet.

# PREMADE CHARACTER LIST

Choose one of these characters to immediately start playing. You can find their respective character sheets in a separate folder. Alternatively, you can start with these characters and modify them as you go through the Complete Character Creation process.

DISCIPLINE: SOLDIER

## CLASS: PEACEKEEPER

Lifeform: Orc Complexity: 1 (Very Easy)

Character Quirks: Protective 1, Intuitive 1

A powerful physical damage dealer who can be effective in both the front and back line.

DISCIPLINE: CHAMPION

## CLASS: SAMURAI

Lifeform: Oni Complexity: 2 (Easy)

Character Quirks: Kind 1, Klutz 1

A heavy armored defender of the party who's adept at wielding weapons and magic.

DISCIPLINE: THAUMATURGIST

## CLASS: HEALER

Lifeform: Floralian Complexity: 2 (Easy)

Character Quirks: Intuitive 1, Calm 1

Wielder of cosmic magic that excels in supporting party members

DISCIPLINE: ARCANIST

## CLASS: SPELLWEAVER

Lifeform: Star Elf Complexity: 3 (Medium)

Character Quirks: Adventurous 1, Vindictive 1

Wielder of arcane magic who excels in dealing zone damage.

DISCIPLINE: MARTIAL ARTIST

## CLASS: DRAGON SOUL

Lifeform: Faunalian Complexity: 2 (Easy)

Character Quirks: Protective 1, Observant 1

Agile bare handed fighter who can launch destructive ki blasts from a distance.

DISCIPLINE: BRUTE

## CLASS: BERSERKER

Lifeform: Troll

Complexity: 2 (Easy)

Character Quirks: Protective 1, Intuitive 1

Frenzied warrior who jumps into enemy attacks in defense of their allies.

DISCIPLINE: TRICKSTER

## CLASS: ROGUE

Lifeform: Paracelian

Complexity: 2 (Easy)

Character Quirks: Greedy 1, Mysterious 1

Master of dual wielding combat paired with arcane magic.

DISCIPLINE: CHANNELER

## CLASS: PHANTASMANCER

Lifeform: Messenger Angel

Complexity: 3 (Medium)

Character Quirks: Protective 1, Intuitive 1

Commanders of spectral servants called eidolons.

# COMPLETE CHARACTER CREATION

Whether you are modifying your chosen premade character or building your character from scratch, you just need to follow these 4 simple steps.

1. Choose Lifeform, Character Quirks & Class
2. Buy Items with Cred
3. Allocate Attributes & Masteries
4. Calculate Secondary Statistics

## 1. Choose Lifeform, Character Quirks & Class

Your new character starts at level 1, as a rookie Copper Grade Cloudbreaker.

As a level 1 character, you:

- 1A - Choose Lifeform (Or Customise)
- 1B - Put 2 Quirk Points Into Your Character Quirks
- 1C - Gain 1 Rank in a Class Under the Various Basic Disciplines

## 1A - Choose Lifeform (Or Customise)

Choose your lifeform. Some lifeforms are the subspecies of a greater species category that had developed divergent traits over time. The elves, for example, had diverged into Sun Elves and Star Elves. Sun elves can forgo sleep while star elves have a mental compass that allows them to always know which direction is north. Yet, these cousin species share a common trait, which is their sensitive and powerful ears.

Write down your lifeform traits in the traits & features section.

Alternatively, you can create a custom lifeform for yourself using the existing traits on the list. To create a custom lifeform, you have 3 trait points to spend. You can acquire a major trait for 2 points and minor trait for 1 point. Extra traits such as "small" can be acquired for free.

See Chapter 5 (Lifeforms) for more information on the following lifeforms the function of their traits.

