

CEIKEINU

— AGE OF TITANS — BROKEN AGE —

ADVANCED CHARACTER GENERATION

SUPPLEMENT GUIDE

THE AGE OF TITANS

AN AGE OF ORDER.
POWER. CREATION.
DESTINY FULFILLED.

THE BROKEN AGE

AN AGE OF SHADOWS.
RUIN. SURVIVAL.
DESTINY IN QUESTION.



DEEP IDENTITY
Explore your origins,
heritage, and place
in the world.



MEANINGFUL CHOICES
Your decisions shape
who you are and
what you become.



PURPOSE DRIVEN
Define your goals,
beliefs, and what
drives you forward.



UNIQUE PATHS
Many paths exist.
No two characters
walk the same road.



**BOTH ERAS
BOUNDLESS STORIES**
Play in the Age of Titans,
the Broken Age, or weave
your story across both.

— YOUR STORY. YOUR LEGACY. YOUR CEIKEINU. —



Ceikeinu

Advanced Character Generation

A campaign setting for the fifth edition of the world's most popular tabletop role-playing game.

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Published by TDG Publishing LLC

First Edition

Printed in the United States of America.

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Artwork Credit:

Certain illustrations in this publication were generated using AI-assisted tools, including ChatGPT image generation. These images were directed, selected, and refined to support the visual identity of Ceikeinu during initial prototype development. Final production editions will replace AI-generated artwork with commissioned illustrations as possible based on backing and available funds

Dedication

To my wife Katy, my children who I love so dearly for who they are,
To my gaming friends, and enemies, over the years
To the players, new and old,
Welcome.

Without Structure

Kara is a cleric.

She travels alone, helping people where she can. She believes in doing good, even when things are difficult. She left home to see the world and make a difference.

She heals the wounded, offers guidance, and tries to stay hopeful, no matter what she faces.

With This System

Kara was raised in Vorn, in a district that only exists because people refuse to let it collapse.

She learned early that nothing stays stable—not structures, not communities, not belief. The people around her didn't survive because things worked. They survived because they held each other together when they didn't.

She didn't become a cleric because she believed.

She became one because someone had to stand in the space where belief used to be.

Now she travels back toward Vorn, not because it's safe—but because people there are still trying.

She tells others to hold on.

She's just not sure what she's holding on to herself.

The difference isn't the character.

It's how they were built.

Author Introduction

Ceikeinu was built on structure—on the idea that identity, purpose, and power are shaped by the world, not chosen in isolation. This supplement exists to bring that same structure to character creation.

Advanced Character Generation reframes the process from selection to progression. Who a character is comes before what they can do. Origin, belief, and motive define their path, while mechanics become the result of those truths—not a substitute for them.

This approach functions across both the Age of Titans and the Broken Age. Whether shaped by order or surviving its collapse, every character is a product of what came before—and what they choose to become within it.

The goal is simple: create characters that belong to Ceikeinu, and in doing so, make every decision, action, and moment at the table carry weight.



Ray Young

Founder

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Introduction

Character creation is often treated as a series of selections—race, class, background— assembled into something functional. In Ceikeinu, that approach falls short. This is a world defined by structure, history, and consequence, where identity is not chosen in isolation, and power is never without origin.

Advanced Character Generation presents a different approach.

This system is built as a progression. It begins with origin—where a character comes from, what shaped them, and how the world already defines them before they act. From there, it develops motive, conflict, and direction. Only after these are established do mechanics take form, emerging as a reflection of the character rather than the foundation of it.

The result is a character that is internally consistent and externally grounded. Their abilities make sense. Their decisions carry weight. Their place in the world is clear—not because it was assigned, but because it was built.

This framework is designed to function across both the Age of Titans and the Broken Age. In one, structure defines purpose. In the other, its absence forces choice. In both, the same truth applies: every character is shaped by what came before and defined by what they do next.

The pages that follow provide a method to build characters that belong to Ceikeinu—not as visitors, but as part of its living structure.

