

Guardians of Utaemia

Creating the Characters Book

Series 3

Copyright © 1999 - 2005 BY Michael G. Giles All rights reserved. None of the information in Guardians of Utaemia may be reproduced in any way shape or form, or by any means, without express written consent by the author, Michael G. Giles

Come, let us to fantasy away . . . take the role of someone who creates legend. As you play Guardians of Utaemia, you will be free to roam upon the lands, adventuring to your hearts content. If you have but a small portion of the pleasure I have had in writing and test-playing this game, a grand time you will have indeed!

In this game you may cultivate abilities from one or more of the following character paths: Animationist, Argonaught, Assassin, Bard, Conjuror, Deminaught, Divinationist, Druid, Elemental Magician, Empath, Enchanter, Fate, Forest-Knight, Gladiator, Guardian, Healer, Illusionist, Juggernaught, Light Weaver, Locust Magician, Magician, Monk (Shintar), Monk (Vekkarian), Mutant, Mystic, Necromancer, Psychic, Recorder, Shaman, Spiritualist, Supernaturalist, Thief, Trainer, Warrior.

The traditional style of gaming is to choose a character class and follow that specific path, branching off into other classes by level and specializing in certain "advanced" classes. This is not the case in Guardians of Utaemia. In this game you may dabble in all the classes and skills as you increase in levels, or you may master one character class according to your own desire. In this world, you mold your character exactly the way you wish to.