

Simplified Character Creation

1. **Envision your character:** What type of character do you want to create? How do you envision them? If you don't have a clear idea, here are a few possibilities that might inspire you. Or, if you would prefer to leave it to chance, roll 1d12:
 - Craftsman/Artisan (1-2)
 - Musician/Performer (3-4)
 - Rogue/Smuggler/Thief (5-6)
 - Scholar/Academic/Politician (7-8)
 - Soldier/Mercenary/Warrior (9-10)
 - Noble/Knight/Military Officer (11-12)

It will also be helpful to consult with your Game Master about the possibilities and restrictions of the setting and to see if the character concept you are envisioning will fit into the setting and story.

2. **Consider their Origin and Background:** Where is this person from? What skills might they have picked up? You don't need to go into too much detail. This is just to get you thinking of the possibilities. From the answers to these questions, record the following background skills:
 - Start with **OBSERVATION** at an SR (skill rank) of 3
 - Start with **RUNNING** at an SR of 2
 - Record your character's **Native Language** and assign it an SR of 6. (Alternatively, you could choose two separate languages and assign the first an SR of 5 and the second an SR of 3.)
 - Record your character's native **AREA/CULTURE** and assign it an SR of 6. This is the native country, province, or city where your character grew up. (Alternatively, you could choose two separate areas or locales and assign the first an SR of 5 and the second an SR of 3.)
3. **Choose Core Skills:**

Look through the list of skills below.

 - Choose 1 *sub-skill* as your character's highest level expertise. Assign it an SR of 8.
 - Choose 2 sub-skills as your character's secondary proficiencies. Assign each an SR of 6.
 - Choose 4 skills (sub or broad) as your character's lesser competencies. Assign each an SR of 3.
 - Choose 2 skills (broad or sub) as your character's novice dabbings. Assign each an SR of 1.

(1 skill @ SR 8; 2 skills @ SR 6; 4 skills @ SR 3; 2 skills @ SR 1)

Note: If you'd like to assign OBSERVATION or RUNNING as one of the core skills in step 3, simply choose an alternate mental sub-skill to start at SR 3, and/or an alternate physical sub-skill to start at SR 2.

Note: Broad skills automatically have a default SR equal to half the SR of the highest ranked sub-skill beneath it. If you're already investing skill ranks in a sub-skill, it's inadvisable to invest in the broad skill above it.)

Note: For randomized skills, do the following for each of the core skills from step 3 above:

1. Roll 3d12: 1-7 = Mental skill; 8-12 = Physical skill
2. 2nd d12: Roll broad skill
3. 3rd d12: Roll sub-skill

Note: the equivalent point value of this Simplified Method of Character Creation simulates a 0 level starting character. If the GM authorizes you to start at a higher experience level (1, 2, 3, etc), you may receive additional points to spend in step 7, **Gain Additional Skills.**

Mental-Based Skills (1-7)

COGNITION (1-2)

COMPUTATION (1), DEBATE (2-3), DEDUCTION (4-5), INSIGHT (6-7), MEDITATION (8-9), RECALL (10-11) (12 = Choice)

CRAFT* (3)

Examples include: Armorer, Blacksmith, Carpentry, Cooking, Forgery, Painting, Weaving, Woodcarving, and Tinkering/Invention. Each unique Craft requires a separate specialization. (For randomized CRAFT skills: 1-4 = Artistic, 5-8 = Building/Assembling, 9-10 = Tinkering/Invention, 11-12 = Choice.)

HANDLING (4)

ANIMAL CARE/TRAINING (1-2), RIDE (3-4), DRIVE (5-6), PILOT* (7-8) (9-12 = Choice)

INFILTRATION (5-6)

CONCEALMENT (1), DISGUISE (2), OBSERVATION (3-4), SEARCH (5-6), SECURITY SYSTEMS (7-8), STEALTH (9-10), TRACKING (11) (12 = Choice)

INFLUENCE (7-8)

CHARM (1-2), DECEPTION (3-4), FEATS OF WILL (5), HAGGLING (6-7), INTIMIDATION (8), LEADERSHIP (9), PERSUASION (10-11) (12 = Choice)

KNOWLEDGE (9-10)**

A wide range of possible skill specializations for the three most common game settings are listed below. Each specific field of Knowledge requires a separate specialization.