Chapter I — The Anchor of Existence

Who you are before the world touches you

A character does not begin as a class or a stat block. They begin as a position within the world.

In Ceikeinu, identity is not abstract—it is defined by structure, origin, and expectation. Every individual exists within systems that predate them: caste, city, lineage, and purpose.

The first step is to establish:

Origin (city, region, or remnant culture)

Social Position (Vorju, Shaedogas, Auramjin, Ishali, Kaedan, or descendant lineage)

Environmental imprint (forge-born, coastal, desert, corrupted lands, etc.)

These are not flavor choices. They determine how the world responds to the character before the character acts.

The player begins to understand:

They are not entering the world—they are emerging from it.

Origin and Placement

The first step is determining where the character comes from—not simply in geography, but in context.

A character's origin defines:

The environment that shaped them

The conditions they were raised within

The expectations placed upon them

This may be a city, a region, a settlement, or a remnant of a lost structure. In the Age of Titans, origin is often tied directly to one of the great centers of power—Xyrthara, Shaedogath, Auramjara, Zephyrath, or the surrounding territories that supported them. In the Broken Age, origin may instead be tied to ruins, isolated communities, or fractured remnants of those same systems.

Origin is not background detail. It is the first constraint placed upon the character.

Social Structure and Expectation

Ceikeinu is defined by layered social order. Whether intact or broken, those layers persist.

Age of Titans

Titan and mortal authorities that govern the empire and the five cities that each have their own Field of Influence.

Vorjuun - Ruled the empire, all authority Titan or mortal was established here.

Auramjara - Controlled the use and training of arcane magic in the Empire.

Shaedogath - The military might of the Empire was their responsibility.

Zephyrath - Trade and the production of air and sea vessels.

Xyrthara - The Forge of the Ancient resides here, and the manufacturing of goods, armor and weapons of the empire is here.

The Nethya operated beyond it, maintaining balance from the shadows.

Broken Age

No central authority exists here. Each city has its own factions, but the ruins of the five great cities still dictate what the civilizations are rebuilding. The function that this era serves for social expectation is a character born into this era is functioning in a survival-based society. Nothing is permanent, the majority of life is trade and barter.

Each of these roles carried weight, expectation, and limitation .

Environment and Imprint

Where a character lived matters as much as who they were within it.

The environment leaves a lasting imprint:

Forge-bound regions produce resilience and familiarity with craft

Arcane centers create exposure to unstable or refined magic

Coastal or wind-driven regions foster adaptability and movement

Corrupted lands impose caution, survival instinct, and distrust

Even in the absence of formal training, environment defines instinct. It determines how a character reacts before they think, how they interpret danger, and what they consider normal.

Constraint Before Choice

This system does not begin with freedom. It begins with limitation.

Before a character chooses who they will become, they must first understand:

What was expected of them

What they were allowed to become

What they were denied

Constraint is not a restriction on creativity. It is the structure that gives choice meaning.

A character who rises above expectation is defined by that rise. A character who rejects their role carries the consequences of that rejection. A character who remains within it reflects the weight of the world itself.

Without constraint, there is no contrast. Without contrast, there is no identity.

Establishing the Anchor

By the end of this chapter, the character should be anchored in three ways:

Placed — They exist somewhere specific within Ceikeinu

Defined — They are shaped by a structure that predates them

Limited — They understand what the world expects of them

Nothing else in character creation proceeds correctly without this foundation.

Everything that follows—belief, motive, affiliation, power—will grow from this point. If the anchor is weak, the character will drift. If it is solid, the character will remain consistent no matter how far they evolve.

This is where the character begins.

Chapter II — The Weight of History

Your place between what was and what remains

No character in Ceikeinu exists outside of history.

The world is not in a state of growth—it exists in two states, Empire and a state of aftermath. What came before was not simply powerful; it was absolute. The Age of Titans defined structure, purpose, and identity at every level of existence. The Broken Age did not replace it—it fractured it.