## ULRUK LIFEFORMS

LIFEFORM	TRAIT 1	TRAIT 2	TRAIT 3
Orc	Hardy (Major)	Explosive Voice (minor)	
Troll	Static Sense (Major)	Sturdy (minor)	
Ticker Goblin	Fearless (Major)	Mech Affinity (minor)	Small (Xtra)
Picker Goblin	Fearless (Major)	Play Dead (minor)	Small (Xtra)

## FEYLAND LIFEFORMS

LIFEFORM	TRAIT 1	TRAIT 2
Sun Elf	Elven Ear (Major)	Sleepless (minor)
Star Elf	Elven Ear (Major)	Mental Compass (minor)
Dwarf	Natural Magnetism (Major)	Smell Metal (minor)
Paracelian	Squeeze (Major)	Mimic Shape (minor)

## ILLUM LIFEFORMS

LIFEFORM	TRAIT 1	TRAIT 2
Faunalian	Animal Aspect (Major)	Creature Chatter (minor)
Floralian	Commune with Nature (Major)	Taste Test (minor)
Artificium Arma	Living Toolbox (Major)	Weapon Eater (minor)
Artificium Instrumentum	Living Toolbox (Major)	Object Empathy (minor)

## SANCTUM LIFEFORMS

LIFEFORM	TRAIT 1	TRAIT 2
Oni	Sigil Mask (Major)	Shadow Meld (minor)
Asura	Phantom Arms (Major)	Sense Violence (minor)
Messenger Angel	Angel's Descent (Major)	Light Halo (minor)
Charioteer Angel	Be Not Afraid (Major)	Light Halo (minor)

## OTHER LIFEFORMS

LIFEFORM	TRAIT 1	TRAIT 2
Human	Specialist (Major)	Traveller (minor)
Custom Lifeform	You have 3 trait points to spend on acquiring traits. A major trait (Mjr) cost 2 points & a minor trait (Mnr) cost 1 point. Xtra traits are free to acquire.	

## 1B - Put 2 Quirk Points Into Your Character Quirks

You have 2 quirk points to put into the character quirks in the list below. For each point you put into a character quirk, you gain a rank in it and acquire the use of the subquirks in the associated rank. For example, if you spend 2 points in Klutz, you get "Fall on Clues" rank 1 subquirk and "Drop Danger" rank 2 subquirk.

You can spend both your points on a character quirk to acquire 2 ranks in it, but it is recommended that you spend your points on two separate quirks to create a more interesting character. You are not required to base your character's personality on your quirks or pick quirks that complement your character's personality. In fact, selecting quirks that contradict your character's personality can add more charm and creates a gap moe. Write down your character quirks & subquirks in the quirks section.

### CHARACTER QUIRKS

CHARACTER QUIRK	RANK	SUBQUIRK
Adventurous	1	Explorer
	2	Adrenaline
	3	(see chapter 6)
Calm	1	Ignored
	2	Cause Paranoia
	3	see chapter 6)
Cautious	1	Sense Danger
	2	Prey Sense
	3	(see chapter 6)
Clingy	1	Friendship
	2	Premonition
	3	(see chapter 6)
Geeky	1	Trivia Trove
	2	Too Much Info
	3	(see chapter 6)
Greedy	1	Materialistic
	2	Treasure Sense
	3	(see chapter 6)
Haughty	1	Judgmental
	2	Aggravating
	3	(see chapter 6)

### CHARACTER QUIRKS

CHARACTER QUIRK	RANK	SUBQUIRK
Intuitive	1	Lie Detector
	2	Mystery Instinct
	3	(see chapter 6)
Kind	1	Soothing
	2	Harmless
	3	see chapter 6)
Klutz	1	Fall on Clues
	2	Drop Danger
	3	(see chapter 6)
Mysterious	1	Chit Chat
	2	Misremember
	3	(see chapter 6)
Observant	1	Perfect Memory
	2	Sense Secret
	3	(see chapter 6)
Protective	1	Sense Trouble
	2	Sense Malice
	3	(see chapter 6)
Vindictive	1	Grudge
	2	Prey Sense
	3	(see chapter 6)

### SPECIAL QUIRKS

CHARACTER QUIRK	RANK	SUBQUIRK
Cheat At Life	1	I Win
Cheat Fate	1	Tamper Dice
Imaginary Friend	1	Imaginary Friend 1
	2	Imaginary Friend 2
	3	(see chapter 6)

You can't rank your character quirk above its maximum rank.

