Simplified Character Creation

1. Envision your character:

If you don't have a clear idea of what type of character you want to create, here are a few possibilities that might inspire you.

- Craftsman or Artisan
- Musician or Performer
- Noble, Knight, or Military Officer
- Rogue, Smuggler, or Thief
- Scholar, Academic, or Politician
- Soldier, Mercenary, or Warrior

It's also recommended that you consult with your Game Master about the possibilities and restrictions of the setting and to see if they have any suggestions, or if the character concept you're envisioning will fit into the setting and story.

2. Consider His/Her Origin and Background:

Where is this person from? What skills have they picked up? You don't need to go into too much detail. This is just to get you thinking of the possibilities. Here are a few background possibilities to consider:

- Criminal
- Foreigner
- Lower Class
- Mysterious
- Refugee
- Religious
- Student
- Tragic Loss
- Upper Class

Regardless of the answers to these questions, record the following automatic skills. The first two are Body-based skills (left side of the character sheet); the remaining five are Mind-based skills (right side of the character sheet).

- Start with **RUNNING** or **FEATS OF ENDURANCE** at SR 3
- Start with **BALANCE** or **DODGE** at SR (skill rank) 2
- Start with **OBSERVATION** at SR 3
- Start with **RECALL** or **DEDUCTION** at SR 2
- Start with **PERSUASION** or **FEATS OF WILL** at SR 2
- Start with one **KNOWLEDGE-related sub-skill** at SR 3 (see full list of options below)
- Based on game setting, start with either one **HANDLING-related sub-skill** *or* one **PERFORMANCE-related sub-skill** at SR 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 broad skills and sub-skills below.

Many other roleplaying games have set classes or occupations that define characters. Many also have pre-defined races or ancestries. *Untold* has neither. Instead, the rules allow for any race, profession, or skillset you can imagine. If you want to create a character of a particular racial background, check with your GM to make sure it fits in with the world they have imagined. If it does, just use these rules to create whatever distinct characteristics set that race or species apart. If you have a particular occupation in mind, use the steps below to bring that profession into reality.

The front side of the character sheet is divided into three sections: Physical Skills on the left, Mental Skills on the right, and other important characteristics in the middle. OBSERVATION, RECALL, PERSUASION, FEATS OF WILL, Native LANGUAGE, and Native AREA KNOWLEDGE are all Mental- based skills (right side of the sheet), while RUNNING, FEATS OF ENDURANCE, BALANCE, and DODGE are Physical-based skills (left side of the sheet).

For a table with a breakdown of skill ranks, see step 7, below.

- Choose one *sub-skill* as your character's highest level expertise. Assign it an SR of 8.
- Choose two *sub-skills* as your character's secondary proficiencies. Assign each an SR of 6
- Choose three other skills as your character's lesser competencies. *These can be sub-skills or broad skills.* Assign each an SR of 3.
- Choose two other skills (sub-skills or broad skills) and assign each an SR of 2.
- Choose one final novice-level skill. Assign it an SR of 1.

1 skill @ SR 8; 2 skills @ SR 6; 4 skills (including one KNOWLEDGE-related skill) @ SR 3 ; 3 skills @ SR 2; 1 skill @ SR 1

Skills

(Note: All broad skills are flush left, in **bold**; all sub-skill are indented below each broad skill.)

> It's important at this stage to record all SRs in light pencil as they have the potential to be increased later on.

Mental-Based Skills

AWARENESS

> CONCEALMENT, DISGUISE, OBSERVATION, SEARCH, SECURITY SYSTEMS, STEALTH, TRACKING

COGNITION

> COMPUTATION, DEBATE, DEDUCTION, INSIGHT, MEDITATION, RECALL

CRAFT*

> *All Craft specializations are various unique forms of sculpting, forming, or other hands-on creation or repair. Examples include: Armorer, Blacksmith, Carpentry, Cooking, Dentistry, Forgery, Gunsmith, Painting, Plumbing, Sculpture, Weaving, Weaponsmith, Woodcarving, and Tinkering/Invention. Each unique Craft requires a separate specialization.*