To build a character that belongs in this world, you must define not only where they stand, but when they stand in relation to what was lost.

A. The Two Realities

All characters exist between two forces:

The Age of Titans — order, hierarchy, mastery, and unified purpose

The Broken Age — collapse, fragmentation, instability, and survival

These are not just historical periods. They are competing truths that continue to shape how people think, act, and judge the world around them.

Your character must exist within that tension.

B. The Age of Titans

What the world was meant to be

During the height of the Empire, Ceikeinu was not merely functional—it was perfected within its own design.

Cities had purpose. Orders had authority. Power was structured and controlled. The Forge produced wonders. The Auramjin shaped reality. The Shaedogas enforced will. Every individual existed within a defined role, and that role carried meaning.

This was not freedom. It was alignment.

Even now, that era defines expectation:

Some believe it represents the world as it should be

Some believe it concealed flaws beneath its structure

Some reject it entirely, seeing only control and suppression

Your character does not need to agree with the past—but they must understand how it is perceived.

Because even in ruin, its influence remains embedded in:

Architecture and ruins

Orders and their remnants

Knowledge that was never fully lost

Beliefs passed down, distorted or preserved

C. The Broken Age

What the world has become

The Empire did not fade. It ended.

The cause is unknown. The result is not.

The Broken Age is defined by:

Instability — of land, magic, and structure

Fragmentation — of factions, knowledge, and identity

Survival — replacing purpose as the primary driver

Where there was once certainty, there is now contradiction.

Ruins are not relics—they are active hazards.

Magic is not mastered—it is unreliable and dangerous.

Authority is not unified—it is contested or absent.

Entire regions remain scarred by what followed the fall:

Lands twisted by unnatural forces

Structures left partially functional or catastrophically unstable

Phenomena that defy explanation or control

Your character does not observe this from a distance. They live within it.

D. Living Between Eras

What you accept—and what you reject

Most individuals do not fully belong to one era or the other.

Instead, they exist in conflict:

Holding onto beliefs from a world that no longer exists

Adapting to realities they do not fully accept

Rebuilding, resisting, or ignoring what came before

This creates tension at the core of every character.

Define the following:

What do you believe is still true from the Age of Titans? Or what is true if you are within it. Something worth preserving, restoring, or defending.

What do you believe is no longer true?

Something broken, false, or dangerous to return to.

What has the Broken Age forced you to become? (if it applies)

A survivor, a skeptic, a seeker, or something else entirely.

E. Why This Matters in Play

This is not background detail. It directly informs how your character:

Interprets ruins, relics, and ancient systems

Responds to authority, structure, and hierarchy

Views power—whether it should be controlled, feared, or reclaimed

Decides what is worth preserving versus abandoning

Two characters can stand in the same place and see entirely different worlds:

A thriving Empire, or one doomed to fail

One sees a fallen empire that must be restored

Another sees a warning that must never be repeated

All are valid. All will act differently.

Result

By defining your relationship to these two eras as they apply to your character, you establish:

A consistent worldview

A foundation for decision-making

A clear source of internal conflict

This is what allows a character to feel grounded in Ceikeinu—not as a visitor, but as someone shaped by its past and forced to live with its consequences.



Chapter III — The Internal Fracture

Why you act—and what prevents you from doing so cleanly

A character without conflict is predictable.

A character without contradiction is shallow.

In Ceikeinu, no one moves forward without resistance—because the world itself is unstable, and the forces within it do not allow for clean intent or simple outcomes.

To create a character that feels real within this setting, you must define not only what drives them—but what disrupts that drive.

A. The Drive

What compels you to act

Every character requires a central force that pushes them forward. This is not a vague desire—it is a persistent motivation that influences decisions, priorities, and risk.

This drive should be singular in focus, even if its expression changes over time.

Common forms include:

The pursuit of power in a world where control is rare

The search for knowledge in a world where truth is fragmented

The need to survive in a world that does not sustain

The desire to restore something that was lost

The need to destroy something that should not remain

The drive answers one question:

Why do you continue forward when it would be easier not to?

