

# Nobilis Creation

## Part 1: Qualitative

You are a [concept] that is the power of [Estate]

### Keys

Pick Two keys that summarize you character. Add a bullet point to describe your character in each key heart.

### Foundation

Choose a Foundation, If it matches a key, strengthen the keys heart with a bullet point describing the foundation (if it strengthens both, add it as a separate bubble connected to both hearts

**Something Cool** (I, II, X, XV)

**In Love with Something** (IV, VII, IX, XVI)

**Epic, Inhuman, and Powerful** (V, VI, XII, XIV)

**Just Plain Weird** (III, VIII, XI, XIII)

### Estate

Add a bullet point to a relevant key circle(s), or a shadow circle describing the estates expression, connect this circle to the estate

**Light Side of Human Experience** (I, VI, X, XII)

**Dark Side of Human Experience** (III, V, XI, XV)

**Beautiful Side of the World** (IV, VII, XIV, XVI)

**Painful Side of the World** (I, VII, IX, XIII)

**Something You Can Point To** (VII, IX, XIII, XIV, XV)

**Something You Live** (III, V, VI, IV, XI, XII)

**Something You Can Describe** (I, II, VII, X, XVI)

### Special Backgrounds

Add a heart or shadow describing

**Animal** (VI, VIII, XIV, XV)

**Something Really Strange** (IV, XI, XII, XVI)

**Human-like** (I, VII, X, XIII)

### Origins

Add a bullet point to a relevant key circle(s), or a shadow circle describing your previous life

**Troubled Life** (II, V, VI, XI) Must choose Troubled Legacy (+ optional others), 2 contacts

**Humble Life** (VII, IX, XIV, XV) Must choose Humble Legacy (+ optional others), 2 contacts

**Blessed Life** (I, IV, XII, XVI) Must choose Blessed Legacy (+ optional others), 2 contacts

**Extraordinary Life** (III, VII, X, XIII) optional legacy, 3 contacts

### Legacies

Add a bullet point to a relevant key circle(s), or a shadow circle describing your previous life's legacy(-ies)

#### Troubled

**You're Still in Trouble** (III, V, VIII, XIII)

**Some Scars Remain** (VII, XI, XII, XIV)

**It's All Happening Again** (VI, X, XV, XVI)

**Trouble Inspired Me** (I, II, IV, IX)

#### Humble

**Love for the Ordinary** (VI, VII, XV, XVI)

**Alienation...** (III, V, XI, XIV)

**Transformation...** (IV, VIII, XII, XIII)

**Freedom!** (I, II, IX, X)

#### Blessed

**Reverence in Purpose** (II, IV, X, XIII)

**Community** (I, III, VIII, XV)

**Your Way of Life** (VII, IX, XIV, XVI)

**Anger** (V, VI, XI, XII)

## Keys

Key of **The Descending Angel** I Lotus

H: My Powers

S: My Nature (•glorious •set apart)

Key of **Something Powerful** II Vervain

H: My Identity

S: Burdens (•bound by duty •set apart)

Key of **Something That Must Be Hidden** III Acacia

H: A Dangerous Secret

S: ...That Hurts To Keep (•painful silence •set apart)

Key of **Something, Given Gifts** IV Clematis

H: I Have Witnessed It

S: Why I Doubt (no initial bullets)

Key of **Rage** V Aconite

H: [x's] Rage/ Hatred/ Fury

S: What Lets Me Oppose It (no initial bullets)

Key of **Destiny Denied** VI Wild Oats

H: Hunger

S: Why It Feels Empty (no initial bullets)

Key of **Something in Thrall** VII Gorse

H: Held in Thrall

S: Entangled with my Enemy (•I can't let go •I'm weak)

Key of **Something, Finally, at Rest** IX Honeysuckle

H: My New Life

S: My Old Life (No Initial Bullets)

Key of **Something Romantic** X Chamomile

H: The Dream

S: The Cost (No Initial Bullets)

Key of **Something Different** XI Wild Rose

H: My Nature

S: My Struggles (•self-doubt •trying to fit in)

Key of **Destiny in the Balance** XII Hollyhock

H: My Destiny

S: My Struggles (•self-doubts •changing hurts)