For a detailed description of the quirks, see Chapter 6 - CHARACTER QUIRKS

## 1C - Gain 1 Rank in a Class Under the Various Basic Disciplines

Your character's level is 1. You can choose to gain 1 class rank from the list of Basic Classes under the Basic Discipline category. Classes under the same discipline, such as Templar and Samurai, shares many of the same Champion Discipline features.

Your chosen class becomes your starting primary class. Remember to write this on your character sheet. Don't worry about your secondary class, you can only benefit from a secondary class at level 5 onwards.

Additionally, write down your class' features masteries in the following sections:

- **Traits & Features:** Discipline Features & Class Features
- **Combat Masteries:** Weapon Mastery, Armor Mastery and Manuever Masteries.

## CHOOSE A BASIC CLASS

BASIC DISCIPLINES	BASIC CLASSES	
Soldier	Peacekeeper	Ranger
Champion	Templar	Samurai
Brute	Berserker	Spartan
Martial Artist	Dragon Soul	Tangling Rose
Trickster	Rogue	Bard
Channeller	Phantasmancer	Talismancer
Arcanist	Spellweaver	Glamour Guard
Thaumaturgist	Healer	Cultist

## 2. Buy Items with Cred

Here we determine your character's possessions and starting equipment.

- **2A - Determine Item Slot Number**
- **2B - Cred & Starting Items**

### 2A - Determine Item Slot Number

Your default number of item slots is 8, this represents the total amount of items and equipment you can carry. Different items have different Item Space values that count against your item slot. Some Lifeforms have traits that grant you extra item slots. If you are an Orc with the Hardy trait (+2 item slots), for example, you would have a total of  $8 + 2 = 10$  item slots.

### 2B - Cred & Starting Items

Your character starts with 200 Creds, a currency which you can use to buy any items and equipment a copper grade clodbreaker is allowed to buy. See the Items & Equipments section for a list of purchasable items.

It is recommended that you purchase a Camping Gear, which allows you to rest and survive in the wild, a toolkit and combat equipments you have mastery in, such as armors and weapons. If you don't know what to get, look at the Starting Items Suggestion section of your class in Chapter 7 - DISCIPLINES & CLASSES.

For a detailed list of purchasable items, see Chapter 9 - ITEMS & EQUIPMENTS.

## 3. Allocate Attributes & Masteries

Here you determine your character's capabilities and skills.

- **3A - Determine Your Strength, Agility, Awareness and Empathy**
- **3B - Pick Two Skill Masteries**
- **3C - Pick A Toolkit Mastery**

### 3A - Determine your Strength, Agility, Awareness, and Empathy

Your attributes, Strength, Agility, Awareness and Empathy, all start at 0 point. You can allocate **7 points total** among your four attributes. However, none of them can exceed 3 points, the maximum limit for a new character.

Your attributes and skills only affects your problem solving capability through task rolls. They do not affect your combat prowess, only your class and equipment do.

**Strength** - Represents your toughness and ability to physically exert force. Skills related to this are Brute, Toughness & Intimidate.

**Agility** - Represents your speed and dexterity. Skills related to this are Sports, Thievery & Deception.

**Awareness** - Represents the sharpness of your senses and mind. Skills related to this are Detect, Information & Reason.

**Empathy** - Represents your ability to process your own emotions and others'. Skills related to this are Psychology, Artistry & Appeal.

You can increase your attributes when you reach certain levels. The maximum limit for each of your attributes are 5 points.

### 3B. Pick Two Skill Masteries

At level 1, your character's **mastery bonus is 2**. You can write this on your character sheet's mastery bonus section.

**Pick two** from the list of 12 skills in your character sheet for your character to master. Your skill points bonus for your task rolls is the sum of the attribute related to your skill and your mastery bonus, if you have mastery in that skill.

(For a detailed description of what you can do with your skills, see Chapter 8 - Adventuring Skills & Toolkits)

### 3C. Pick A Toolkit Mastery

As previously mentioned, at level 1, your character's mastery bonus is 2.

