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.
- Decide a childhood for your character and check the box next to the 3 skills associate with it. 3.
- 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

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



- 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.



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



Background Story

Create a background story for your character.

SHEET SUMMARY

Attribute1 + Attribute2 + Level = Rating

D Attributes

• Total attribute points must equals 0.



- 1 Occupation (check 3 skills)
- 1 Hobby (check 2 skills)
- 1 Childhood (check 3 skills)
- 2 checked skills at level 1
- 2 checked skills at level 2
- 2 checked skills at level 3
- Erase all the checks



- Decide a few Edges
- Same amount of Hindrances



/ Identity

- Name, Ethnicity, Religion, Sexual Preferences
- Language: 1
- Value: 1 value or 1 "despise" value
- Health: (Muscular / 2) + 3 (min 3, max 16)
- Quick Move: (Acrobatics / 2) + 2 (min 1)
- Power Move: (Athletics / 2) + 2 (min 1)
- Carrying Capacity: Muscular + 10
- Weight Lift: (Muscular + 10) x 2



Source of Power

- 1 Source of Power
- The Masteries related to your Source of Power
- 1 Specialization related to one of your Life Paths.
- 1 power at level 1 in every masteries and specialization.



• Use 35 Slugs to buy relationship, equipment and shelter.



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		CHARACT	ER S		5
Name	Source of Power	Skills Drive	LEVEL PER REF	J G	
Attributes		Long Arms	CON PER		
STR CON AGI	REF INT PER CHA	Sleight of Hands	AGI REF		ACTION
		Small Arms	PER REF		12
		Stealth	AGI INT		
IDENTITY	*		INT		
Ethnicity	Language	Skills	LEVEL	RATING	1
Religion	Value	Investigate	INT PER		
Sexual Preference	Handedness Right Left	Knowledge	INT REF		
Unused XP	Total XP	Medicine	AGI INT		MENTAL
ATTRIBUTES		Survival	CON PER		AL I
Gender		Technicals	INT		
Age			STR		
Height		SKILLS	LEVEL	RATING	
Weight		Acrobatics	AGI CON		
		Athletics	CON STR		_
		Brutal Fighting	AGI STR		PHYSICAL
LIFEPATH		Finesse Fighting	AGI REF		AL
Occupation Expertise or Hobby		Muscular	CON		
Childhood		Muscular	STR		
QUIRKS		SKILLS	LEVEL	RATING	1
Edges	Hindrances	Charm	CHA CON		
		- Deception	CHA INT		
		Insight	CHA PER		SOCIAL
		Intimidate	CHA STR		[
		Trained	l Ski	ills	

Initiative Slight of Hauk		Long Ar	ms
		Small Arms	
	Acrobatics	Brutal Fight	ing
Resistance Mascular	Armor	Finesse Fight	ing
MASTERY	Name	Cost	Level