LANGUAGE* (11)

Each new language requires a separate specialization. (For randomized LANGUAGE skills, the GM can make a list of the most common languages in the game setting)

PERFORMANCE (12)

ACTING (1-2), DANCE (3-4), INSTRUMENT* (5-6), ORATORY (7-8), SINGING (9-10) (11-12 = Choice)

Physical -Based Skills (8-12)

ATHLETICS (1-3)

ARMOR MOVEMENT (1), CLIMBING (2), FEATS OF ENDURANCE (3-4), FEATS OF STRENGTH (5-6), JUMPING (7), RUNNING (8-9), SWIMMING (10), TUMBLING/ACROBATICS (11) (12 = Choice)

COORDINATION (4-5)

BALANCE (1), CATCHING (2-3), DODGE (4-5), ESCAPE ARTIST (6), PICKPOCKETING (7), ROPE USE (8), SLEIGHT OF HAND (9), THROWING (10-11) (12 = Choice)

MELEE WEAPONS (6-7)

AXES/CLUBS/HAMMERS (1-2), KNIVES (3-4), REACH WEAPONS (5-6), STAVES (7-8), SWORDS (9-10) (11-12 = Choice)

RANGED WEAPONS (8-9)

ARCHERY (1-2), BLOWGUNS (3), CROSSBOWS (4), PISTOLS (5-6), RIFLES (7-8), SLINGS (9), TURRET/HEAVY (10) (11-12 = Choice)

THROWN WEAPONS (10)

HATCHETS (1-2), JAVELIN (3-4), KNIVES (5-7), MISCELLANEOUS (8-9) (10-12 = Choice)

UNARMED COMBAT (11-12)

BOXING (1-3), MARTIAL ARTS (4-7), WRESTLING (8-10) (11-12 = Choice)

*These skills require further specialization. Characters cannot acquire skill ranks in broad skills with an *.

**For KNOWLEDGE sub-skill specialization, choose from the following list, broken down by game setting. If rolling randomly, roll 2d12—first roll = leftmost number; second roll = specific sub-skill within that range.

<u>Random</u>	<u>FANTASY</u>	<u>Random</u>	<u>MODERN</u>	<u>Random</u>	<u>FUTURISTIC</u>
1 / 1-2	ACCOUNTING	1 / 1-4	ACCOUNTING	1 / 1-3	ADVANCED FARMING
/ 3-6	ALCHEMY	/ 5-8	ANATOMY	/ 4-8	ADVANCED MEDICINE
/ 7-12	AGRICULTURE/FARMING	/ 9-12	ANTHROPOLOGY	/ 9-12	ALIEN FAUNA
2 / 1-4	APPRAISAL	2 / 1-4	ARCHAEOLOGY	2 / 1-4	ALIEN FLORA
/ 5-9	ARCANE/RELICS	/ 5-8	ARCHITECTURE	/ 5-7	ARCHITECTURE
/ 10-12	ARCHITECTURE	/ 9-12	ASTRONOMY	/ 8-12	COMMERCE/TRADE
3 / 1-6	AREA/REGION	3 / 1-4	BIOLOGY	3 / 1-6	COMPUTERS
/ 7-9	ARTILLERY/SIEGE	/ 5-8	BOTANY	/ 7-9	CRYPTOLOGY
/ 10-12	ASTROLOGY	/ 9-12	CHEMISTRY	/ 10-12	CYBERNETICS
4 / 1-4	BUREAUCRACY	4 / 1-4	COMMERCE/TRADE	4 / 1-4	DEMOLITIONS
/ 5-7	CARTOGRAPHY	/ 5-8	COMPUTERS	/ 5-7	ENERGY SYSTEMS
/ 8-12	COMMERCE/TRADE	/ 9-12	ENGINEERING	/ 8-12	ENGINEERING
5 / 1-5	CREATURE LORE	5 / 1-4	ETIQUETTE	5 / 1-4	ETIQUETTE
/ 6-9	CULTURE	/ 5-9	FIRST AID	/ 5-9	FIRST AID
/ 10-12	DIPLOMACY	/ 10-12	FISHING	/ 10-12	FLEET TACTICS
6 / 1-4	ETIQUETTE	6 / 1-4	GAMBLING	6 / 1-4	GAMBLING
/ 5-9	FIRST AID	/ 5-8	HISTORY/LORE	/ 5-9	HISTORY/LORE
/ 10-12	FISHING	/ 9-12	LAW	/ 10-12	HOLOGRAPHICS
7 / 1-5	GAMBLING	7 / 1-4	LITERATURE	7 / 1-4	LAW
/ 6-7	HERALDRY	/ 5-8	MATHEMATICS	/ 5-7	LITERATURE
/ 8-12	HERBS/PLANT LORE	/ 9-12	MECHANICS	/ 8-12	MATHEMATICS
8 / 1-5	HISTORY/LORE	8 / 1-5	MEDICINE	8 / 1-4	NAVIGATION
/ 6-9	LAW	/ 6-8	OCCULT	/ 5-9	PLANET/SYSTEM
/ 10-12	MIDWIFERY	/ 9-12	PHILOSOPHY	/ 10-12	POLITICS
9 / 1-5	NAVIGATION	9 / 1-4	POLITICS	9 / 1-2	PSIONIC STUDIES
/ 6-7	OCCULT	/ 5-8	PSYCHOLOGY	/ 3-5	QUANTUM SCIENCES
/ 8-12	POISONS/DRUGS	/ 9-12	PHYSICS	/ 6-8	ROBOTICS
10 / 1-3	POLITICS	10 / 1-4	SPORTS	/ 9-12	STARSHIP MECHANICS
/ 4-5	RELIGION	/ 5-8	STREETWISE	10 / 1-4	STREETWISE
/ 6-7	SAILING	/ 9-12	SURVIVAL	/ 5-8	SURVIVAL
/ 8-12	STREETWISE	11 / 1-3	TACTICS	/ 9-12	TECHNICIAN
11 / 1-5	SURVIVAL	/ 4-6	THEATRE/FILM	11 / 1-3	TERRAFORMING
/ 6-9	TACTICS	/ 7-9	THERAPY	/ 4-7	XENO BIOLOGY
/ 10-12	TRAPS	/ 10-12	ZOOLOGY	/ 8-12	ZERO-G
12-choice	—	12-choice	—	12-choice	—

