

OCCULTIS MECHANICA

The background image is a dark, atmospheric steampunk street scene. In the foreground, five characters are seen from behind, looking down a long, narrow street. From left to right: a man in a dark coat and top hat with a mechanical backpack; another man in a dark coat and top hat; a woman in a red dress; a man in a dark coat and top hat; and another man in a dark coat and top hat. The street is paved with cobblestones and is filled with steam or smoke. The buildings on either side are tall and industrial, with many pipes, windows, and mechanical details. The lighting is dim, with some warm light coming from windows on the right and some cool light from the left. The overall mood is mysterious and gothic.

CHARACTER CREATION

FORGE YOUR INVESTIGATOR IN A WORLD WHERE STEAMPUNK MEETS
GOTHIC HORROR

OCCULTIS MECHANICA

Character Creation Guide

For RPG Anywhere & Infinite Horizons

Creating Your Investigator

This guide walks you through creating an investigator for Occultis Mechanica—a world where steam-powered marvels coexist with eldritch horrors, where clockwork automatons patrol gaslit streets and spirits whisper secrets from beyond the veil.

Before diving into mechanics, you'll establish who your investigator is in this unique world. Then you'll choose your system and build accordingly.

What You'll Need

Everyone needs:

- This character creation guide
- The Occultis Mechanica World Primer (for setting information)
- Your chosen system's full guide (RPG Anywhere or Infinite Horizons)
- Dice (d6 for RPGA, d10 for Infinite Horizons)
- Paper or a character sheet

The process:

1. **Concept First** - Who are you in Empyria?
2. **System Choice** - Which system fits your campaign?
3. **Build Your Investigator** - Follow your system's mechanics
4. **Final Touches** - Equipment, connections, and goals

Let's begin.

Step 1: Your Empyrian Identity

Before touching dice or mechanics, establish who your investigator is in this steampunk-gothic world. These questions ground you in Empyria's unique setting.

Your Background

Who were you before investigation called? Consider:

Education & Training

- Trained at Aclesh's Clockwork Institute?
- Apprenticed to an alchemist in Agraes?
- Self-taught street survivor from Thrimus' docks?
- Educated in Sigram's grand libraries?
- Factory worker who learned hard lessons?
- Military veteran with combat experience?

Your Profession

- What did you do for a living?
- Did you work with technology, the occult, or mundane skills?
- Industrial sector, government service, independent work?
- Legal employment, or something less official?

Economic Status

- Working class in the industrial districts?
- Middle-class professional or merchant?
- Aristocrat slumming as an investigator?
- Academic with credentials?
- Struggling artist or performer?

Your Place in Society

Home City: Where do you call home?

- Thrimus (maritime, trade hub, faded grandeur)
- Aclesh (innovation, clockwork, hidden experiments)
- Agraes (isolated, alchemical, marsh-surrounded)
- Botule (industrial, secretive, smog-shrouded)
- Sigram (cultured, scholarly, spirit-touched)

Your Connection to the Supernatural

The occult is real in Empyria, but people relate to it differently:

Natural Sensitivity

- Can you sense spirits, or are you blind to them?
- Do you understand occult theory, or just fear what you don't know?
- Family tradition of spiritualism, or first encounter?

Daily Encounters

- Have you witnessed unexplained phenomena?
- Do you avoid the Ethereal Enclave or seek it out?
- Have you lost someone to supernatural causes?

Attitude Toward the Unknown

- Is the occult a threat to be eliminated?
- A mystery to be understood?
- A tool to be harnessed?
- Something to be denied exists?

Current Situation: Where are you now, and why?

- Still in your home city?
- Fled from something?
- Following a case or mystery?
- Seeking employment or answers?

Social Connections:

- Family? Where are they?
- Professional contacts?
- Criminal connections?
- Academic networks?
- Guild memberships?
- Government employers (current or former)?

Your Motivation

Why become an investigator? Consider:

Financial

- Paying off debts?
- Funding research or an obsession?
- Trying to survive?
- Lost everything and rebuilding?

Personal

- Seeking answers about a loved one's fate?
- Proving something to yourself or others?
- Running from your past?
- Following someone or something?

Ideological

- Fighting occult threats?
- Exposing government corruption?
- Preserving forbidden knowledge?
- Protecting the innocent?
- Seeking truth at any cost?