HANDLING

> ANIMAL CARE/TRAINING, RIDING, DRIVING, PILOTING*

INFLUENCE

> CHARM, DECEPTION, FEATS OF WILL, INTIMIDATION, LEADERSHIP, NEGOTIATION, PERSUASION, PROVOCATION

KNOWLEDGE**

> *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*

> *Each new language skill requires a separate specialization.*

PERFORMANCE

> ACTING, DANCING, INSTRUMENT*, MIMICRY, ORATORY, SINGING

Physical -Based Skills

ATHLETICS

> ARMOR MOVEMENT, CLIMBING, FEATS OF ENDURANCE, FEATS OF STRENGTH, JUMPING, RUNNING, SWIMMING, TUMBLING/ACROBATICS

COORDINATION

> BALANCE, CATCHING, DODGE, ESCAPE ARTIST, PICKPOCKETING, ROPE USE, SLEIGHT OF HAND, THROWING

MELEE WEAPONS

> AXES/CLUBS/HAMMERS, KNIVES, REACH WEAPONS, SHIELDS, STAVES, SWORDS

> Any physical skills chosen in this step should be recorded on the *left* side of the character sheet while mental skills should be recorded on the *right* side of the character sheet.

> If you'd like to assign OBSERVATION, RECALL, FEATS OF WILL, PERSUASION, RUNNING, FEATS OF ENDURANCE, BALANCE or DODGE as one of the core skills in step 3, simply choose an alternate mental sub-skill to start at SR 2 (or 3 for OBSERVATION) and/or an alternate physical sub-skill to start at SR 2. For example, if you decide to create a character who is forgetful, you might substitute DEDUCTION or COMPUTATION for RECALL; for a character confined to a wheelchair, you might choose WHEELCHAIR as an alternate physical skill instead of RUNNING.

> Note: Broad skills automatically have a default SR equal to half the SR of the highest ranked sub-skill beneath it. This means if you are already putting skill ranks in a sub-skill, it is not advisable or worthwhile to invest in the broad skill above that sub-skill.

RANGED WEAPONS

    ARCHERY, BLOWGUNS, CROSSBOWS, PISTOLS, RIFLES, SLINGS, TURRET/HEAVY

THROWN WEAPONS

    HATCHETS, JAVELIN, KNIVES, MISCELLANEOUS

UNARMED COMBAT

    BOXING, MARTIAL ARTS, WRESTLING

*These skills require further specialization. For broad skills with this designation, characters *cannot* acquire skill ranks in the generalized broad skill.

**For KNOWLEDGE specializations, choose from the list below, divided by game genre/setting.

FANTASY	MODERN	FUTURISTIC
ACCOUNTING	ACCOUNTING	ADVANCED FARMING
ALCHEMY	ANATOMY	ADVANCED MEDICINE
AGRICULTURE/FARMING	ANTHROPOLOGY	ALIEN FAUNA
APPRAISAL	ARCHAEOLOGY	ALIEN FLORA
ARCANE/RELICS	ARCHITECTURE	ARCHITECTURE
ARCHITECTURE	ASTRONOMY	ARTIFICIAL INTELLIGENCE
AREA/REGION	BIOLOGY	COMMERCE/TRADE
ARTILLERY/SIEGE	BOTANY	COMPUTERS
ASTROLOGY	CHEMISTRY	CRYPTOLOGY
BUREAUCRACY	COMMERCE/TRADE	CYBERNETICS
CARTOGRAPHY	COMPUTERS	DATA ANALYSIS
COMMERCE/TRADE	CRIMINOLOGY	DEMOLITIONS
CREATURE LORE	ELECTRONIC SURVEILLANCE	ENERGY SYSTEMS
CULTURE/GROUP	ENGINEERING	ENGINEERING
DIPLOMACY	ETIQUETTE	ETIQUETTE
ETIQUETTE	FIRST AID	FIRST AID
FIRST AID	FISHING	FLEET TACTICS
FISHING	GAMBLING	GAMBLING
GAMBLING	HISTORY/LORE	HISTORY/LORE
HERALDRY	LAW	HOLOGRAPHICS
HERBS/PLANT LORE	LITERATURE	LAW
HISTORY/LORE	MATHEMATICS	LITERATURE
LAW	MECHANICS	MATHEMATICS
LIP READING	MEDICINE	NAVIGATION
MIDWIFERY	OCCULT	PLANET/SYSTEM
MILITARY TACTICS	PHILOSOPHY	POLITICS
NAVIGATION	POLITICS	PSIONIC STUDIES
NOBILITY/HIGH SOCIETY	PSYCHOLOGY	QUANTUM SCIENCES
OCCULT	PHYSICS	ROBOTICS

