



# HOW TO CREATE A CHARACTER FOR SWORDCRAFT TOWNSVILLE

*A Beginner's Guide to Becoming Someone Else in the World of Blood & Gold.*

## WHAT IS A CHARACTER IN SWORDCRAFT?

Your character is a persona you'll play in the world of Swordcraft – a living, breathing part of a gritty medieval-fantasy setting inspired by classic grimdark and low-fantasy settings. Characters have goals, flaws, accents (optional!), and stories – just like you.

You don't need to know everything or write a novel. This is your starting point, and your character will grow with you over time.

## STEP-BY-STEP: CREATING YOUR FIRST CHARACTER

### 1. PICK A NAME

- Use something that fits a medieval fantasy setting.
- Avoid pop culture or meme names
- Examples: *Katarin Volker*, *Thorne Blackwood*, *Elska of Nordland*

### 2. CHOOSE A HOMELAND (OPTIONAL AT FIRST)

The world of Blood & Gold is rich with varied homelands. Your character might hail from:

- A fractured human empire (forests, cities, and rival provinces)
- Snow-swept northern steppes
- A knightly kingdom of chivalry and superstition
- A pirate-infested coastline of traders and mercenaries
- Wild frontier lands ruled by strength and ambition
- Hidden tunnels or twisted ruins (for the braver souls...)



### 3. PICK A CLASS & CAREER

This is *not* a hard class system – it's about flavour and function. Here are some popular character types:

CLASS	CAREER
<b>Scholars &amp; Sages</b>	Apothecary
	Engineer
	Physician
	Priest
	Scholar
	Wizard
<b>Townfolk &amp; Traders</b>	Artisan
	Merchant
	Watchman
<b>Courtiers</b>	Noble
<b>Nobles &amp; Agents</b>	Hedge Witch
	Herbalist
	Hunter
	Mystic
<b>Wanderers</b>	Bounty Hunter
	Inquisitor
<b>Seafarers &amp; Boatfolk</b>	Smuggler
<b>Scoundrels</b>	Outlaw
	Racketeer
	Thief
	Witch
<b>Fighters</b>	Guard
	Knight
	Soldier
	Battle Cleric



#### **4. CHOOSE A VIBE OR CONCEPT**

You don't need a full backstory yet. Just a vibe:

- Peasant turned sellsword?
- Merchant's kid with a dagger and ambition?
- Priestess seeking coin and followers?
- Runaway noble looking for glory?

Start small. You'll build story as you go.

#### **5. BUILD YOUR COSTUME**

Your Character doesn't exist until they're at an event.

- See our Basic Costume Guide for help.
- Start with simple peasant gear and add over time.
- Small props (a letter, coin pouch, holy symbol, "wanted" poster) can bring your character to life.

#### **6. DECIDE WHY YOU'RE IN REEF WATCH KEEP**

Every character needs a reason to be in town.

Are you:

- Seeking refuge?
- Selling wares?
- Looking to join a mercenary company?
- Investigating rumours of chaos?
- Fleeing something worse?



## COMMON QUESTIONS

### **DO I NEED A FULL BACKSTORY?**

Nope! Just a name, a concept, and a reason to be here. You can fill in the blanks as you play.

### **CAN I BE A NON-HUMAN?**

Yes – but it's good practice to ask first. Townsville allows some beast folk, ogres, elves, etc. Costuming is encouraged and may provide bonuses to wound points, etc.

### **CAN I CHANGE MY CHARACTER?**

Yes – new players often adjust their concept after a few games. Just keep it in-world.

## WHEN YOU'RE READY...

After your 4-game conscription period:

- Tour with at least 2 different warbands.
- Ask where your character might fit.
- When it feels right – join one!

Warbands are a great way to connect, but they're **100% optional**. Some of our most seasoned players prefer to stay solo or form loose alliances. Your character's journey is entirely your own.

## USEFUL RESOURCES

- [Swordcraft Official Rules](#)
- [Townsville Discord – Ask for help!](#)