**Pick one** from the list of 8 toolkits in your character sheet to master. Your toolkit bonus for your task roll is the combination of your toolkit's quality bonus and your mastery bonus if you have mastery in the toolkit's.

For a detailed description of what you can do with your toolkits, see Chapter 8 - ADVENTURING, SKILLS & TOOLKITS. For a detailed list of purchasable items, see Chapter 9 - ITEMS & EQUIPMENTS.

## 4. Calculate Secondary Statistics

Here you calculate your character's secondary statistics and numbers derived from your class and equipment.

- **4A - HP, Resolve, Movement, Defense & fortitudes**
- **4B - Elemental Attunements & MP**
- **4C - Attacks & Effects**

### 4A - HP, Resolve, Movement, Defense & Fortitudes

- **Hit Points** - This represents your character's ability to survive physical harm. Your base maximum hit points (HP) is 15 plus the max HP bonus of an armor you are wearing, which you have mastery in. You do not receive the HP bonus of armors you don't have mastery in. Alternatively, if you are using the Unarmored Toughness class option, your starting maximum HP is 20 and your base defense is 7 + your mastery.
- **Resolve** - You start with a pool of 30 resolve points. This is the maximum at level 1.
- **Turn Speed & Movement Range** - These numbers are derived from your primary class' discipline statistics block. Just carry over the values of the Turn Speed & Movement Ranges to your character sheet.
- **Defense, Physical Fortitude & Mental Fortitude** - These numbers are derived from your primary class' discipline statistics block and your mastery bonus. For example, a character with the soldier discipline would have (6 + 2 (mastery)) 8 base defense, (5 + 2 (mastery)) 7 base physical fortitude and (5 + 2 (mastery)) 7 base mental fortitude. Remember to add the defense bonuses from your weapon, shield or other equipment if you have the mastery to use them. As mentioned above, characters using the Unarmored Toughness option have 7 + mastery as their base defense.

## 4B - Elemental Attunements & MP

- **Elemental Attunement Slots** - You start without any elemental attunement slot and can gain them by ranking up the certain classes. The slots are acquired as part of the class' discipline features. At level 1, only classes under the Arcanist and Thaumaturgist disciplines have elemental attunement slots. If you gain rank in any of those classes, you have 2 elemental attunement slots.
- **Elemental Attunement** - If your class has the Arcane Attunement feature (e.g. Spellweaver or Glamour Guard) you can attune to the basic arcane elements such as fire, water, wood, wind, earth and metal, at the cost of 1 elemental attunement slot each. If your class has the Cosmic Attunement feature (e.g. Healer or Cultist) you can attune to the cosmic elements, at the cost of 2 elemental attunement slot each. Attuning to an element allows you to use spells associated with the element. You can use combined spells (e.g. Fire Blast) if you are attuned to the relevant elements (fire & wind). (For more details, see Chapter 9 - MAGIC & SPELLCASTING)
- **Mind Points** - This represents your character's ability to survive mental stress and capacity for casting spell. Your base maximum mind points (MP) is 15, plus you get additional 10 MP for every elemental attunement slot that you have. It doesn't matter what elements you're attuned to.

## 4C - Attacks & Effects

- **Attacks** - Calculate and write down the attack bonuses and damages of your regularly used weapons and spells in the attack column.
- **Weapon attacks** - Your weapon attack bonus starts at 0, if you have mastery in the weight category of the weapon you're using, then add your mastery bonus (+2 at level 1), followed by your weapon's combat roll bonus if it has any. Then, write down the damage type.
- **Spell attacks** - You need to wield a weapon you have mastery in to cast a spell. So when making a spell attack, use your mastery bonus (+2 at level 1), and add your weapon's combat roll bonus if it has any. Then write down the damage Stat, type & method.
- **Effects** - Calculate and write down your spell effect rolls. Your spell effect roll is 2d6 plus your mastery bonus and any additional bonus from the weapon you cast your spells with.

## Finishing Touches

Now that you've finished the creation process, pick a great name for your character. You can use the names in the Name Suggestion section in the Settings Chapter for inspiration. To add more depth, give your character a backstory. Stories that are connected to your character's quirks are usually more engaging and consequential. Your quirk can be a direct consequence of your past or a reaction against it. Discuss your character's long term and short term goals with your GM when starting a campaign with your character.

