

CREATION SUMMARY



1 Characteristics (Attributes)

1. Decide of a few descriptors that describe your character with modifications to the attributes. You can have as many descriptors as you want but the **sum of all the Attributes must equal 0** at the end of this 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.



2 Lifepath (Skills)

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.
5. Choose a **Specialization** related to one of your Life Paths. Choose one power in that specialization.



3 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 normal one.
2. Decide the same amount of **Hindrances** as the amount of edges you have chosen. Hindrance can also be major.



4 Identity

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



5 Source of Power

1. Decide a **Source of Power** and choose the **associated Masteries**.
2. Decide **1 Power of Level 1** in the two masteries selected.



6 Assets

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



7 Background Story

1. If you want, create a **Background Story** for your character.

PROTAGONIST

- 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
- Choose 1 specialization related to your LifePath and one power in that specialization.

- Decide a few Edges
- Same amount of Hindrances

- **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

- 1 Source of Power
- The Masteries related to your Source of Power
- 1 power at level 1 for the two masteries.

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

$$\text{Attribute1} + \text{Attribute2} + \text{Level} = \text{Rating}$$

Trained Skills

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