4. Choose Strengths

- Take one **Talent** strength in the first sub-skill chosen in step 3a above (SR 8)
- You have 5 additional strength slots to allocate. Major strengths require 3 slots, Medium strengths 2 slots, and minor strengths 1 slot. Thus you could either choose: a) one Major strength and one Medium strength; b) one Major strength and two Minor strengths; c) two Medium strengths and one Minor strength; d) one Medium and *three* Minor strengths; or e) *five* Minor strengths (strengths with an * can be chosen more than once).

Note: Strengths are purposefully worded as descriptive traits. If a strength leaps out as describing the character you have envisioned, mark it as one of the strengths to consider acquiring.

Major Strengths

Random	Strength	Brief Description
1	<i>Agile</i>	-1 MR in <i>all</i> COORDINATION sub-skills and +1 to Prowess
2-3	<i>Alert</i>	-1 MR in <i>all</i> INFILTRATION sub-skills and +1 to Prowess
4-5	<i>Athletic</i>	-1 MR in <i>all</i> ATHLETICISM sub-skills
6-7	<i>Charismatic</i>	-1 MR in <i>all</i> INFLUENCE sub-skills
8	<i>Dead Eye</i>	-1 MR in <i>all</i> RANGED and THROWN WEAPONS sub-skills
9	<i>Fighter's Instincts</i>	-1 MR in <i>all</i> MELEE WEAPONS and UNARMED COMBAT sub-skills and +1 to Prowess
10-11	<i>Inquisitive</i>	-1 MR in <i>all</i> KNOWLEDGE sub-skills
12	<i>(Choice)</i>	—

Moderate Strengths

Random	Strength	Brief Description
1	<i>Aptitude</i>	+1 SN in chosen sub-skill; also -1 DL (+1 success) to checks with skill
2	<i>Artisan</i>	-1 MR in <i>all</i> CRAFT sub-skills
2	<i>Confident</i>	-1 MR in <i>all</i> HANDLING sub-skills
3	<i>Indefatigable</i>	Ignore negative modifiers from Fatigue
3	<i>Indomitable</i>	+1 SN/ +1 success all FEATS OF WILL & +1 AR all mental attacks
4	<i>Intelligent</i>	-1 MR in <i>all</i> COGNITION sub-skills
5	<i>Intuitive</i>	+1 SN and +1 success on all INSIGHT checks + 1 free insight/session