**Starting at Bond Point 5** - You may start a campaign with your character already having 5 Bond Points with other player characters. But you and the other players need to developed intertwining backstories for your characters and gain the game master's approval.

You gain as many Fond Memories as the total bond you started with. Existing Player Characters may also gain Fond Memories and Bond Points by creating intertwining backstories with you.

(See the 3. Bonds & Fond Memories section in the following pages of this chapter to learn more about the benefits of bonds.

## LEVELING UP AND IMPROVEMENTS

### SUMMARY

#### Leveling Up

- Gain 1 rank in eligible class
- Refer to Improvements Table for more
- At level 13 onwards, you can only gain class rank (No more restrictions)

#### Character Modification

- You can choose one of the following when you level up
- A. Change Attribute: increase 1, reduce 1
- B. Change Quirk: Gain 1 character quirk, adjust until total reached
- C. Change Mastery: Gain 1, Lose 1

#### Bond & Fond Memories

- Gain 1 bond point with players you complete mission with
- Gain 1 Fond Memories for every bond point you gain
- You can also gain Fond Memories as reward
- You can spend Fond Memories to gain Spirit Token (10) or Edge (20)

#### Downgrading (Playing at Lower Grade)

- Play at lower grade by adjusting your stats
- Gain 50% Exp, other rewards unchanged
- Use stats table for Copper & Silver Grade downgrade

Your character gain experience and form bonds by completing missions or adventure chapters. For every 100 experience points you acquire by completing your missions, you gain a level. Most missions provide 100 experience points for their completion. If you fail the mission, the game master may choose to award you half of the experience point reward if they players had tried their best.

Your level represents your growing competence and reliability. When you level up, your character gain various improvements, as you can see in the table below. Most significantly, you gain 1 rank in a class you're eligible to gain rank in and acquire the features of the corresponding rank. Your combined ranks in various classes should be the same as your level, unless there's miscalculation. (See the Disciplines and Classes chapter to know the requirements to rank up in certain Advanced Classes and more.)



You may gain the following at the end of a successful mission:

- Experience Points** - Earn 100 to gain a level.
- Cred** - Monetary currency used to buy things.
- Bond & Fond Memories** - Gain fond memories to power through tough missions.
- Special Items** - Sometimes, you may discover special items during your mission.

## Leveling Up

The table below is a summary of various improvements you get when you reach the corresponding level. When you reach level 13 onwards, you can only gain class rank when leveling up, but all class rank requirements for Advanced Discipline classes are removed. This means that you can start gaining ranks in Advanced classes without needing to reach Rank 4 for in the relevant basic discipline. You can now start experimenting with wild class combinations since there is no level limit.

### COPPER GRADE (Level 1 - 4)

LEVEL	MASTERY BONUS	BASE HP	BASE MP	RESOLVE	UNARMORED TOUGHNESS HP	ACTIONS	OTHER IMPROVEMENTS
1	2	15	15	30	20	1 Major 1 minor	
2	2	17	17	34	23	1 Major 1 minor	
3	2	19	19	38	26	1 Major 1 minor	
4	3	21	21	42	29	1 Major 1 minor	Gain 1 Attribute Point (Total should be 8) Gain 1 Quirk Point (Total should be 3)

### SILVER GRADE (Level 5 - 8)

LEVEL	MASTERY BONUS	BASE HP	BASE MP	RESOLVE	UNARMORED TOUGHNESS HP	ACTIONS	OTHER IMPROVEMENTS
5	3	23	23	46	32	1 Major 2 minor	You can now have a Secondary Class. Start with 1 Spirit Token (Gain 2nd at start of 1st turn)
6	3	25	25	50	35	1 Major 2 minor	
7	3	27	27	54	38	1 Major 2 minor	
8	4	29	29	58	41	1 Major 2 minor	Gain 1 Attribute Point (Total should be 9) Gain 1 Quirk Point (Total should be 4)