Professional

- Building a reputation?
- Working for an organization?
- Freelance work for whoever pays?
- Contracted by Everwatch or Veilkeepers?

Character Touchstones

Answer 2-3 of these to ground your investigator:

1. What's in your pocket right now that tells someone who you are?
2. What's your relationship with technology? Do you embrace clockwork innovations or distrust them?
3. Last week, how did you spend a free evening? Pub? Seance? Theater? Research?
4. Who do you owe a debt to, and why?
5. What supernatural event first opened your eyes to the truth about Empyria?
6. What's your preferred mode of transportation?
7. Government loyalist, independent, or anti-establishment?
8. What's one thing you absolutely refuse to investigate, and why?

Now that you know who your investigator is in Empyria's world, it's time to choose your system and build them mechanically.

Step 2: Choose Your System

Occultis Mechanica works with two different systems, each suited to different campaign styles. Choose based on how long you plan to play and what mechanical complexity you prefer.

RPG Anywhere

Best for: One-shots, mini-campaigns, pickup games

System: d6 success pools with abilities

Complexity: Light and fast

Character Options: Profession + Skills + Expertise + Abilities

Advancement: Optional, storyteller-directed growth

Time Investment: Quick character creation (15-20 minutes)

Play Style: Narrative-first, minimal bookkeeping, easy to jump in

→ If choosing RPG Anywhere, go to page 6

Infinite Horizons

Best for: Long campaigns, character progression arcs

System: d10 success pools with traits

Complexity: Moderate narrative depth

Character Options: Profession + Traits + Skills (no abilities)

Advancement: Built-in leveling system for campaign play

Time Investment: Moderate character creation (20-30 minutes)

Play Style: Character development over time, growth-focused

→ If choosing Infinite Horizons, go to page 14

Both systems capture Occultis Mechanica's steampunk-gothic horror tone equally well. Choose based on your campaign needs, not setting preference.

RPG Anywhere Character Creation

You're building an investigator for one-shots or short campaigns using the d6 success pool system. This process is fast and gets you playing quickly.

Refer to the RPG Anywhere core guide for:

- Complete skill lists and descriptions
- Challenge resolution mechanics
- Combat rules (if using optional combat)
- Storyteller guidance

Step 1: Choose a Profession

Your profession represents your training and specialization. It's not a rigid class—it's what you focused on before becoming an investigator.

In Emyria, professions might include:

- **Apothecary** - Alchemical knowledge and healing arts
- **Gearsmith** - Clockwork devices and mechanical expertise
- **Medium** - Communication with spirits and the supernatural
- **Mentalist** - Psychology, observation, and mental influence
- **Veteran** - Combat experience and tactical knowledge
- **Diplomat** - Negotiation, politics, and social navigation
- **Occultist** - Forbidden knowledge and arcane research
- **Private Investigator** - Finding clues and solving mysteries
- **Police Officer** - Law enforcement and authority
- **Journalist** - Uncovering stories and gathering information

Your profession can give you a bonus die during challenges when it's directly relevant. Work with your Storyteller.

Step 2: Distribute Points

You have **six (6) points** to distribute between Skills and Expertise.

Skills

Choose skills from these categories:

- **Physical Skills:** Might, Agility, Subtlety
- **Mental Skills:** Knowledge, Awareness, Performance

Each skill can have multiple points invested.

Empyrian applications:

- **Might** - Physical confrontations, industrial labor
- **Agility** - Acrobatics, marksmanship, evasion
- **Subtlety** - Infiltration, pickpocketing, tinkering
- **Knowledge** - Lore, medicine, scholarly research
- **Awareness** - Investigation, perception, insight
- **Performance** - Diplomacy, distraction, deception

Expertise

Each skill has three associated expertise areas (see RPGA guide for full list).

You cannot select an expertise unless you are proficient with that skill (have at least 1 point in it).

Example expertise in Emyria:

- Knowledge (Lore) - Occult research, historical secrets
- Awareness (Investigation) - Crime scenes, hidden clues
- Performance (Diplomacy) - Aristocratic negotiations
- Subtlety (Tinkering) - Clockwork devices, locks
- Might (Weaponry) - Combat training

Step 3: Select Abilities

Choose **three (3)** abilities from the following list. These represent your unique talents and specialized training.