5	<i>Linguist</i>	-1 MR in <i>all</i> LANGUAGE sub-skills
6	<i>Mighty</i>	+1 SN/-1 DL for FEATS OF STRENGTH skill checks; +1 melee damage
7	<i>Quick Reflexes</i>	+1 BD against all melee attacks and +1 to Prowess
7	<i>Rapid Healing</i>	Healing rate for Wounds is halved
8	<i>Rapid Recovery</i>	Recovery rate for Strain is halved
8	<i>Sharp Witted</i>	+1 SN/-1 DL for DEBATE or PERSUASION checks; +1 mental damage
9	<i>Tough</i>	+1 AR (Armor Rating) against all melee and ranged combat attacks
10	<i>Versatile</i>	+1 die for all skill checks of SR 3 or below
11	<i>Virtuoso</i>	-1 MR in <i>all</i> PERFORMANCE sub-skills
12	<i>(Choice)</i>	—

Minor Strengths

<u>Random</u>	<u>Strength</u>	<u>Brief Description</u>
1/1-6	<i>Acute Sense</i>	-1 DL for all OBSERVATION checks involving the chosen sense
/7-12	<i>Adaptable</i> (3 lvl)	+3 dice per game session which can be used on any check
2/1-5	<i>Affluent</i> *	+1 MC (raise Monetary Class by 1)
/6-7	<i>Ambidextrous</i>	No penalty for using off-hand for checks (normally +2 DL)
/8-12	<i>Committed</i> *	Increase core drives by a total of 3 levels (see step 8)
3/1-4	<i>Companion</i> *	Minor Companion, or upgrade 1 level (see Companion)
/5-8	<i>Courageous</i> *	+1 AR (Armor Rating) against all fear-based mental attacks
/9-12	<i>Decisive</i> *	+1 to Prowess score
4/1-6	<i>Determined</i> *	+1 to base Tenacity
/7-12	<i>Faction Ally</i> *	Minor Faction Ally, or upgrade 1 level (see Faction Ally)
5/1-6	<i>Friend/ Connection</i> *	Minor Connection, or upgrade 1 level (see Friend/Connection)
/7-12	<i>Hardy</i> *	+1 to base Vitality
6/1-6	<i>Item</i> *	Minor Item, or upgrade 1 level (see Item)

/7-12	Level Headed *	+1 AR (Armor Rating) against all stress-based mental attacks
7/1-5	Light Sleeper *	-2 DL to OBSERVATION checks to wake up
/6-8	Lucky*	May reroll 1 + Experience Level in failed die rolls per game session
/9-12	Pain Tolerance *	MR and Prowess penalty from Wounds reduced by 1
8/1-6	Privileged *	+1 SC (raise Social Class by 1)
/7-12	Talent *	-1 MR in one sub-skill (one time per sub-skill)
9/1-6	Reactive*	+1 to Prowess score
/7-12	Resilient*	MR and Prowess penalty from Strain reduced by 1
10/1-6	Resistance *	+1 AR against specific physical attack, such as cold, poisons, or fire
/7-12	Stable *	+1 to base Sanity
11/1-6	Shrewd *	+1 AR (Armor Rating) against all influence-based mental attacks
/7-12	Vigorous *	+1 to base Endurance
12	(Choice)	—

5. Choose Weaknesses.

You have 5 weakness slots to allocate. Major weaknesses require 3 slots, Medium weaknesses 2 slots, and minor weaknesses 1 slot. Thus you could either choose a) one Major weakness and one Minor weakness; b) two Medium weaknesses; c) one Medium and *two* Minor weaknesses; or d) *four* Minor weaknesses (Note: weaknesses with an * can be chosen more than once).

Major Weaknesses

Random	Weakness	Brief Description
1	Clumsy	+1 MR in <i>all</i> COORDINATION skill checks
2-3	Contemptible	+1 MR in <i>all</i> INFLUENCE skill checks
4	Learning Disability	+1 MR in <i>all</i> KNOWLEDGE sub-skills
5-6	Oblivious	+1 MR in <i>all</i> INFILTRATION skill checks
7-9	Poor Fighter	+1 MR in <i>all</i> MELEE WEAPONS and UNARMED COMBAT sub-skills
7-9	Poor Shot	+1 MR in <i>all</i> RANGED and THROWN WEAPONS sub-skills

10	<i>Unlucky</i>	Count both 1's and 2's when determining snags
11	<i>Weak</i>	+1 MR in <i>all</i> ATHLETICS sub-skills
12	<i>(Choice)</i>	—