If this cannot be answered clearly, the character will not hold under pressure.

B. The Contradiction

What interferes with your intent

In Ceikeinu, no drive exists without opposition—especially from within.

Contradiction is not external difficulty. It is internal resistance that complicates action and creates tension in decision-making.

This may take the form of:

A belief that conflicts with the actions required to succeed

A fear of consequence tied to power, failure, or loss

A lack of control—over magic, status, or circumstance

An obligation that forces the character to act against their own goals

Doubt that undermines otherwise clear choices

This is where the character becomes unstable—not broken, but in conflict with themselves.

The contradiction answers:

What stops you from achieving your goal the way you intend to?

C. The Limit

What you will not cross

Every character has a boundary.

In a world shaped by collapse, unstable magic, and the consequences of unchecked power, limits are not optional—they define identity.

A limit may be:

A line the character refuses to cross

A fear they will not confront

A truth they will not accept

A method they will not use

This is not weakness. It is structure.

The limit answers:

What will you refuse to do, even if it costs you everything?

D. Pressure and Instability

What happens when the world pushes back

Ceikeinu does not allow characters to remain static.

The environment itself applies pressure:

Ruins that resist understanding

Magic that behaves unpredictably

Factions that impose conflicting demands

Knowledge that destabilizes belief

Under pressure, three things are tested:

The strength of the drive

The severity of the contradiction

The durability of the limit

This is where meaningful decisions occur.

A character who is never forced to choose between these elements is not being tested—and will not evolve.

E. Fracture Over Time

How the character changes

The internal fracture is not resolved. It shifts.

Over time:

Drives may intensify, weaken, or change direction

Contradictions may be overcome, replaced, or deepened

Limits may hold—or break

When a limit breaks, the character changes.

When a contradiction is resolved, the character stabilizes—or becomes something else entirely.

This is not character growth in a traditional sense. It is adaptation under pressure.

F. Why This Matters in Play

This structure ensures that decisions are not arbitrary.

Instead of asking:

“What should my character do?”

The player understands:

What their character wants

What interferes with that want

What they refuse to sacrifice

This produces consistent behavior, meaningful conflict, and decisions that carry weight

Two characters with the same goal will act differently if their contradictions and limits differ. That difference is where roleplay emerges.

Result

By defining drive, contradiction, and limit, you create:

A character with direction

A source of internal tension

A framework for change

This is what allows a character to feel alive within Ceikeinu—not as an idealized figure, but as someone shaped by pressure, constrained by belief, and forced to act within a world that does not allow for certainty.

Chapter IV — The Role You Choose

What you do in the world

Only after identity and conflict are established does role selection occur.

Class, path, or specialization is not chosen for optimization—it is chosen because it is the logical outcome of the character's circumstances.

Examples:

A survivor of corrupted lands does not become a scholar—they become hardened, reactive, adaptive

A child of Auramjara does not “learn magic”—they inherit expectation and risk

A Shaedogath-born warrior is shaped by discipline before choice ever exists

This ensures:

Mechanics reinforce narrative

Abilities reflect lived experience

Progression feels earned, not assigned

What you do because of who you are

This is where you choose your class, path, or role—but not in isolation.

By the time you reach this step, you already know:

where you come from

what you've experienced

what drives you

Your role should grow out of those choices.

How to Use This Section

Class / Path / Role

Write down your class or specialization.

This isn't just what you want to play—it should make sense based on everything you've already established.

Why did you become this?

Explain what in your past led you here.

This should connect directly to:

your origin

your experiences

your worldview

If you can't explain it clearly, something earlier needs adjusting.

What made this possible?

Identify the specific condition that allowed you to take this path.

Examples:

- access to training
- being forced into it
- surviving something others didn't
- proximity to power or knowledge

This grounds your abilities in the world.

Source of Training / Ability

Choose how you gained your skills or power.