Abilities add +1 die to specific checks or provide special actions. Choose abilities that fit your investigator concept and profession in Empyria.

Combat & Physical Abilities

Battle Hardened

Once per combat encounter, when you would take any amount of physical damage from a single attack or effect, you can activate this ability to negate all of that physical damage.

Contortionist

Gain 1d6 to checks when attempting to escape from grapples or restraints.

Dodge Master

Gain 1d6 to dodge actions. If successful, can move away without reprisal.

Eagle Eye

Gain 1d6 for ranged attacks—even against partial cover.

Pain Tolerance

Ignore the effects of the first physical wound sustained.

Soldier

Gain +1d6 to melee damage rolls with military weapons (swords, bayonets, etc.).

Wall Walker

You can climb sheer surfaces as easily as walking on flat ground.

Stealth & Infiltration Abilities

Agile Fingers

When successfully pickpocketing a target, you can also steal an additional small object from their person.

Acrobat

When making checks for climbing, ignore difficult terrain penalties.

Acrobatic Infiltrator

Gain +1d6 on checks made to climb while remaining undetected.

Ghostly Touch

Gain +1d6 to checks when attempting to pick pockets in darkened spaces.

Light Step

Gain 1d6 to evasion when attempting to sneak or hide.

Lockpicking Master

Gain +1d6 on checks to pick locks.

Skulker

Gain +1d6 on checks made to fade into the shadows and move silently.

Trap Disarming Specialist

Gain +1d6 to checks when attempting to disarm traps.

Perception & Investigation Abilities

Bookworm

Gain 1d6 to knowledge rolls when looking through books, tomes, or libraries to find specific information.

Detective

Gain +1d6 to checks to discover hidden notes, clues, or secrets in documents.

Keen Eye for Detail

Gain +1d6 to notice minor details in your environment.

Lie Detector

Gain +1d6 on checks to see through deception and lies.

Social & Deception Abilities

Forger

Gain +1d6 to checks to forge documents or create convincing disguises.

Interrogator

Gain +1d6 to checks made during interrogations.

Master of Guise

Gain +1d6 when imitating voices, sounds, or mannerisms.

Political Insight

Gain 1d6 when attempting to analyze social hierarchies, uncover hidden agendas, and discern true motivations.

Silver Tongue

Gain 1d6 when attempting to persuade, charm, or be diplomatic.

Storyteller

Gain +1d6 to checks when attempting to distract with stories or legends.

Suggestion

Gain 1d6 when attempting to subtly influence the thoughts and behaviors of those around you.

Lip Reading

Gain +1d6 to understand spoken words from a distance.

Sleuth

Gain 1d6 when investigating an office or confined space.

Third Eye

Gain 1d6 for awareness checks toward paranormal or otherworldly phenomena.

True Intuition

Gain 1d6 for any situation requiring emotional understanding, danger sense, or pattern recognition.

Knowledge & Technical Abilities

Explosive Expert

Gain +1d6 to checks when crafting or using explosives.

Herbalist

Gain +1d6 to the roll when crafting potions using herbs.

Inventor

Gain +1d6 to create gadgets and useful items.

Mechanical Aptitude and Ingenuity

Healing & Support Abilities

Empathic Healer

When using Medicine to successfully heal physical damage on an ally, you can also heal 1 point of psychological damage.

Gain 1d6 when repairing, modifying, and crafting mechanical objects.

Occult Scholar

Gain +1d6 to checks related to deciphering magical texts or rituals.

Unraveling Enigma

Gain +1d6 to checks when deciphering puzzles, riddles, or ancient mysteries.

Therapist

Gain 1d6 when attempting to assist an ally with psychological damage. Each success above 2 heals one additional point of damage. Cannot be used in combat.

Resilience Abilities

Iron Will

Once per combat encounter, when you would take any amount of psychological damage from a single attack or

effect, you can activate this ability to negate all of that psychological damage.

Mental Fortitude

Ignore the effects of the first psychological wound sustained.

Network Abilities

Strategist

Grant another player 1d6 if they are in combat—regardless of your status or action.

Urban Network

Connected to network of informants to get street level information. Gain 1d6 when accessing this information.