Moderate Weaknesses

<u>Random</u>	<u>Weakness</u>	<u>Brief Description</u>
1	<i>Illiterate</i>	Unable to read or write
2-3	<i>Monoglot</i>	+1 MR in <i>all</i> LANGUAGE skill checks
4-5	<i>Performance Anxiety</i>	+1 MR in <i>all</i> PERFORMANCE skill checks
6-7	<i>Reckless</i>	+1 MR in <i>all</i> HANDLING skill checks
8-9	<i>Simple Minded</i>	+1 MR in <i>all</i> COGNITION skill checks
10	<i>Slow Healing</i>	Double required healing times (Wounds only)
11	<i>Sluggish</i>	-1 BD (Body Defense) <i>and</i> -1 Prowess
12	<i>(Choice)</i>	—

Minor Weaknesses

<u>Random</u>	<u>Weakness</u>	<u>Brief Description</u>
1 / 1-4	<i>Absent Minded</i> *	Roll 1d12 each scene/encounter. On a roll of 1, have forgotten or misplaced something needed.
/ 4-8	<i>Addiction</i> *	Minor Addiction, or upgrade 1 level (see Addiction)
/ 9-12	<i>Allergy</i> *	Minor Allergy, or upgrade 1 level (see Allergy)
2 / 1-4	<i>Anxious</i> *	-1 MD against all stress-based mental attacks
/ 4-8	<i>Craven</i> *	-1 MD against all fear-based mental attacks
/ 9-12	<i>Dark Secret</i>	Other weakness/background aspect must be kept secret
3 / 1-7	<i>Debilities (2)</i> *	+1 MR in <i>two</i> separate sub skills
	<i>Deep Sleeper</i> (3 lvls)	+3 DL to OBSERVATION checks to wake up
/ 8-12	<i>Delusional</i> (2 lvls) *	+2 DL to DEDUCTION checks to perceive past false belief

4/1-3	Dependency*	Minor Dependency, or upgrade 1 level (see Dependency)
/4-7	Destitute *	-1 MC (lower Monetary Class by 1)
/8-12	Faction Enemy*	Minor Faction Enemy, or raise 1 level (see Faction Enemy)
5/1-4	Frail/Sickly *	-1 to base Vitality
/5-7	Hardened *	Decrease a core drive by 2 levels or two drives by 1 level
/8-12	Impaired Sense (2 lvls)*	+2 DL to all checks involving chosen sense
6/1-3	Indecisive *	-1 to Prowess score
/4-8	Inept *	+1 DL to all checks in one sub-skill (one time/skill)
/9-12	Lowborn *	-1 SC (lower Social Class by 1)
7/1-3	Naive *	-1 MD against all influence-based mental attacks
4-7	Obligation *	Minor Obligation, or upgrade 1 level (see Obligation)
8-12	Obsession (2 levels)*	2 DL mental attack if act contrary to obsession (no MD)
8/1-5	Phobia (2 lvls) *	2 DL mental attack if encounter feared stimulus (no MD)
/6-8	Physical Impairment *	Minor Physical Impairment , or upgrade 1 level
/9-12	Prejudice (2 levels) *	+2 DL to FEATS OF WILL checks to treat with respect
9/1-8	Rival/Foe *	Minor Rival/Foe, or upgrade 1 level (see Rival/Foe)
/9-12	Short Winded *	-1 to base Endurance
10/1-4	Stigmatized *	+1 DL INFLUENCE for prejudiced group
/5-8	Timid/Flighty *	-1 to base Tenacity
/9-12	Traumatic Experience (2 lvls)*	2 DL mental attack if encounter situation reminiscent of event (no MD)
11/1-4	Unstable *	-1 to base Sanity
/5-8	Vulnerability *	-1 MD against 1 specific physical attack (i.e., cold, poisons, fire)
/9-12	Wanted *	Minor Wanted weakness, or upgrade 1 level (see Wanted)
12	(Choice)	—

6. Choose Traits:

- Choose (or roll for) at least *two* of the following:

Unfortunate Traits

<i>Anti-social (1 / 1-2)</i>	<i>Fidgety (5 / 1-2)</i>	<i>Pessimistic (10-12)</i>
<i>Arrogant (3-5)</i>	<i>Forgetful (3-4)</i>	<i>Procrastinator (9 / 1-2)</i>
<i>Bad breath (6-7)</i>	<i>Impatient (5-8)</i>	<i>Profane (3-5)</i>
<i>Bitter (8-10)</i>	<i>Impulsive (9-10)</i>	<i>Rebellious (6-8)</i>
<i>Blames Others (11-12)</i>	<i>Intolerant (11-12)</i>	<i>Repetitive Tick/Gesture (9-12)</i>
<i>Body odor (2 / 1-2)</i>	<i>Jaded (6 / 1-3)</i>	<i>Rigid Views (10 / 1-4)</i>
<i>Boisterous (3-5)</i>	<i>Loud/Annoying Laugh (4-6)</i>	<i>Secretive (5-6)</i>
<i>Boorish (6-8)</i>	<i>Manipulative (7-8)</i>	<i>Short Fuse (7-8)</i>
<i>Compulsive (9-12)</i>	<i>Miserly (9-10)</i>	<i>Signature Mark (9)</i>
<i>Critical (3 / 1-3)</i>	<i>Missing/Crooked Teeth (11-12)</i>	<i>Sloppy (10-11)</i>
<i>Cynical (4-6)</i>	<i>Obsequious (7 / 1-2)</i>	<i>Speech Impediment (12)</i>
<i>Disorganized (7-9)</i>	<i>Ornery/Ill-tempered (3-5)</i>	<i>Superstitious (11 / 1-2)</i>
<i>Dissatisfied (10-12)</i>	<i>Overconfident (6-9)</i>	<i>Suspicious (3-4)</i>
<i>Distinguishing Trait (4 / 1-4)</i>	<i>Overly Flamboyant (10-12)</i>	<i>Talkative (5-6)</i>
<i>Domineering (5-6)</i>	<i>Paranoid (8 / 1-2)</i>	<i>Tendency to Slouch (7-8)</i>
<i>Eccentric (define how) (7-9)</i>	<i>Pathological Liar (3-4)</i>	<i>Timid/Shy (9-10)</i>
<i>Easily Distracted (10-12)</i>	<i>Perfectionist (5-7)</i>	<i>Uncouth (11-12)</i>
	<i>Perpetual Scowl (8-9)</i>	<i>(Choice—12)</i>

- Choose (or roll for) *one* of the following Positive/Neutral Traits

Positive Traits

<i>Appreciative/Grateful (1 / 1-4)</i>	<i>Enthusiastic (5-8)</i>	<i>Laughs Easily (5-8)</i>
<i>Assertive (5-8)</i>	<i>Flexible in Views (9-12)</i>	<i>Loyal (9-12)</i>
<i>Cautious (9-12)</i>	<i>Flirtatious (5 / 1-3)</i>	<i>Modest (9 / 1-4)</i>
<i>Collaborative</i>	<i>Forgiving (4-6)</i>	<i>Optimistic (5-8)</i>
<i>Competitive (2 / 1-4)</i>	<i>Friendly (7-9)</i>	<i>Organized (9-12)</i>
<i>Cool Under Pressure</i>	<i>Generous (10-12)</i>	<i>Patient (10 / 1-4)</i>
<i>Confident (5-8)</i>	<i>Good Humored (6 / 1-4)</i>	<i>Relaxed (5-8)</i>
<i>Courteous (9-12)</i>	<i>Hard Worker (5-8)</i>	<i>Stunningly Beautiful (9-12)</i>
<i>Curious (3 / 1-4)</i>	<i>Honest (9-12)</i>	<i>Stylish (11 / 1-3)</i>
<i>Detail Oriented (5-8)</i>	<i>Honorable (7 / 1-4)</i>	<i>Tranquil (4-6)</i>
<i>Disciplined</i>	<i>Hums/whistles/sings to self (5-7)</i>	<i>Trusting (7-9)</i>
<i>Energetic (9-12)</i>	<i>Impeccably Dressed (8-9)</i>	<i>Trustworthy (10-12)</i>
<i>Empathic (4 / 1-4)</i>	<i>Independent (10-12)</i>	<i>(Choice—12)</i>
	<i>Kind (8 / 1-4)</i>	

7. **Gain Additional Skills:**

Spend 20 Experience Points (XP) to raise existing skills or acquire new ones. The cost of each skill rank (SR) is equal to the new SR (SR 1 costs 1 point, SR 2 costs 2 additional points, SR 3 costs 3 more points beyond that, and so on). This is shown in the table below:

Rank (SR)	Title	# of dice	XP Cost	Total XP Cost
1	Novice	1	1	1
2		2	2	3
3	Competent	3	3	6
4		4	4	10
5		5	5	15
6	Proficient	6	6	21
7		7	7	28
8	Expert	8	8	36
9		9	9	45
10	Master	10	10	55
11		11	11	66
12	Legendary	12	12	78

8. **Define Drives and Motivations/Beliefs:**

Rank your character's value in each of the five core drives (*Connection, Duty, Justice, Knowledge, and Power*). Rank the drive with the highest dedication and value a 5, rank the next highest as 4, then 3, 2, 1. For your 3 highest drives, create a motivation/belief statement defining how that drive is manifested for your particular character. (Advice for crafting beliefs can be found [here](#).)

9. **Fill in the Numbers:**

- Record **SR** (skill rank) for all skills
 - Broad skills have a default SR equal to half the highest ranked sub-skill beneath it, rounded down (some broad skills may have been independently raised in step 3 or 7)
 - Broad skills without training in any associated sub-skill will have an SR of 0.
- Record **MR** (minimum roll) for all skills
 - The base or default MR for all skills (broad or sub) is 9.
 - The *Talent* strength will reduce this to 8.
 - Other strengths, such as *Artisan, Intelligent, or Virtuoso*, also grant a -1 MR mod.
 - The *Debility* weakness will increase the MR to 10.
 - Other weaknesses, such as *Clumsy, or Contemptible*, impose a +1 MR mod as well.
 - All recorded skills—including broad skills without any SR—should have an MR recorded for them (typically 9 as well).
- Record **SN** (second nature) for all skills

Second Nature (SN) Ratings

MR Modifier

<u>SR</u>	<u>+3</u>	<u>+2</u>	<u>+1</u>	<u>0</u>	<u>-1</u>	<u>-2</u>	<u>-3</u>	<u>-4</u>
1	0	0	0	0	0	0	0	0
2	0	0	0	0	0	1	1	1
3	0	0	0	1	1	1	1	2
4	0	0	1	1	1	2	2	2
5	0	0	1	1	2	2	3	3
6	0	1	1	2	2	3	3	4
7	0	1	1	2	3	3	4	4
8	0	1	2	2	3	4	4	5
9	0	1	2	3	3	4	5	6
10	0	1	2	3	4	5	6	6
11	0	1	2	3	4	5	6	7
12	1	2	3	4	5	6	7	8

Once you've filled in the SN for each skill, *all* boxes should be filled in next to each broad skill and sub-skill (SR, MR, and SN).

10. Calculate Exertion, Conviction, Defense ratings, and Prowess Scores

- Calculate **Exertion** and **Conviction** Points—page 2, Battle Sheet

<u>Exertion Aspect</u>	<u>Calculation</u>
Endurance	6 + six highest body-based SNs
Tenacity	6 + six highest mind-based SNs
Vitality	3 + three highest body SNs
Sanity	3 + three highest mind SNs
Conviction	½ total levels among all drives (round down)

Note: strengths/weaknesses, such as *Hardy* or *Timid*, may increase or decrease these base numbers.

Each aspect's second level (**Fatigued** or **Injured**) is ½ the base value (**Rested** or **Healthy**); each aspect's third level (**Depleted** or **Critical**) is ½ the second value (all rounded down).

- Calculate **BD** (Body Defense) and **MD** (Mental Defense)—page 2, Battle Sheet
BD is equal to the *average* of the three highest Body-based SN ratings; MD is equal to the *average* of the three highest Mind-based SN ratings (both rounded down).
- Calculate **Prowess Scores**—page 2, Battle Sheet
 1. Start with 6 points
 2. *Add* the applicable skill's SN
 3. *Add* any modifiers from strengths (i.e., *Reactive/Decisive*)
 4. *Subtract* any modifiers from weaknesses (i.e., *Indecisive* or *Sluggish*)
 5. *Subtract* Weapon Speed (melee weapons offset by FEATS OF STRENGTH SN)
 6. *Subtract* any Armor Encumbrance (offset by ARMOR MOVEMENT SN)

Record the final number as the Prowess Score for each form of combat

11. Record **Monetary Class** and **Social Class** and **Choose Weapons and Basic Gear**

- Monetary Class and Social Class will both be 3 unless modified by a strength (*Affluent* or *Privileged*) or a weakness (*Destitute* or *Lowborn*)
- Gear includes any equipment, and weapons your character would logically and justifiably have on their person. The Monetary Level of such gear cannot exceed a character's Monetary Class (more info on [Gear](#) here).
- Weapons are broken down by type, as shown below