This helps define how you approach your role:

Structured training — taught, drilled, disciplined

Survival-developed — learned through necessity and experience

Inherited or bound power — something you carry, not something you earned

Fragmented or incomplete — partial knowledge, unstable ability

Other — define your own

What does it take to maintain this role?

What do you have to keep doing to stay effective?

This could be:

- constant practice
- strict discipline
- maintaining belief or focus
- managing instability or risk

This shows that your role isn't passive—it requires effort.

What do you struggle with?

What part of your role doesn't come naturally?

This should connect to your earlier tension:

something you resist

something you're not good at

something that conflicts with who you are

This is where your role stops being clean and starts being real.

What This Section Does

By the end of this step:

Your class makes sense

Your abilities have a source

Your role has a cost

Your struggle is built in

You're not just playing a role—you understand why your character can do what they do, and why it isn't easy.

Chapter V — The World's Response

How the world sees you

Immersion is not only internal. It is validated externally.

This chapter defines:

Who trusts the character

Who opposes or distrusts them

What assumptions are made about them on sight

In Ceikeinu, perception is rigid:

Caste carries weight

Magic invites suspicion

Power is never neutral

The character becomes part of a living social system, not an isolated entity.

How the world sees you

You know who your character is.

This section is about how other people see them—often before they speak.

Your origin, alignment, function, and role all shape this. People react to what they recognize, not what's true.

How to Use This Section

How are you typically perceived?

Choose the option that best fits how strangers or casual contacts react to you.

Trusted — seen as reliable or safe

Feared — seen as dangerous or threatening

Ignored — overlooked or dismissed

Resented — treated with hostility or suspicion

Misunderstood — judged incorrectly or incompletely

Unknown — no clear reaction; people don't know what to make of you

Pick what happens most often, not what you want.

Why?

Explain what leads to that reaction.

This should connect to things people can see or know:

where you're from

who you're tied to

how you act

what you represent

If someone met you on the road, what would make them react that way?

What reputation are you beginning to develop?

This is what spreads over time—not your full story, just what people repeat.

Keep it short and specific:

“Keeps people alive in bad situations”

“Doesn’t follow orders”

“Shows up where things go wrong”

This is what others say about you, whether it’s accurate or not.

What do others get wrong about you?

What assumption doesn’t match reality?

This should come from your earlier tension:

something people misread

something you hide

something they oversimplify

This creates space between who you are and how you’re treated.

Who would naturally oppose you?

Think about groups or people who would push back against you without knowing you personally.

This could be because of:

your alignment

your role

your beliefs

what you interfere with

You’re not picking enemies—you’re identifying friction.

Who would support or tolerate you?

Who benefits from you, understands you, or at least doesn't see you as a problem?

This doesn't mean they like you—it means they accept your presence.

Think in terms of:

shared goals

useful skills

compatible worldviews

What This Section Does

By the end of this step:

You know how interactions start

You understand why people react the way they do

You have built-in tension and connection points

You're no longer just playing your character, you can see how the world responds to them.

Chapter VI — The Breaking Point

What changes you

A static character is not immersive. A character that changes under pressure is.

This chapter introduces:

A defining moment (past or anticipated)

A threshold the character has not yet crossed

A decision that will alter who they are

This is critical in Ceikeinu, where:

Power corrupts

Knowledge destabilizes

Survival often requires compromise

The player now has a trajectory, not just a starting point.

What will change you

Up to now, you've defined who your character is.

This section defines what could change them.

Everyone has a point they haven't reached yet—a situation they aren't ready for. When it happens, something gives.

How to Use This Section

Past Defining Moment (if any)

What has already shaped you in a lasting way?

This should be something that:

changed how you think

affected what you believe

still influences your decisions

It doesn't need to be dramatic—but it needs to matter.

Future Threshold (what you are not prepared for)

What kind of situation would push you past your limits?

This isn't something you've already handled.

It's something you avoid, deny, or haven't faced yet.

Think in terms of:

a situation that challenges your beliefs

a scenario where your usual approach fails

a pressure you don't know how to handle

What decision will be forced at that moment?