Step 4: Equipment

Work with your **Storyteller** to determine starting equipment based on:

- Your investigator's background and profession
- The story's starting point
- Group balance and campaign tone

Typical Emyrian Equipment

Personal Items

- Pocket watch (possibly with hidden compartment)
- Identification and credentials
- Personal journal or notebook
- Small amount of Sovereigns

Professional Gear

- Tools of your trade (lockpicks, medical kit, etc.)
- Protective equipment (reinforced coat, goggles)
- Weapons (if appropriate to background)
- Specialized equipment for your profession

Investigation Tools

- Magnifying glass
- Evidence collection supplies
- Reference materials
- Light source (lantern, torch, or glow-stick)

Storyteller Note: Equipment in Emyria should reflect the steampunk-industrial setting. Clockwork gadgets, alchemical preparations, and steam-powered devices are common. Occult tools require justification and may attract unwanted attention.

Step 5: Final Touches

Physical Description

- **Heritage:** Human is assumed; discuss other options with your Storyteller
- **Appearance:** How do you present yourself?
- **Style:** Industrial worker? Academic? Street survivor? Aristocratic?

Personality & Mannerisms

- How do you speak?
- What's your default attitude toward strangers?
- Nervous habits or tells?
- Sense of humor?

Connections

Name **2-3 important people** in your life:

- **Someone who trusts you** (and you trust them)
- **Someone you owe** (money, favors, or loyalty)
- **Someone from your past** (good or complicated)

Goals & Complications

One immediate goal: What are you trying to accomplish right now?

One complication: What makes your life difficult?

You're Ready to Play

Your investigator is complete! Keep the Occultis Mechanica World Primer handy for setting references, and work with your Storyteller to integrate your character into the story.

Remember: RPG Anywhere is designed for quick play and narrative focus. Don't overthink mechanics—make decisions based on your investigator's personality and capabilities, roll dice, and let the story unfold.

Infinite Horizons Character Creation

You're building an investigator for long-term campaign play using the d10 success pool system. This process emphasizes growth potential and deeper mechanical character development.

Refer to the **Infinite Horizons** core guide for:

- Complete mechanics and resolution systems
- Leveling and advancement mechanics
- Challenge resolution details
- Campaign management tools

Character Creation Overview

Infinite Horizons uses **core traits** (fundamental attributes) combined with **learned skills**. Your investigator grows through campaign play, developing new capabilities and deepening existing ones over time.

The Process

1. Choose a Profession (character concept)
2. Define Your Core - Allocate Trait Points
3. Hone Your Abilities - Distribute Skill Points
4. Define Relationships and Background
5. Determine Starting Equipment

Step 1: Choose a Profession

Your profession represents your background, training, and the path you've followed to this point. It's not restrictive—it's your foundation.

Empyrian Profession Examples

- **Apothecary** - Alchemical knowledge and healing
- **Gearsmith** - Clockwork and mechanical expertise
- **Medium** - Spirit communication and the supernatural
- **Mentalist** - Psychology and mental influence
- **Veteran** - Combat experience and tactics
- **Diplomat** - Politics and social navigation
- **Occultist** - Forbidden knowledge and rituals
- **Private Investigator** - Clues and mysteries
- **Police Officer** - Law enforcement
- **Journalist** - Stories and information

Your profession influences

- How NPCs perceive you
- What resources you can access
- Narrative opportunities the Storyteller provides

Step 2: Define Your Core - Traits

Traits represent your investigator's fundamental, innate aptitudes. They are broad categories that define your raw potential. Every character has six Traits that you'll customize to reflect your unique strengths.

Your Six Traits

Body

Your physical strength, constitution, stamina, and resilience.

Finesse

Your agility, dexterity, coordination, and reflexes.

Wits

Your intelligence, reasoning, problem-solving, and analytical thinking.

Awareness

Your sensory perception, intuition, alertness, and observational skills.

Presence

Your charisma, force of personality, social influence, and leadership.

Resolve

Your willpower, mental endurance, determination, and inner strength.

Allocating Trait Points

You begin with **zero in every Trait**. To customize your investigator, you have a total of **8 points** to distribute among these six Traits.

- Assign these points to increase a Trait's rating
- **No single Trait can start higher than 4**

Example: If you put 3 points into Wits, your Wits Trait score would be 3. If you put 4 points into Awareness, your Awareness Trait score would be 4.

