



KEYSTONE CHARACTER ARCHETYPES

6 TEMPLATES TO LAUNCH 100 ADVENTURES

The Bard, the Cleric, the Fighter, the Ranger, the Rogue, and the Wizard: they've all had many names, many players, and many adventures. Now it's your turn to step into their shoes and save the world... or die trying.

This document presents six character archetypes to be used with the **Keystone** build of the **Cortex Roleplaying Game**. If you don't know what those things are, check out the following links:

<http://cortexrpg.com>

<http://keystone.joshroby.com>

If you do know your way around, though, let's dive in.

USING THE ARCHETYPES IN ASCENT TO PRIME

You can use these archetypes to play *Ascent to Prime*, a Keystone campaign that teaches how to play Cortex as you proceed through the levels of Tour Toriel.

[Click here to get Ascent to Prime.](#)

If you're playing Ascent to Prime, follow the instructions for character creation in whichever level you are playing. You'll unlock the different aspects of a Cortex character as you progress.

USING THE ARCHETYPES FOR ANOTHER KEYSTONE GAME

You can also use these archetypes to play other Keystone campaigns. Some of these campaigns will be available for download through the [Cortex Creator Studio](#). Others you can make all on your own with a little work and a lot of imagination.

If you're playing something other than Ascent to Prime, you'll probably make characters using the *Cortex Prime Game Handbook's* Archetype rules on page 68.



More Adventures, Heroes, and Treasures at
<http://keystone.joshroby.com>

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BARD

The world is your stage, and you are definitely one of its players. You may not have graduated from a prestigious Bardic College, but while you were there you learned how to use words and song to do what's really important: seduce people. And between seductions, there's always delving dungeons. Gotta get the gold coin to buy this season's fashions to get into all those debutante balls, after all.

ALMOST GRADUATED FROM BARDIC COLLEGE

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Puff Piece*: when you introduce another character to someone, spend a  to double their SOCIAL.
- *Rapier Wit*: when you lambast, malign, or belittle someone, step up your effect die and add a  to the doom pool.

Highlight Skills: FOCUS, PERFORM

HEARTBREAKING HOMEWRECKER

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Flirting with Danger*: when flirting with someone will lead to unfortunate consequences and you do it anyway, double your SOCIAL.
- *String of Exes*: when a new character is introduced, you may reveal that you once seduced them or a member of their family, and it didn't end well. Gain a . They gain a  asset for GRUDGE, SPURNED, or similar.

Highlight Skills: INFLUENCE, SNEAK

VERDAS JUNGLE GOBLIN

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Home Remedy*: when you are recovering a complication, add a  to the doom pool to reveal that you have a home remedy that will help and double your skill.
- *Into the Trees*: when use elements of the landscape (tree or otherwise) to evade danger, spend a  to double its scene distinction or roll it as a  asset.

Highlight Skills: NOTICE, SURVIVE

SIGNATURE ASSETS

- WEATHERBEATEN LUTE
- INDEFINITELY BORROWED RAPIER



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BETHANY BERG

CLERIC

This is a cruel world, but people of faith and purpose can carve out a space of peace, perhaps comfort, even kindness. And you will be there to lift those people up when they fall, to give them solace when they despair, to soothe them when they are pained. This is your calling and your purpose, bestowed upon you from powers beyond mere mortal understanding: to serve what is right by supporting the righteous.

DIVINE BLESSINGS

- *Hinder*: gain a **PP** when you switch out this distinction's **8** for a **4**.
- *Cleanse*: when you roll to recover another character's complication, step up your effect die and step up the **DRAINED** complication or gain it at **6**. You may do this more than once on a single roll.
- *Sanctify*: when you create an asset for a blessing (on a character, item, or location, for instance), spend a **PP** to step up your effect die.

Highlight Skills: FOCUS, TREAT

SHEPHERD OF OUTCASTS

- *Hinder*: gain a **PP** when you switch out this distinction's **8** for a **4**.
- *Bleeding Heart*: when you expose yourself to danger by showing compassion, gain a **PP**.
- *I See How It Is*: add a **6** to the doom pool when you reveal information about life on the margins.