Key of **Something Restless** XIII Mimulus

H: My Path

S: Why it Feels Empty (•self-doubt •the things I've left behind)

Key of **Something Spiritual** XIV Water Lily

H: My Retreat

S: Burdens (•my duties as a power)

Key of **Something That Hasn't Changed** XV Oak

H: My Identity

S: Crisis (No Initial Bullets)

Key of **Destiny Fulfilled** XVI Alyssum

H: My Destiny

S: nameless and empty

## Contacts

Strengthen the key heart or shadow of the contact, and a separate bubble if the contact is an important independent part of your story (add a bullet point why in the new bubble)

Organization (I)

Followers (II)

Excrucian (III)

Inspirational Friend or Lover (IV)

Nemesis (V)

Corrupting Influence (VI)

Ghost (VII)

Cammora (VIII)

Legacy (IX)

True Love (X)

Alien(s) (XI)

Manufactured Army (XII)

Faraway or Troubled Love (XIII)

Ward (XIV)

Mortal Friends or Family (XV)

Disciples (XVI)

Noble Friend or Enemy (strengthen a shadow)

Cleave of the Botanists (IX, XV, or strengthen a shadow)

Mystery Cult (strengthen a shadow)

## Affiliation

Add a bullet point to a relevant key circle(s), or a shadow circle describing your affiliation

Heaven (I, II, III)

Hell (IV, V, VI)

Light (VII, VIII)

Dark (IX, X)

Wild (XI, XII, XIII)

Independent (XIV, XV, XVI)

**Write a question about your character under 2 of the bubbles.**

**Name any unnamed circles**

**Connect same named or bulleted circles.**

## Part 2: Quantitative

Start with 25 Creation Pints

### Mortal

8 points for passions (sentences of your ideals, dreams, drives), skills (sentence fragments of things you have practiced), inherent superiority, cool (aspect based), shine (persona based) + 5 points per character point spent

### Your Nature

13 points for Bonds (you do) and Afflictions (happen to you). Each rated 1-5. Sentences of the kind must do, can't do, drive to action. Things referenced in bonds can be used as anchors with Treasure (get extra bond points equal to treasure, these can be spent in play)

### Properties of Your Estate

7 points for Properties. Sentences of the kind must do, can't do, driven to do.

### Noble Essence

Aspect, Domain, Persona, and Treasure. Start at 0, 3 Character Points to Increase 1 of these by 1 step.

	You	Estate
Nature	Aspect	Domain
Symbol	Treasure	Persona

## Miracle Points

5 MP each for Aspect, Domain, Persona, and Treasure, Each Character Point Spent buys 1 more point for each of these.

### Gifts

Level of Miracle

+ strike

### Activation

Automatic (+1), Simple Miracle 0MP (-1), Normal Miracle 1MP (-2), Hard Miracle 2MP (-3)

### Area

Almost anywhere (+1), Local things only (-1), One Person or thing (-2), Self only (-3)

### Flexibility

Aspect: Broad range based on passion or skill (+1), task-orientate package (-1), handful of specific abilities (-2), one trick (-3)

Domain: All domain miracles for estate (+1), a large subset (-1), handful of effects (-2), one trick (-3)

Persona: All persona miracles of type for estate (+1), a large subset (-1), handful of effects (-2), one trick (-3)

Treasure: Focus has a flexible, loosely-defined ability (+1), flexible well-defined ability (-1), focus has handful of uses (-2), focus has one trick (-3)

### Rarity

If held by less than 10% of nobles (+1)

### Estates

If it is a Domain or Persona miracle that can be applied to a range of estates (i.e. any living thing) (\*2). If it can be applied to almost any estate \*3.

Minimum cost is 1

## Chancel

### Name and Theme

(description) agreed by players and HG

### Properties

3 to 7 rules of the chancel

Bane or Erus (or both)?

### Entrances and Exits

### Chancel Boundaries

Level 1 to 5 barrier

## Imperator

### Faction

Angel (awesome, demanding)

Devil (wounded, always with you)

Light (idealistic, soulless)

Dark (choices, hunger)

Wild (absolute egocentricity, justice)

True God (primordial, intertwined with other things)

Aaron's Serpent (sensualist, peaceful)

### Nature

a phrase from each persons ideas about the Imperator, chosen by HG