Traits in Emphyria

Body in Emphyria

- Physical confrontations in industrial settings
- Surviving dangerous environments
- Resisting poison or disease
- Enduring harsh conditions
- Overpowering opponents

Finesse in Emphyria

- Operating clockwork devices precisely
- Navigating crowded city streets
- Quick movements in dangerous situations
- Picking locks and disabling traps
- Acrobatic escapes

Wits in Emphyria

- Understanding complex machinery
- Deciphering occult texts
- Analyzing crime scenes
- Deductive reasoning
- Quick thinking under pressure

Awareness in Emphyria

- Spotting hidden dangers
- Detecting supernatural presence
- Reading social situations
- Noticing when something is wrong
- Following trails and clues

Presence in Emphyria

- Negotiating with officials
- Inspiring or intimidating others
- Performing for crowds
- Establishing credibility
- Leading investigations

Resolve in Emphyria

- Resisting supernatural influence
- Maintaining sanity against horrors
- Pushing through fear and stress
- Standing firm under interrogation
- Overcoming psychological trauma

Step 3: Hone Your Abilities - Skills

Skills represent your investigator's learned knowledge and practiced abilities. They define what you know how to do through training or experience. When you attempt an action, you'll combine a relevant Trait with a specific Skill.

Allocating Skill Points

You begin with **zero in every Skill**. You have a total of **10 points** to distribute among the available skills.

- Assign these points to increase a Skill's rating
- **No single Skill can go higher than 3**

Skills in Empyria

Here's how skills apply in Occultis Mechanica's steampunk-gothic setting:

- **Acrobatics** - Climbing factory walls, escaping through windows, navigating rooftops
- **Academics** - Scholarly research, historical knowledge, scientific understanding
- **Arcana** - Understanding supernatural phenomena, occult knowledge, ritual identification
- **Artistry** - Creating forgeries, artistic expression, theatrical disguises
- **Athletics** - Physical exertion, running, jumping, swimming
- **Brawl** - Unarmed combat, street fighting, grappling
- **Craft** - Creating and repairing mundane items, basic mechanical work
- **Diplomacy** - Formal negotiation, conflict resolution, persuasion
- **Empathy** - Reading emotions, detecting lies, understanding motivations
- **Engineering** - Complex mechanical systems, clockwork devices, steam machinery
- **Investigation** - Finding clues, analyzing evidence, solving mysteries
- **Intimidation** - Coercion, threatening, inspiring fear
- **Leadership** - Inspiring others, organizing groups, commanding respect
- **Lore** - Esoteric knowledge, myths, monster weaknesses, secret societies
- **Medicine** - Healing, diagnosis, treating injuries and illness
- **Melee** - Armed close combat with swords, canes, knives
- **Performance** - Acting, public speaking, entertaining
- **Pilot** - Operating vehicles, carriages, skyships
- **Ranged** - Firearms, thrown weapons, crossbows
- **Stealth** - Hiding, silent movement, avoiding detection
- **Strategy** - Planning, tactical decisions, outmaneuvering opponents
- **Survival** - Wilderness skills, tracking, environmental adaptation
- **Tech** - Complex gadgetry, advanced clockwork, specialized devices
- **Thievery** - Picking locks, picking pockets, bypassing security

Example Skill Distributions

Occult Investigator (10 points)

- Investigation: 3
- Lore: 3
- Arcana: 2
- Empathy: 1
- Academics: 1

Gearsmith Engineer (10 points)

- Engineering: 3
- Tech: 3
- Craft: 2
- Academics: 1
- Investigation: 1

Street Operative (10 points)

- Stealth: 3
- Thievery: 2
- Brawl: 2
- Athletics: 1
- Empathy: 1
- Intimidation: 1

Combat Veteran (10 points)

- Ranged: 3
- Melee: 2
- Athletics: 2
- Medicine: 1
- Strategy: 1
- Intimidation: 1

Social Manipulator (10 points)

- Diplomacy: 3
- Empathy: 2
- Performance: 2
- Investigation: 2
- Leadership: 1

Combining Traits and Skills

In Infinite Horizons, you roll dice equal to **Trait + Skill** when attempting actions.

Examples in Emyria

Investigating a crime scene: Roll Awareness + Investigation

Deciphering an occult text: Roll Wits + Arcana (or) Wits + Lore

Repairing a clockwork device: Roll Wits + Engineering

Negotiating with an aristocrat: Roll Presence + Diplomacy

Detecting a hidden spirit: Roll Awareness + Arcana

Intimidating a suspect: Roll (Body + Intimidation) (or) (Presence + Intimidation)

Remember: You'll gain more trait and skill points as you level up through campaign play. Your initial build represents your investigator at the start of their journey—not their ultimate potential.