FANTASY	**MODERN**	**FUTURISTIC**
ACCOUNTING	ACCOUNTING	ADVANCED FARMING
ALCHEMY	ANATOMY	ADVANCED MEDICINE
POISONS/DRUGS	SPEED READING	STARSHIP MECHANICS
POLITICS	SPORTS	STREETWISE
RELIGION	STREETWISE	SURVIVAL
SAILING	SURVIVAL	TECHNICIAN
STREETWISE	THEATRE/FILM	TERRAFORMING
SURVIVAL	THERAPY	XENOBIOLOGY
TRAPS	ZOOLOGY	ZERO-G

4. Choose Strengths:

○ Take one *Prowess* strength in the first sub-skill chosen in step 3a above (SR 8). Record this on the first line of **Strengths** (middle column of the front page).

○ 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 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).

> When recording strengths, write the name of the strength followed by a brief reminder of what the strength does. (Don't worry about the cost column for simplified character creation.)

> 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

Strength	**Brief Description**
Agile	-1 MR in *all* COORDINATION skill checks (broad or sub) and +1 to Action Score
Alert	-1 MR in *all* AWARENESS skill checks (broad or sub) and +1 to Action Score
Athletic	-1 MR in *all* ATHLETICISM skill checks (broad or sub) and +1 to Action Score
Charismatic	-1 MR in *all* INFLUENCE skill checks (broad or sub) and +1 to Action Score
Dead Eye	-1 MR in *all* RANGED WEAPONS and THROWN WEAPONS skill checks (broad or sub) and +1 to Action Score
Fighter's Instincts	-1 MR in *all* MELEE WEAPONS and UNARMED COMBAT skill checks (broad or sub) and +1 to Action Score
Inquisitive	-1 MR in *all* KNOWLEDGE skill checks (broad or sub)

Strength	Brief Description
Aptitude	+1 SN in chosen sub-skill; also -1 DL (+1 success) to checks with skill
Artisan	-1 MR in *all* CRAFT sub-skills
Confident	-1 MR in *all* HANDLING skill checks (broad or sub)
Eloquent	+1 SN/+1 success in native LANGUAGE and +1 die for DEBATE & PERSUASION checks
Indefatigable	Ignore negative modifiers from Fatigue (physical or mental)
Indomitable	+1 SN/ +1 success in FEATS OF WILL & +1 AR for all mental attacks
Intelligent	-1 MR in *all* COGNITION skill checks (broad or sub)
Intuitive	+1 SN and +1 success on all INSIGHT checks & 1 free "insight"/session
Linguist	-1 MR in *all* LANGUAGE sub-skills
Mighty	+1 SN/-1 DL in FEATS OF STRENGTH and ARMOR MOVEMENT skill checks & +1 melee damage
Pain Tolerance	MR and AP penalty from Wounds reduced by 1
Quick Reflexes	+1 BD against all melee attacks and +1 to Action Score
Rapid Healing	Healing rate for Wounds is doubled (½ normal healing time)
Resilient	Recovery rate for Strain is doubled (½ normal recovery time)
Sharp Witted	+1 SN/-1 DL for DEBATE or PERSUASION checks & +1 mental damage
Tough	+1 AR (Armor Rating) against all melee and ranged combat attacks
Versatile	+1 die for all skill checks of SR 3 or below
Virtuoso	-1 MR in *all* PERFORMANCE sub-skills