### GOLD GRADE (Level 9 and above)

LEVEL	MASTERY BONUS	BASE HP	BASE MP	RESOLVE	UNARMORED TOUGHNESS HP	ACTIONS	OTHER IMPROVEMENTS
9	4	31	31	62	44	1 Major 3 minor	Start with 2 Spirit Tokens (Gain 3rd at start of 1st turn)
10	4	33	33	66	47	1 Major 3 minor	
11	4	35	35	70	50	1 Major 3 minor	
12	5	37	37	74	53	1 Major 3 minor	Gain 1 Attribute Point (Total should be 10) Gain 1 Quirk Point (Total should be 5)
13	You can only gain ranks in classes from this level onwards. But class rank requirements to earn ranks in Advanced Discipline classes are removed. There is no maximum level in Cloudbreaker Alliance, so just keep improving.						

**HP, MP & Resolve** - Your maximum base hit points, mind points and resolve increase to the amount that corresponds to your level, as displayed on the table. Characters using the Unarmored Toughness option uses the Unarmored Toughness maximum hit points column. The HP & MP improvements are meagre, so you need to rely on acquiring better armors and more spell slots to improve them.

**Mastery, Attributes & Character Quirks** - Your mastery, attributes and character quirks improve by 1 point each when you reach level 4, 8 and 12. As your mastery improves, remember to update the relevant dice roll bonuses. When improving your attributes, you can only increase each attribute to the maximum limit of 5. When you gain more quirk points, you can use it to increase your character quirk ranks. You can also swap your quirks and other aspects of your character when you level up. See the Character Development section.

**Cloudbreaker Grade** - Grade promotions are significant milestones in your character's personal and career growth as a cloudbreaker. You are given more responsibility and access to purchase better weapons and equipment from the Cloudbreaker guild. Additionally, you will be operating at a whole different level of intensity as you gain additional minor actions, as per the table above.

At silver grade, you can have a secondary class active, letting you use the features of another class. Also, you enter critical situations with 1 spirit point and you will get your second at the start of your turn. The number of minor actions available to you on your turn is increased to 2.

At gold grade, you enter critical situations with 2 spirit points and you will get your third at the start of your turn. The number of minor actions available to you on your turn is increased to 3.

Completing missions of lower grade than your current grade will not reward you any experience points unless you make the necessary adjustments. See Playing at Lower Grades (Downgrading) section below.

(Please note: There is no such thing as platinum grade cloudbreaker, despite some characters who may claim to be one.)

**Milestone Leveling** - This is an alternative rule. Instead of gaining experience points by completing missions, the GM may decide to use the Milestone Leveling method. This means that the GM lets the Player Characters level up whenever they have reached the appropriate point in their campaign.

## Character Modification

In the course of a campaign, significant events may change the trajectory of a character's development. Instead of constantly improving upwards, characters often develop sideways. To reflect this gradual process of change, you are allowed to make one of these modifications each time your character level up. You need to pay training courses fees of 500 cred to change your mastery.

- **Change Attribute** - Reduce one of your attributes by 1 point and add 1 point to another attribute.
- **Change Quirk** - Gain 1 rank in a quirk of your choice and reduce your rank in other quirks until the total rank is the same as your quirk point total.
- **Change Mastery** (500 cred) - Swap your mastery in one of your skills with another, or one of your toolkits with another. You cannot swap skill mastery with toolkit mastery and vice versa.

## Bonds & Fond Memories

Fond Memories and bonds are different kinds of rewards you can earn by successfully completing missions, doing good deeds or good roleplaying. They're calculated in two phases.

**Bond Improvement Phase** - In this phase, your character gain one Bond Point (BP) with all the other player characters (PC) involved in the mission or chapter. Your character's Bond Point with other PCs starts at 0. As your Bond with another character increase, both your BPs should have the same value, unless there was a miscalculation. Feel free to define the nature of your bond to add more flavour to your roleplay, it could be friendship, rivalry, etc. There are no written rules regarding the nature of your bond.

Depending on the campaign, your game master may let you form bonds with important NPCs or even cities or locations. You may even gain more than one bond point with those NPCs as you earn their eternal gratitude.