Step 4: Relationships & Background

Define Key Relationships

Name 3-5 important connections

Examples:

Name	Relationship Type	Complication
Dr. Helena Brass	former mentor	disappeared under suspicious circumstances
Sergeant Thomas Cole	police contact	expects favors in return
The Ebon Circle	information network	I owe them a dangerous favor
Captain Eliza Storm	skyship pilot	mutual respect, complicated history
"Gears" Murphy	street informant	unreliable but well-connected

Background Details

Financial Situation

- Comfortable? Struggling? In debt?
- Income sources (legal and otherwise)
- Outstanding debts or obligations

Housing

- Where do you live?
- Owned, rented, or temporary?
- Safe? Comfortable? Vulnerable?

Legal Status

- Clean record? Warrants? Watchlists?
- Licensed for any restricted activities?
- Relationships with DOSS or other authorities?

Reputation

- How are you known professionally?
- Any notable successes or failures?
- What do people say about you?

Step 5: Equipment

Work with your Storyteller to establish starting equipment appropriate to your background and the campaign's starting point.

Standard Empyrian Loadout

Personal Items

- Pocket watch and identification
- Personal journal or notebook
- Small amount of Sovereigns
- Keys and credentials

Professional Equipment

- Tools specific to your profession
- Protective gear if relevant
- Weapons (with appropriate permits)
- Specialized devices

Investigation Supplies

- Light source
- Writing materials
- Basic evidence collection
- Reference materials

Storyteller Collaboration: Equipment should enable your investigator concept without creating imbalance. Discuss restricted items (military weapons, occult artifacts, experimental devices) as potential story hooks rather than starting assets.

Step 6: Growth Planning

Unlike RPG Anywhere, Infinite Horizons investigators advance through campaign play. Consider where you want your character to grow.

Short-Term Goals (Levels 1-3)

- Which traits or skills do you want to improve first?
- Do you want to broaden capabilities or deepen specialization?
- What weaknesses need addressing?

Mid-Term Vision (Levels 4-7)

- What trait/skill combinations define your expertise?
- How does your profession evolve?
- What relationships become important?
- What new capabilities emerge?

Long-Term Arc (Levels 8+)

- What mastery do you achieve?
- How do your traits reach their peak?
- What unique capabilities define you?
- What legacy are you building?

Character Growth in IH

As you level up, you'll gain:

- Additional trait points (increasing raw capability)
- Additional skill points (expanding expertise)
- Special abilities or techniques
- Deeper relationships and resources

Your initial **8 trait points** and **10 skill points** are just the foundation.

Don't over-plan: The campaign will surprise you. These are guidelines, not commitments. Your investigator will grow organically through play.

Step 7: Final Touches

Physical Description

- Heritage and Appearance
- Style and Presentation
- Distinguishing Features
- How you want to be perceived

Personality Framework

- Core Values - What matters to you?
- Fears and Limits - What won't you do?
- Aspirations - What do you want?
- Flaws - What makes you human?

Campaign Integration

Answer these for your Storyteller:

1. **Why are you investigating mysteries** rather than working a stable job?
2. **What's your current situation** that makes you need allies?
3. **What expertise do you offer** the group? (Look at your high traits/skills)
4. **What vulnerability do you bring** that makes you need the group? (Look at your low/zero traits/skills)
5. **How do your traits manifest in your personality?** (High Wits = analytical approach? High Presence = natural leader?)

Ready for the Long Haul

Your investigator is built for campaign play. They'll grow, change, and develop through the story. Keep notes on their experiences—Infinite Horizons rewards character development with mechanical advancement.

Your starting build:

- 8 trait points distributed
- 10 skill points distributed
- Profession and background established
- Equipment determined
- Relationships defined

Remember: This system is designed for character arcs. Your initial build represents your investigator at the start of their journey—not their ultimate potential. Let your character evolve through play.

Final Steps (All Systems)

Regardless of which system you chose, these final considerations help integrate your investigator into Empyria and the campaign.

Organization Affiliation (Optional)

Does your investigator have any relationship with Empyria's organizations? This can provide resources, contacts, and complications.

