



CHARACTER CREATION

In Nowhere Land, you don't build a character—you forge an Echo: a resonance of choices, careers, and debts that ripples across domains.

Step 1: Concept & Identity

Start with the basics: **Name**, **Gender**, **Age**, and a brief **Concept**. Your concept should capture your character's role in one sentence.

"A disillusioned historian searching for Atlantis"

"A runaway teen who fell into a subway portal"

"An exiled noble from a dying domain"

ⓘ Age Matters

Your age determines your starting **Careers**, **Reverie**, and **Essences**. Choose one:

Youth (15-25)

- 2-3 Careers
- +5 Reverie
- -1 Forma (growing)

Prime (26-45)

- 4 Careers
- +2 Reverie
- No modifiers

Elder (46+)

- 5-6 Careers
- +0 Reverie
- -1 Forma, -1 Anima

Lore

Partisan: All sentient beings in Nowhere Land speak Partisan—a universal language. No one knows its origin, but The Count speaks it fluently.

Step 2: Define Your Essences

Choose a method to determine your **Forma**, **Anima**, and **Umbra** (-5 to +5 each):

Method A: Point Buy

You have **15 points** to distribute. Costs:

- +1 Essence = 2 points
- 0 Essence = 0 points
- -1 Essence = refund 1 point

Limits: No Essence above +4 at creation. Max refund: 3 points (lowest -3).

Method B: Random Roll

Roll **4d6**, **drop lowest** for each Essence. Subtract 10, divide by 2 (round down). Range: -4 to +4.

Method C: Archetypes

Choose a pre-built template:

Everyman: +2/+1/0, 0 Reverie

Specialist: +4/0/-2, 1 Reverie

Balanced: +2/+2/-2, 2 Reverie

Dreamer: 0/0/0, 5 Reverie, +1 Career

Step 3: Invest Career Points

Career Points represent the life experience you bring to Nowhere Land. Unlike simple career slots, career points allow for nuanced character building inspired by Traveller, Barbarians of Lemuria, and Warhammer Fantasy.

Example

A character in their **Prime** with 6 Career Points might take: Doctor (2, passed roll) + Soldier (1) + Drifter (1) + Gambler (½) + Messenger (½) + Street Urchin (½) + Apprentice (½) = 6 points for a remarkably versatile ex-military medic with a checkered past.

Sample Careers

Drifter (Standard: 1 point)

Skills: Survival +1, Subterfuge +1

Boon: *Hardened* – Ignore first Wound per scene

Burden: *Rootless* – Cannot own property in domains

Scholar (High: 2 points)

Skills: Lore +1, Investigation +1, Languages +1

Boon: *Linguist* – Read ancient texts, +1 Reverie

Burden: *Sedentary* – -2 dice on forced marches

Sentinel (Standard: 1 point)

Skills: Martial Prowess +1, Tactics +1

Boon: *Guardian* – Take Wounds for allies within range

Burden: *Duty Bound* – Test Anima to retreat

Gambler (Minor: ½ point)

Skills: Deception +1

Boon: *Lucky* – Reroll one die per session (situational)

Burden: undefined

Step 4: Distribute Skill Levels

Your Careers grant starting skill levels. Distribute any extra points from your age category.

Character Creation Summary

1. **Concept:** Name, age, and one-sentence concept
2. **Essences:** Determine Forma, Anima, Umbra (-5 to +5 each)
3. **Careers:** Choose based on your age category
4. **Skills:** Apply skill points from careers and age
5. **Equipment:** Starting gear based on careers

See Also

[Skills](#) - Full skill list and mechanics

[Careers](#) - Complete career listing

[Core Mechanics](#) - The Drop System explained