Minor Strengths

(Strengths with an * can be stacked/chosen more than once)

Strength	Brief Description
Acute Sense	-1 DL for all OBSERVATION checks involving the chosen sense
Adaptable *	+3 dice per game session which can be used on any check
Affluent *	+1 MC (raise Monetary Class by 1)
Ambidextrous	No penalty for using off-hand for checks (normally +2 DL)
Committed *	Increase core drives by a total of 3 levels (translates into +1 Conviction; see

	step 8)
Courageous *	+1 AR (Armor Rating) against all fear-based mental attacks
Decisive*	+1 to Action Score
Determined *	+1 to base Tenacity
Hardy *	+1 to base Vitality
Level Headed *	+1 AR (Armor Rating) against all stress-based mental attacks
Light Sleeper *	-2 DL to OBSERVATION checks to wake up
Lucky*	May reroll 2 failed die rolls per game session
Privileged *	+1 SC (raise Social Class by 1)
Prowess *	-1 MR in one sub-skill (one time per sub-skill)
Reactive*	+1 to Action Score
Resistance *	+1 AR against specific physical attack, such as cold, poisons, or fire
Stable *	+1 to base Sanity
Shrewd *	+1 AR (Armor Rating) against all influence-based mental attacks
Vigorous *	+1 to base Endurance

Note: Strengths with more complex customization, including **Companion**, **Faction Ally**, **Item**, and **Friend/Connection**, have been omitted here and are only found in the full version of the Core Rulebook.

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 Moderate weakness; b) one Major weakness and two Minor weaknesses; c) two Medium weaknesses and one Minor weakness; d) one Medium and three Minor weaknesses; or e) five Minor weaknesses (Note: weaknesses with an * can be stacked/chosen more than once).

Record the weaknesses you choose in the designated area in the center of the character sheet. When recording weaknesses, write the name of the weakness followed by a brief reminder of the weakness's effects. (Don't worry about the value column.)

Note: Like strengths, many weaknesses are purposefully worded as descriptive traits. If a weakness leaps out at you as potentially describing an aspect of the character you've envisioned, mark it as one of the weaknesses to consider acquiring.

Major Weaknesses

Weakness	Brief Description

Clumsy	+1 MR in *all* COORDINATION skill checks (broad or sub)
Contemptible	+1 MR in *all* INFLUENCE skill checks (broad or sub)
Learning Disability	+1 MR in *all* KNOWLEDGE skill checks (broad or sub)
Oblivious	+1 MR in *all* AWARENESS skill checks (broad or sub)
Poor Fighter	+1 MR in *all* MELEE WEAPONS and UNARMED COMBAT skill checks (broad or sub) and -1 Action Score
Poor Shot	+1 MR in *all* RANGED WEAPONS and THROWN WEAPONS skill checks (broad or sub) and -1 Action Score
Unlucky	Count both 1's and 2's when determining snags
Weak	+1 MR in *all* ATHLETICS skill checks (broad or sub)

Moderate Weaknesses

Weakness	**Brief Description**
Illiterate	Unable to read or write
Monoglot	+1 MR in *all* LANGUAGE skill checks
Performance Anxiety	+1 MR in *all* PERFORMANCE skill checks (broad or sub)
Reckless	+1 MR in *all* HANDLING skill checks (broad or sub)
Simple Minded	+1 MR in *all* COGNITION skill checks (broad or sub)
Slow Healing	Double required healing times (Wounds only)
Sluggish	-1 BD (Body Defense) *and* -1 Action Score

Minor Weaknesses

(Weaknesses with an * can be chosen more than once)

Weakness	**Brief Description**
Absent Minded *	Roll 1d12 each scene/encounter. On a roll of 1, have forgotten or misplaced something important in previous location.
Anxious *	-1 MD against all stress-based mental attacks
Craven *	-1 MD against all fear-based mental attacks
Dark Secret	Another weakness/background aspect must be kept secret
Debility (choose 2) *	+1 MR in *two* separate sub-skills
Deep Sleeper (3 lvls)	+3 DL to OBSERVATION checks to wake up