Consider

- Are you a member of Everwatch or the Veilkeepers?
- Do you have contacts within DOSS?
- Have you encountered the Parliament of Shadows?
- Are you affiliated with any guilds or societies?

Example Affiliations

- Everwatch operative working undercover
- Veilkeeper initiate learning the secrets
- Former DOSS agent with complicated loyalties
- Independent contractor who works with multiple groups
- Target of the Parliament of Shadows

Mechanical Impact

Affiliation typically provides narrative benefits (contacts, information, resources) and complications (obligations, enemies, restrictions) rather than mechanical bonuses.

Group Integration

Before the first session, consider:

How do you know the other investigators?

- Professional contacts?
- Shared history?
- Recent meeting?
- Hired for the same case?
- Connected through organizations?

What makes you work together?

- Complementary skills?
- Shared goals?
- Mutual need?
- Contractual obligation?
- Growing trust?

What's your team role?

- Leader or follower?
- Planner or improviser?
- Specialist or generalist?
- Face or support?

Work with other players

Establish these connections. Organic group dynamics come from shared history and clear character relationships.

Session Zero Checklist

Before play begins, confirm with your Storyteller and group:

Character Clarity

- ☐ Everyone understands their investigator's capabilities
- ☐ No two investigators fill the exact same niche
- ☐ Everyone has reasons to be involved in the story
- ☐ Investigators have connections to each other
- ☐ Everyone knows which system they're using

Setting Alignment

- ☐ Investigators fit Empyria's steampunk-gothic tone
- ☐ Backgrounds make sense for the setting
- ☐ No anachronistic elements
- ☐ Power levels feel balanced
- ☐ Everyone understands how the supernatural works

Practical Matters

- ☐ Character sheets completed (or in progress)
- ☐ Dice available (d6 for RPGA, d10 for IH)
- ☐ System guide accessible for reference
- ☐ World Primer available for setting questions
- ☐ Starting location and situation understood

Boundaries & Expectations

- ☐ Content boundaries discussed (horror elements)
- ☐ Campaign length and style confirmed
- ☐ Session schedule established
- ☐ Communication preferences set
- ☐ Table rules agreed upon

Welcome to Empyria

Your investigator is ready. The gaslit streets await—clockwork automatons patrol their routes, spirits whisper from the shadows, and somewhere in this vast, dangerous city, mysteries demand solving.

Check your equipment.

Wind your pocket watch.

Know where the nearest exit is located.

Your investigation begins now.

Quick Reference: System Differences

Aspect	RPG Anywhere	Infinite Horizons
Dice	d6	d10
Success	5-6	7-10
Character Build	Profession + Skills (6 pts) + Expertise + Abilities (3)	Profession + Traits (8 pts, max 4) + Skills (10 pts, max 3)
Core Mechanic	Skill + modifiers	Trait + Skill
Advancement	Optional, story-based	Built-in leveling system
Complexity	Light, fast	Moderate depth
Best For	One-shots, mini-campaigns	All campaigns
Creation Time	15-20 minutes	20-30 minutes

Resources You Need

Everyone:

- Occultis Mechanica World Primer
- This Character Creation Guide
- Dice (appropriate to system)
- Character sheet

Your System Guide

- RPG Anywhere Quickstart Guide (if using RPGA)
- Infinite Horizons Core Guide (if using IH)

Optional but Helpful

- Notes on Thrimus districts
- Organization information
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Your Investigator Awaits

You've built someone who belongs in this world of steam and shadow. Maybe you're a gearsmith who's seen one too many "accidents" that weren't accidents at all. Maybe you're a former police officer who learned that some cases can't be closed through official channels.

Perhaps you're a medium who's spent years listening to the dead, knowing that what they tell you could destroy the living. Or a veteran who came back from the wars changed, seeing threats that others insist aren't there.

Whatever your background, you're no longer content to look away. Something's pulled you into the darkness—curiosity, revenge, duty, or simple survival instinct. The questions are piling up. The answers are dangerous. And you're the one who's going to find them.

Empyria doesn't forgive the unprepared. The clockwork keeps turning whether you're ready or not. The spirits don't care about your feelings. The things in the shadows have been waiting longer than you've been alive.

Wind your watch. Check your revolver. Remember that not everything that looks human is.

Your investigation begins now.