When that situation happens, what choice will you have to make?

This should be a real conflict:

two outcomes that both matter

something you can't avoid or delay

a choice that defines who you become after

If the answer is easy, it's not the right question.

What are you most likely to lose?

What's at risk when this happens?

This could be:

a person or group

your beliefs

your role

your sense of control

your place in the world

This is what gives the moment weight.

What This Section Does

By the end of this step:

You know what could break your character's current identity

You have a clear future turning point

You understand what's actually at stake

This gives your character direction—not just a starting point.

You're not just playing who they are.

You're moving toward who they might become.

Chapter VII – The Living Character

How to play them

At this stage, the character is no longer theoretical. They are operational.

The player now understands:

How the character speaks

How they react under stress

What they prioritize when forced to choose

This produces:

Consistent roleplay

Meaningful decisions

Emotional investment in outcomes

The character becomes predictable in logic, but unpredictable in outcome—which is the foundation of immersion.

How you behave in play

This is where your character stops being an idea and starts becoming something you can actually play at the table.

Everything you've built so far—your origin, beliefs, and tension—should show up in how you act, especially when things go wrong.

How to Use This Section

When under pressure, you tend to:

Choose the response that best matches your default reaction when something goes wrong.

This isn't what you should do.

It's what you do first, before you think it through.

Act immediately

You move without hesitation. You'd rather do something than wait.

This fits characters driven by urgency, instinct, or responsibility.

Observe first

You take a moment to understand what's happening before acting.

This fits characters who rely on awareness, caution, or control.

Defer

You look to someone else to take the lead.

This fits characters who trust others, lack confidence, or operate within structure.

Withdraw

You pull back to avoid risk or regain control.

This fits characters who are cautious, overwhelmed, or protecting themselves.

Escalate

You increase intensity—more force, more pressure, more commitment.

This fits characters who double down instead of backing off.

What This Means in Play

This choice helps you answer quickly:

What do I do right now?

How does my character react without overthinking it?

You can still change your approach—but this is your starting point under stress.

What This Section Does

By the end of this step:

You have a clear default reaction

You spend less time deciding how to act

Your behavior stays consistent across sessions

Your character won't always make the right choice, but they'll make the same kind of choice for the same reasons.

Chapter VIII — Integration into the World

Where your story intersects with others

Finally, the character is placed into motion.

This chapter aligns the character with:

Party dynamics

Shared objectives

Conflicting motivations within the group

In Ceikeinu, unity is rarely clean. Characters will:

Agree on goals, not reasons

Share danger, not trust

Move forward despite internal fracture

This ensures the character contributes to a collective narrative without losing individual integrity.

How you exist within a group

Your character doesn't act alone for long.

Even if they wouldn't choose it, they are part of a group now. This section defines why that works—and where it doesn't.

How to Use This Section

Why do you remain with the group?

What keeps you here?

This should be a reason that holds up over time:

a shared goal

a practical need

something you can't do alone

or something tying you to them

It doesn't have to be trust—but it has to be enough.

What do you need from them?

What do they provide that you don't have?

Think in terms of:

protection

knowledge

structure

support

access

This creates dependence. Without it, there's no reason to stay.

What do they rely on you for?

What do you bring that matters?

This should connect to your Function and Role:

something useful

something consistent

something the group would notice if it was gone

This is your place in the group.

Where will conflict arise?

What's going to cause tension?

This should come from:

your beliefs

your behavior under pressure

your priorities

You're not trying to avoid conflict—you're defining where it naturally happens.

What would cause you to leave?

What is the line you won't cross?

This could be:

a broken agreement

a moral limit

loss of trust

a direct conflict with your goal

This sets boundaries. It tells you when your character stops compromising.

What This Section Does

By the end of this step:

You know why your character stays with the group

You understand what they give and take

You have built-in tension without breaking the group

Your character doesn't need to agree with everyone.

They just need a reason to stay—and a reason they might not.