Delusional (2 lvls) *	+2 DL to DEDUCTION checks to perceive past false belief
Destitute *	-1 MC (lower Monetary Class by 1)
Frail *	All damage from physical ranged or melee attacks increased by +1.
Hardened *	Decrease a core drive by 2 levels or two drives by 1 level (translates into -1 Conviction; see step 8)
Impaired Sense *(2 lvls)**	+2 DL to all checks involving chosen sense
Indecisive *	-1 to Action Score
Inept (choose 2) *	+1 DL to all checks in *two* separate sub-skills
Lowborn *	-1 SC (lower Social Class by 1)
Naive *	-1 MD against all influence-based mental attacks
Obsession (2 levels)*	2 DL mental attack if act contrary to obsession (no MD)
Phobia (2 lvls) *	2 DL mental attack if encounter feared stimulus (no MD)
Prejudice (2 levels) *	+2 DL to FEATS OF WILL checks to treat with respect
Short Winded *	-1 to base Endurance
Sickly	-1 to base Vitality
Stigmatized *	+1 DL INFLUENCE for prejudiced group
Timid/Flighty *	-1 to base Tenacity
Traumatic Experience (2 lvls)*	2 DL mental attack if encounter situation reminiscent of event (no MD)
Unstable *	-1 to base Sanity
Vulnerability *	-1 BD against 1 specific physical attack (i.e., cold, poisons,fire)

Note: certain weaknesses with more complex customization, including **Addiction**, **Allergy**, **Dependency**, **Faction Enemy**, **Obligation**, **Physical Impairment**, **Rival/Foe**, and **Wanted** have been omitted here and are only found in the full version of the Core Rulebook.

6. Choose Traits:

Traits are intended to be roleplaying aids and have no mechanical effect on the game. Choose one of the following Positive/Neutral Traits. Record it on the Traits line under Strengths.

Record the Traits you choose in the designated section in the center of the character sheet.

Positive/Neutral Traits

Appreciative/Grateful	*Cautious*	*Cool Under Pressure*
Assertive	*Collaborative*	*Confident*
Beautiful	*Competitive*	*Courteous*

Curious	*Generous*	*Loyal*
Detail Oriented	*Good Humored*	*Modest*
Disciplined	*Hard Worker*	*Optimistic*
Energetic	*Honest*	*Organized*
Empathic	*Honorable*	*Patient*
Enthusiastic	*Hums/whistles/sings spontaneously*	*Relaxed*
Flexible in Views	*Impeccably Dressed*	*Stylish*
Flirtatious	*Independent*	*Tranquil*
Forgiving	*Kind*	*Trusting*
Friendly	*Laughs Easily*	*Trustworthy*

Choose at least *two* of the following Unfortunate Traits. Record them on the Traits line under Weaknesses.

Unfortunate Traits

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

7. Gain Additional Skills:

Up to this point you've simply assigned skill ranks to skills. Now you will spend Experience Points (XP) to raise existing skills or acquire new ones. You have 20 such points to spend on this step. 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). See table below:

> When purchasing skills, one important consideration is the benchmarks SRs of 3, 6, and 9. These are the default SRs for increased SN ratings (see Step 9).

Skill Ranks

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 (*Ambition*, *Connection*, *Duty*, *Justice*, and *Knowledge*). 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 (5, 4, and 3), create a motivation/belief statement defining how that drive is manifested for your particular character.

> Record the values of each Core Drive in the lower left section of the character sheet (pg 1). Beliefs and Motivations can be recorded in the center section just to the right of this. Each drive with a level of 3 or higher should have an associated motivation/belief statement.

> Note: an overview of each of the five core drives can be found in Section 3, Game Play and Combat, page 36. Further advice and tips for crafting motivations and belief statements can be found in the full version of the Core Rulebook.