Melee Weapons

<u>Weapon</u>	<u>Dmg</u>	<u>Speed*</u>	<u>Weapon</u>	<u>Dmg</u>	<u>Speed*</u>
Axe, Small/Hatchet	+1	-1	Morning Star	+3	-3
Axe, Medium	+2	-2	Polearm, Bardiche	+2	-4
Axe, Great	+4	-4	Polearm, Halberd	+1	-2
Club	+1	-2	Spear	+1	-2
Flail, Medium	+2	-3	Staff, Bladed	+1	-2
Flail, Great	+3	-4	Staff, Quarter	0	0
Hammer, Hand	+1	-1	Sword, Small	+2	-2
Hammer, Great/War	+3	-3	Sword, Broad	+3	-3
Knife, Small	0	0	Sword, Long	+2	-3
Knife, Dagger	+1	-1	Sword, Great	+4	-4

Mace	+2	-2			
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* May be offset by the FEATS OF STRENGTH skill SN

Missile Weapons

Weapon	Dmg	Speed	Reload	PB	Short	Med	Long	Dist	Ext
Blowgun	-1	-3	1 AP	-1DL	0	+2DL	—	—	—
Bow, Compound	+2	-3	1 AP	—	-1DL	0	+1DL	+3DL	—
Bow, Long	+2	-2	1 AP	—	-1DL	0	+1DL	+3DL	—
Bow, Short	+1	-2	1 AP	-1DL	0	+1DL	—	—	—
Crossbow	+2	-1	2 AP	-2DL	-1DL	0	+1DL	—	—
Crossbow, Heavy	+4	-1	3 AP	-2DL	-1DL	0	+1DL	+3DL	—
Sling	+2	-4	1 AP	-2DL	-1DL	0	+1DL	—	—

Thrown Weapons

Weapon	Dmg	Speed	Draw	PB	Short	Med	Long	Dist	Ext
Bola	0	-7	+6	—	0	—	—	—	—
Chakra	+2	-2	+4	0	+1DL	—	—	—	—
Hatchet	+2	-3	+4	-1DL	0	+1DL	—	—	—
Javelin	+1	+3	+5	-1DL	0	+1DL	+3DL	—	—
Knife	+0	-2	+3	0	+1DL	—	—	—	—
Spear	+2	-4	+6	-1DL	0	+1DL	—	—	—

Firearms

Weapon	Dmg	Spd	Reload	PB	Short	Med	Long	Dist	Ext
Pistol, Semiauto	+2	-1	1 AP	-1DL	0	+1DL	+3DL	—	—
Revolver, small	+2	-1	3 AP	-1DL	0	+1DL	+3DL	—	—
Revolver, large	+3	-2	3 AP	-2DL	-1DL	0	+2DL	—	—

Rifle, Assault	+5	-3	1 AP	-2DL	-1DL	0	+2DL	+3DL	—
Rifle, Hunting	+2	-3	1 AP	-2DL	-1DL	0	+1DL	+3DL	—
Shotgun	+4	-3	1 AP	-2DL	0	+1DL	+2DL	—	—
Shotgun, Double-barrel	+4	-3	2 AP	-2DL	0	+1DL	+2DL	—	—
Shotgun, Sawed-Off	+5	-3	1 AP	-3DL	0	+2DL	—	—	—
Sniper Rifle*	+5	-5	1 AP	—	-2DL	-1DL	0	+1DL	+2DL
Submachine-gun	+4	-3	1 AP	-2DL	0	+1DL	+3DL	—	—

*The use of a sniper rifle reduces the Fatality threshold by 1.

Futuristic

Weapon	Dmg	Speed	Reload	PB	Short	Med	Long	Dist	Ext
Pistol, Laser	+3	-1	—	-1DL	0	+1DL	+2DL	—	—
Pistol, Pulse	+4	-2	1 AP	-2DL	-1DL	0	+1DL	+3DL	—
Rifle, Laser	+4	-2	—	-2DL	-1DL	0	+1DL	+2DL	+3DL
Rifle, Pulse	+5	-3	1 AP	-2DL	-1DL	0	+1DL	+2DL	+4DL

12. Establish Bonds with Other Protagonist Characters:

Decide on bonds connecting your character to other PCs, create backstory, and record any other pertinent character details.