Highlight Skills: INFLUENCE, NOTICE

OUTLAND ORK

- *Hinder*: gain a **PP** when you switch out this distinction's **8** for a **4**.
- *Endurance*: spend a **PP** to step down any complication for being exhausted, overworked, or depleted.
- *Rage*: when you loudly condemn someone who has broken tradition, gain a **PP** and step up the **ENRAGED** complication or gain it at **6**.

Highlight Skills: FIGHT, SURVIVE

SIGNATURE ASSETS

- WELL-WORN ICON
- BOOK OF SCRIPTURE



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FIGHTER

You've seen a lot, most of it ugly, most of it violent. You've seen a lot of pain and misery, and you've been the cause of a good chunk of it. But that's just the world you live in, and the place you've found in it. You can take a hit and keep dealing out your own hits. People need fighters like you, which is what puts bread on your table and ale in your stein.

VETERAN OF THE OGREWAR

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Kitted Out*: spend a  to reveal that you have a useful piece of adventuring gear and gain it as a  asset.
- *Bigger But Not Meaner*: when you are facing down an opponent bigger than you, step down **PHYSICAL** to double your **FIGHT**.

Highlight Skills: FIGHT, LABOR

WORLD TRAVELLER

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Exotic*: explain how your present circumstances are no worse than something you've encountered before, then add a  to the doom pool to step down any complications inflicted.
- *Familiar*: spend a  to reveal a detail about a situation, location, or monster that you've encountered before.

Highlight Skills: KNOW, MOVE

CAER LARIONAD HUMAN

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Plucky*: when you face down terrible odds with personal courage, spend a  to step down your complications.
- *Stand Together*: when you assist another character by creating a defensive asset, gain a . If their roll fails, you are the target of the opposition's effect die.

Highlight Skills: DRIVE, INFLUENCE

SIGNATURE ASSETS

- MOTHER'S SWORD
- CRESTED SHIELD



BETHANY BERG



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RANGER

You stand astride two worlds: the wild and the civilized. You know the ways of the forest, the mountain, the swamp, and the desert. You hunt the beasts that some call monsters, you traverse the landscapes that some call wastes. And you do it for the civilized, the people who cannot comprehend the world outside their city walls. Because you speak their language, too, at least well enough to negotiate payment for your services.

ON THE HUNT

- *Hinder*: gain a **PP** when you switch out this distinction's **8** for a **4**.
- *Quarry*: spend a **PP** to designate a target as your quarry and gain a **FOCUSED ON QUARRY** **8** asset.
- *Gap in their Scales*: spend a **PP** to step up an injury complication you inflict.

Highlight Skills: NOTICE, SHOOT

OVER HILL AND DALE

- *Hinder*: gain a **PP** when you switch out this distinction's **8** for a **4**.
- *Wild Wisdom*: spend a **PP** to reveal information about a wild landscape or creature.
- *Unwind*: when you enter a natural space, step down one of your complications.

Highlight Skills: KNOW, SURVIVE

DWARF OF GRANITE HOLD

- *Hinder*: gain a **PP** when you switch out this distinction's **8** for a **4**.
- *Work Ethic*: step up a complication or gain the complication **OVERWORKED** **6** to reroll any roll where you can take your time and do things right.
- *Greed*: when you misbehave to acquire wealth, step up a doom pool die and gain a **PP**.

Highlight Skills: CRAFT, FIX

SIGNATURE ASSETS

- BLUNDERBUSS
- SHORT BOW



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ROGUE

The world is yours for the taking... as long as nobody sees you actually take it. That's the thing that you've discovered about rules: they only get enforced when somebody knows you've broken them. And so you and your light fingers traipse through wherever you like, see whatever you wish to see, take whatever you want to have, and just hope you're as good as you think you are, else ere long, you'll end up at the end of a rope.

SLIPPERY SNEAK

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Juke*: spend a  to reroll any attempt at evasion. Your effect die may not be used to inflict a complication.
- *They Were Just Here*: if no eyes are on you, add a  to the doom pool to remove yourself from a scene. You may reintroduce yourself into the scene at any time by describing where you are now.