**Fond Memory Gain Phase** - The time you spent completing a mission with the significant people in your life turns into brilliant memories. For every bond point you gain, you also gain 1 Fond Memory point. Do the same for important NPCs and locations that your have bonds with, if they are relevant to your mission. You can have a maximum of 50 Fond Memories at a time. Any excess shard you gained past your maximum are discarded.

Another common way to gain fond memories is to enjoy and experience local sights, diversion and delicacies. You can only gain this benefit once per specialty.

Your game master may also reward you with Fond

Memories when an NPC shows you gratitude for helping them, when your character experienced a significant event or just general good roleplaying.

### Using Fond Memories

In times of trouble, you may rely on your memories of the good times you had to power you through tough times. You can spend memory points to gain the following benefits:

- **10 Fond Memory Points** - Gain one spirit point. You can do this as many times as you want during critical situations, as long as you have the points to spend.
- **20 Fond Memory Points** - Gain edge on your roll.
- **30 Fond Memory Points** - Item Flashback: Retroactively buy an item or bring an item from your storage and have it in your possession. You can also acquire non-legendary special items this way by paying for the trial cost. You automatically succeed the related trial but gain double the item's Destiny's End Point.

## DOWNGRADING

To assign Cloudbreakers missions they can actually complete, the Cloudbreaker mission administrators categorizes missions according to grades, Copper, Silver and Gold.

Veteran characters of higher grade, such as Gold, do not earn any experience points for completing missions of lower grade, such as Copper or Silver. Neither would his party members of the relevant grade, since they're being carried or hindered by the more experienced member.

However, it is possible for that veteran character to gain half the experience by challenging themselves, that is by limiting their power while undertaking a mission or Downgrading. They need to reduce their various statistics according to the table below. If they want to undertake a Copper Grade mission, use the Copper Grade column and for Silver Grade missions, the Silver Grade column. That veteran character would still be stronger than their less experienced counterparts, but not overwhelmingly so. This way, the other grade appropriate Cloudbreakers can still gain valuable experience from their mission.

- **Temporary Level** - Your character's level is temporarily reduced to this level. This would affect various things, such as the rank of spells you could cast and the power of special weapons that grow with your level and so on.
- **Temporary Mastery** - Your character's mastery is temporarily reduced to the temporary mastery of the corresponding grade. This will affect various task and combat rolls.

## DOWNGRADING TO LOWER GRADE

TEMPORARY CAP	COPPER GRADE	SILVER GRADE
Level	4	8
Mastery	+3	+4
Max Unarmored Base HP	21	29
Max U. Toughness HP	29	41
Max Light Armor HP	30	45
Max Medium Armor HP	40	55
Max Heavy Armor HP	50	70
Max MP	50	70
Actions	1 Major, 1 Minor	1 Major, 2 Minor
Spell Rank Cap	Rank 1 Only	Rank 1 & 2 Only
Class Restriction	Only 1 Class	None

- **Temporary Max Unarmored HP** - If your character is not wearing any armor and not using Unarmored Toughness, your maximum HP becomes this amount.
- **Temporary Max Unarmored Toughness HP** - If your character is benefiting from Unarmored Toughness, your maximum HP becomes this amount.
- **Temporary Max Light Armor HP** - If your character is wearing Light Armor and your present maximum HP is higher, then your maximum HP is lowered to this amount.
- **Temporary Max Medium Armor HP** - If your character is wearing Medium Armor and your present maximum HP is higher, then your maximum HP is lowered to this amount.
- **Temporary Max Heavy Armor HP** - If your character is wearing Heavy Armor and your present maximum HP is higher, then your maximum HP is lowered to this amount.
- **Temporary Max MP** - If your character's present maximum MP is higher, then your maximum MP is lowered to this amount.
- **Actions** - You have these actions to use per round.
- **Spell Rank Cap** - Your character can't use spells of higher rank than this.
- **Class Restriction** - If you are limiting your power for Copper Grade missions, then you can only have one primary class active.

*(Tip: It would be more convenient for you to prepare extra character sheets with your levelled down character if you often play missions of different grades.*