Final Check — Consistency

Make sure everything holds together

Before you start play, take a moment to look over what you've built.

This step exists to catch anything that doesn't line up.

Each item here checks a core part of your character:

your role should come from your past

your motivations and flaws should be clear

your worldview should fit the setting

how others see you should make sense (and not be completely accurate)

you should have a point where things could change

and you should be able to function in a group

If something doesn't fit, adjust it now.

A consistent character is easier to play, easier to react to, and will feel more real over time.

Example Character — Full Walkthrough

Lizardfolk Fighter (Level 1) — Shaed Origin

I — Where You Come From

Origin: Shaed

Environment: Fractured terrain (primary), reclaimed structures (secondary)

Alignment: Shaed Enforcement Cohort

Function: Perimeter enforcer (patrol, control, response)

Background Selection

Function → enforcement → **Background: Soldier**

Sheet Entries:

Backstory: Raised in Shaed's lower defensive corridors, maintaining control in unstable zones

Affiliation: Shaed Enforcement Cohort

Background: Soldier

II — What You Believe

Accepted Understanding: Order prevents collapse

Direct Experience: Saw structural failures and loss in lower Shaed corridors

Cultural Narrative: Strength and discipline keep the city standing

Rejection: Freedom leads to strength (rejects this)

Sheet Entries:

Ideal: "Discipline and structure are required for survival"

Bond: "I will prevent the kind of collapse I've already seen"

Flaw / Trait: "Distrusts unstructured people and environments"

III – Internal Tension

Primary Drive: Maintain order and stability
Contradiction: Predatory instinct—reacts aggressively under stress
Limit / Fear: Losing control in confined or chaotic situations

Sheet Entries:

Bond / Goal: “I maintain control so things don’t fall apart”
Flaw: “Struggles to suppress instinctive aggression”
Flaw / Trigger: “Fear of losing control when systems fail”

IV – Role and Function

Class: Fighter (Level 1)
Why this role: Selected and trained for enforcement duty in Shaed

What made it possible:

Access to structured training and selection into enforcement ranks

Source of Training: Structured training

What it takes to maintain:

Constant discipline, adherence to protocol, physical readiness

Struggle within role:

Maintaining control over instinct in high-pressure situations

Sheet Entries:

Class: Fighter 1
Fighting Style: Defense (recommended)
Backstory Add:
“Trained through Shaed enforcement systems”

V – World Response

Perceived as: Feared, Resented

Why: Represents control and authority; associated with enforcement

Reputation developing: “Maintains order in unstable zones”

What people get wrong: Seen as unthinking or rigid, not controlled by necessity

Who opposes: Outsiders, displaced groups, anti-authority individuals

Who supports: Structured systems, city officials, organized groups

Sheet Entries:

Roleplay Notes: Viewed as an enforcer first, person second

Trait: Takes control of situations quickly

VI – Breaking Point

Past Event: Lost unit members during an exercise

Future Threshold: A situation where following orders causes greater loss

Forced Decision: Follow structure or break it to save lives

What is at risk: Identity as an enforcer / belief in structure

Sheet Entries:

Bond: “I carry the consequences of a failed mission”

Character Note: Will face a choice between obedience and outcome

VII – Living Character

Under pressure: Act immediately

Sheet Entries:

Trait: Acts without hesitation in crisis

VIII – Integration

Why stay with group: Assigned purpose or shared objective tied to stability

Needs from group: Flexibility, coverage outside structured systems

What they rely on you for: Frontline control, protection, decisive action

Conflict point: Low tolerance for disorder or hesitation

Leaving condition: If group behavior creates instability or risk constantly

Sheet Entries:

Flaw: Frustrated by lack of discipline

Roleplay Note: Stays as long as the group remains effective

Final Check - Completed!