Highlight Skills: MOVE, SNEAK

SHARP EYES

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Every Move You Make*: when you observe a person or situation without haste or interruption, double your Notice.
- *Exit Strategy*: when you need to get out of a location, name your escape plan, gain it as a  asset, and add a  to the doom pool.

Highlight Skills: NOTICE, TRICK

HALFLING FROM THE CANTON

- *Hinder*: gain a  when you switch out this distinction's  for a .
- *Innocent Face*: when you are avoiding suspicion and blame, spend a  to double SOCIAL.
- *Second Breakfast*: when you indulge (or overindulge) in food, drink, or drugs, step down a complication and add a  to the doom pool.

Highlight Skills: LABOR, TREAT

SIGNATURE ASSETS

- BRACE OF THROWING KNIVES
- SKULKING CLOAK AND HOOD



BETHANY BERG



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WIZARD

Your mind penetrates all the mysteries of this world and those beyond, as well. You know the secret ways of conjuring, of divination, and of legerdemain. And yet there are always more secrets, more buried enigmas, more forgotten oracles out there, just waiting for you to uncover them, learn from them, and extend your mastery over the farthest reaches of mortal comprehension.

INITIATE OF THE ARCANES MYSTERIUM

-  *Hinder*: gain a  when you switch out this distinction's  for a .
-  *Mana Drain*: when casting spells, gain or step up the **DRAINED** complication to step up your effect die.
-  *Area Effect*: when your spell targets multiple hostiles, add a  to the doom pool to add a  to your dice pool for every additional target. Assign an effect die to each target.

Highlight Skills: FOCUS, KNOW

TERMINALLY CURIOUS

-  *Hinder*: gain a  when you switch out this distinction's  for a .
-  *...and Curiouser*: gain a  when you closely examine a dangerous curiosity.
-  *For my Collection*: add a  to the doom pool when you reveal that you pocketed a sample of a dangerous curiosity you encountered earlier. Gain it as a  asset.

Highlight Skills: KNOW, SNEAK

ELF OF LORATHA FOREST

-  *Hinder*: gain a  when you switch out this distinction's  for a .
-  *Haughty*: when you disdain another character to their face, add a  to the doom pool and gain a .
-  *Ancient Tradition*: spend a  to reveal a detail about an item or location's history from before anyone else in the scene was born.

Highlight Skills: INFLUENCE, NOTICE

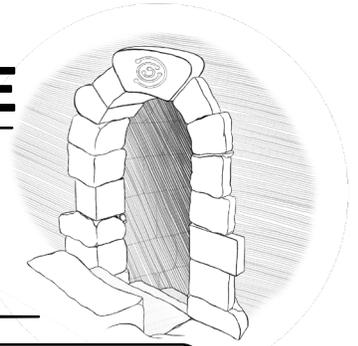
SIGNATURE ASSETS

-  ADVENTURING GRIMOIRE
-  ENCHANTED STAFF



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KEYSTONE



Name:

Description:

Archetype:

ATTRIBUTES

MENTAL

4 6 8 10 12

PHYSICAL

4 6 8 10 12

SOCIAL

4 6 8 10 12

SKILLS

CRAFT 4 6 8 10 12

DRIVE 4 6 8 10 12

FIGHT 4 6 8 10 12

FIX 4 6 8 10 12

FLY 4 6 8 10 12

FOCUS 4 6 8 10 12

INFLUENCE 4 6 8 10 12

KNOW 4 6 8 10 12

LABOR 4 6 8 10 12

MOVE 4 6 8 10 12

NOTICE 4 6 8 10 12

OPERATE 4 6 8 10 12

PERFORM 4 6 8 10 12

SHOOT 4 6 8 10 12

SNEAK 4 6 8 10 12

SURVIVE 4 6 8 10 12

THROW 4 6 8 10 12

TREAT 4 6 8 10 12

TRICK 4 6 8 10 12

DISTINCTIONS

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ASSETS

COMPLICATIONS & STRESS

CHARACTER FILE

XP [Progress bar with 12 circles]

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