9. Fill in the Numbers:

Record **SR** (skill rank) for all skills
- sub-skill SRs should have already been established in steps 2, 3, and 7.
- Broad skills have a default SR equal to half (½) the highest ranked sub-skill associated with it, rounded down (though some broad skills may have been independently raised in step 3 or step 7 above).
- 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 *Prowess* strength will reduce this to 8.
- Other strengths, such as *Artisan*, or *Virtuoso*, may also grant a -1 MR modifier, potentially reducing the MR as low as 7. These strengths will affect both broad skills and sub-skills.
- The *Debility* weakness will increase the MR to 10.
- Other weaknesses, such as *Clumsy*, or *Contemptible*, may impose a +1 MR modifier. These weaknesses will affect both broad skills and sub-skills.
- All recorded skills—including broad skills with 0 SR—should have an MR recorded for them (typically 9 as well).

Record **SN** (second nature) for all skills
- SN is usually equal to ⅓ the SR (rounded down), but . . .
- If a skill has a strength or weakness that modifies MR, the SN ratio may change (see the table below). Simply find the total MR modifier along the top and match it to the Skill Rank (SR) on the left. (When it comes to MR, a negative number is a good thing.) Most untrained or minimally trained skills, including broad skills, will have an SN of 0.

Second Nature (SN) Ratings

MR Modifier

SR	+3	+2	+1	0	`-1	-2	-3	-4
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

After writing in the SN for each skill, *all* boxes should be filled in for each broad skill and sub-skill (SR, MR, and SN).

10. Calculate Exertion, Conviction, and Defense ratings:

Exertion Aspects

Exertion Aspect	Calculation
Endurance	6 + 6 highest body-based SNs
Tenacity	6 + 6 highest mind-based SNs
Vitality	3 + 3 highest body SNs
Sanity	3 + 3 highest mind SNs
Conviction	⅓ total levels among all drives (round down)

Note: certain strengths and weaknesses, such as *Hardy* or *Timid*, may modify these base numbers.

- For Endurance and Tenacity, the second level aspect (**Fatigued**) is ½ the base value (**Rested**); the third level (**Depleted**) is ½ the value of Fatigued (all rounded down).
- For Vitality and Sanity, the second level aspect (**Injured**) is ½ the base value (**Healthy**); the third level (**Critical**) is ½ the value of Injured (all rounded down).
- Calculate **BD** (Body Defense) and **MD** (Mental Defense)
  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).

> These values are recorded on the backside (page 2) of the character sheet, smack-dab in the middle.

> BD is recorded in the upper left and MD in the upper right of the battle sheet (page 2).

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

- Monetary Class and Social Class are both 3 unless modified by a strength (**Affluent** or **Privileged**) or a weakness (**Destitute** or **Lowborn**)
- Gear includes any armor, weapons, and equipment your character would justifiably have on their person. The Monetary Level (ML) of such gear cannot exceed a character's Monetary Class. Full lists of general equipment can be found in the full version of the Core Rulebook.

> Monetary Class and Social Class are recorded on the front side of the character sheet, center section.

Armor

The table below lists various kinds of armor, including each one's Armor Rating (AR)—which reduces the amount of damage delivered in combat. The table also indicates any Action Score modifier imposed while wearing the armor (offset by the ARMOR MOVEMENT skill SN), as well as the ML (Monetary Level) of each type of armor (indicating the minimum Monetary Class required to obtain it).

> If Armor is worn, write it under Equipment/Gear (lower left section of Battle Sheet). Record its AR in the upper left section of the Battle Sheet.

Armor	AR	Action Score Mod*	ML	Genre/Setting
Padded	1	-1	1	Fantasy/Pre-Modern
Leather	2	-2	2	Fantasy/Pre-Modern
Scalemail	3	-3	3	Fantasy/Pre-Modern
Chainmail	4	-4	4	Fantasy/Pre-Modern
Plate	5	-5	5	Fantasy/Pre-Modern
Heavy Plate	6	-6	6	Fantasy/Pre-Modern
Kevlar	4	-2	4	Modern
Las-Null	9**	-1	4	Futuristic/Sci-Fi
Mechanized Plate	10	-7	5	Futuristic/Sci-Fi

* May be offset by the ARMOR MOVEMENT skill SN
** Only reduces damage from laser-based attacks

Shields

Similar to armor, shields also provide protection in the form of AR (Armor Rating). Like armor, they are also bulky and may reduce your character's overall Action Score.

