

CREATION SUMMARY

There are no elements that are required for others so create the character you want and will like.



Attributes

1. Decide descriptors that describe your character. You can have as many descriptors as you want but the **sum of all the attributes must equal 0** at the end of the step. Unmodified attributes start at zero. Do not add the age, height and weight to the calculation. An attribute of -4 cause the Disabled descriptor for that attribute.



Lifepath

1. **Decide an occupation** for your character and **check the box next to the 3 skills** associate with it.
2. **Decide an hobby** for you character and **check the box next to the 2 skills** associate with it.
3. **Decide a childhood** for your character and **check the box next to the 3 skills** associate with it.
4. **Distribute the skill levels** (2 checked skills at level 1, 2 checked skills at level 2, 2 checked skills at level 3) to skills checked previously. There are also other ways to distribute skill level so check the Lifepath section in the Protagonists section. **Erase all the marks** in the boxes next to your skills.



Quirks

1. **Decide a few edges**. There is no limits on the number of edges. Remember that edges can be chosen as major one and worth 2.
2. **Decide the same amount of hindrances** as the amount of edges you have chosen.



Identity

1. Decide a **Name**, an **Ethnicity**, a **Religion**, a **Sexual Preference** and **one language** that talk your character.
2. **Decide 1 value or 1 "Despise" value**.
3. **Fill the derived statistics** with the information provided in this book.



Source of Power

1. Decide a **Source of Power**, the **associated masteries** and an **additional specialization** related to one of your Life Paths.
2. Decide **1 power of level 1** in every masteries and specialization you have access.



Assets

1. **You start your story with 35 Slugs** to buy your relationship, equipment and shelter.



Background Story

1. **Create a background story** for your character.

PROTAGONIST