What This Character Feels Like in Play

Speaks directly, rarely explains

Moves first, adjusts later

Evaluates people by role and usefulness

Struggles when situations don't follow structure



CHARACTER WORKSHEET

CHARACTER NAME _____

PLAYER _____

DATE _____

I. ORIGIN AND FOUNDATION

Where you come from

Origin / Ancestry: _____

Environment (Where you were raised): _____

Alignment / Affiliation: _____

Primary Function in Your Community / Faction: _____

What shaped you most in your early life?

What truth did you learn early?

II. WORLDVIEW

What you believe and why

Core Belief: _____

What do you believe about the world?

What do you believe about people?

What do you refuse to believe?

III. DRIVE AND CONFLICT

What pushes and pulls you

Primary Drive (What you want most): _____

Contradiction (What conflicts with your drive?): _____

Personal Limit (What you will not do?): _____

What would tempt you to break that limit?

VIII. INTEGRATION

How you exist within a group

Why do you remain with the group? _____

What do you need from them? _____

What do they rely on you for? _____

Where will conflict arise? _____

What would cause you to leave? _____

IV. ROLE AND FUNCTION

What you do because of who you are

Class / Path / Role: _____

Why did you become this?
(must connect to your past)

What from your origin or experience
made this possible?

Source of Training / Ability:

- Structured training
- Survival-developed
- Inherited or bound power
- Fragmented or incomplete
- Other: _____

What does it take to maintain this role?

What aspect of your role do you struggle with?

V. WORLD RESPONSE

How the world sees you

How are you typically perceived?

- | | |
|----------------------------------|--|
| <input type="checkbox"/> Trusted | <input type="checkbox"/> Resented |
| <input type="checkbox"/> Feared | <input type="checkbox"/> Misunderstood |
| <input type="checkbox"/> Ignored | <input type="checkbox"/> Unknown |

Why? _____

What reputation are you beginning to develop?

What do others get wrong about you?

Who would naturally oppose you?

Who would support or tolerate you?

VI. BREAKING POINT

What will change you

Past defining moment (if any): _____

Future threshold (what you are
not prepared for): _____

What decision will be forced
at that moment? _____

What are you most likely to lose
when it happens? _____



VII. LIVING CHARACTER

How you behave in play

When under pressure, you tend to:

- Act immediately
- Observe first
- Defer
- Withdraw
- Escalate

Why? _____

What does this look like in play? _____

What helps you stay grounded?

What pushes your buttons?

FINAL CHECK – CONSISTENCY

- My role is clearly tied to my origin and experience
- My drive, contradiction, and limit are all defined
- My worldview reflects the Age of Titans and/or Broken Age
- The world's perception of me is clear and not fully accurate
- I have a defined breaking point with consequence
- I have a reason to stay with the group and a way to contribute

NOTES / ADDITIONAL DETAILS



CEIKEINU

— ✦ AGE OF TITANS ✦ BROKEN AGE ✦ —

YOUR WORLD. YOUR CHOICES. YOUR STORY.

Ceikeinu is a world shaped by two eras of power and consequence. In the Age of Titans, empires rose under the guidance of ancient beings. In the Broken Age, their legacy remains—fractured, unstable, and waiting for what comes next.

This supplement gives you the tools to create characters who belong to that world.

✦ INSIDE THIS GUIDE ✦



ROOTED IN THE WORLD
Build a character shaped by place, faction, and history.



MEANINGFUL CREATION
A guided process that turns your decisions into identity.



BUILT FOR PLAY
Create characters who make sense, react under pressure, and grow through story.



TWO ERAS. ENDLESS PATHS.
Whether you walk the light of the Age of Titans or survive the shadows of the Broken Age—every path is yours.



STORIES THAT CONNECT
Designed for groups, campaigns, and worlds that remember what came before.

“WE DO NOT INHERIT THE WORLD AS IT WAS.
WE INHERIT THE CHOICE OF WHAT IT BECOMES.”

FOR PLAYERS. FOR STORYTELLERS. FOR CEIKEINU.

This guide is part of the Ceikeinu tabletop roleplaying experience. Use it with the Core Rulebook to bring your journey to life— from the first decision to the final legacy.