Shield Type	Action Score Mod*	AR Mod w/o skill	AR Mod w/skill**
Small (Buckler)	-1	—-	+AR = ½ SN
Medium (Kite or Heater Shield)	-3	+1 AR	+AR = ⅔ SN
Large (Tower or Pavis Shield)	-5	+2 AR	+AR = SN

*May be offset by the SHIELD skill SN
**Rounded down (if value is lower, default to AR Mod w/o skill)

> If characters don't have one of these sub-skills (ARMOR MOVEMENT or SHIELD), the Action Score modifier may be reduced by the applicable broad skill SN instead (ATHLETICS or MELEE WEAPONS, respectively).

Weapons

All weapons are divided into two overarching categories: **Melee Weapons** and **Ranged Weapons**. These broad overarching categories are further divided by time period and setting (for example, Firearms and Futuristic weapons will not be available in all game worlds and settings).

Melee Weapons have three defining aspects: *Name*, *Damage Modifier*, and *Speed* (Action Score modifier).

Melee Weapons

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

* May be offset by the FEATS OF STRENGTH skill SN

Ranged Weapons have five defining aspects: *Name*, *Damage Modifier*, *Speed*, *Reload*, and a *DL modifiers* for each of the six range categories (Point Blank, Short, Medium, Long, Distant, and Extreme). Ranged weapons are divided into four types: **Missile Weapons**, **Thrown Weapons**, **Firearms**, and **Futuristic**.

All applicable factors can be recorded on the Battle Sheet for each weapon a character normally uses.

Missile Weapons

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

Thrown Weapons

Weapon	Dmg	Speed	Draw	PB	Short	Med	Long	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	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	—
Rifle, Hunting	+2	-3	1 AP	-2DL	-1DL	0	+1DL	—

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

12. Calculate Action Scores, and Action Points, and take 1 Hero Point

- Calculate **Action Scores** for all combat related skills (physical and mental)
  Start with a base score of 6
    1. *Add* the applicable skill's SN
    2. *Add* any modifiers from strengths (i.e., **Decisive**, **Quick Reflexes**)
    3. *Subtract* any modifiers from weaknesses (i.e., **Indecisive Sluggish**)
    4. *Subtract* any Weapon Speed modifier (offset by FEATS OF STRENGTH SN)
    5. *Subtract* any Shield modifier (offset by SHIELDS SN)
    6. *Subtract* any Armor Encumbrance (offset by ARMOR MOVEMENT SN)
- After all calculations, record the final number as the Action Score
- **Action Points** are equal to ⅓ the total Action Score, rounded down.
- Finally, record **1 Hero Point** in the designated box (top of Battle Sheet)

> The primary Action Score and Action Points are recorded next to each applicable skill on the back side (Battle Sheet). A formula for calculating the Action Score is found just below the Exertion Aspects in the middle section of the Battle Sheet.

Note: There are several sections of the character sheet that will still be blank at this point. Some of these, like **Race** and **Gender**, you can simply fill out on your own; others, like **Techniques** and **XP Towards Next Level**, will be added as your character progresses through the course of the game. If you would like to add any details of your character's background, relationships, or other information you think is worth noting, you can record these in the **Misc.** section on the Battle Sheet (back page).

Note: the equivalent point value of this Simplified Method of Character Creation simulates a 0 level starting character. If the GM permits 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**, based on the following level table.

Experience Levels

Level	Additional XP Required to Attain	Total XP Required	Total including starting XP
0	0	0	120

1	10	10	130
2	20	30	150
3	30	60	180
4	40	100	220
5	50	150	270
6	60	210	330
etc	And so on	And so on	And so on