CREATION SUMMARY

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.



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.

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.



- 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.



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.



Assets

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



Background Story

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

SHEET SUMMARY

Attribute1 + Attribute2 + Level = Rating

PROTAGONIS

Attributes

• Total attribute points must equals 0.



Lifepath

- 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

5 Source of Power

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

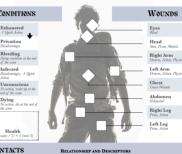


• Use 35 Slugs to buy relationship, equipment and shelter.



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Name	Source of Power					SKILLS Drive	LEVEL PER REF	R.		
Attribu	TES						Long Arms	CON PER		
STR	CON	AGI	REF	INT	PER	сна	Sleight of Hands	AGI REF		ACTION
							Small Arms	PER REF		Ň
							Stealth	AGI INT		
Identit	Ϋ́Υ									
Ethnicity			Lang	uage			SKILLS	LEVEL	RATING	
Religion			Value				Investigate	INT PER		
Sexual Pref				ledness	Right	Left	Knowledge	INT REF		
Unused XF)		Total	XP			Medicine	AGI INT		MENTAL
ATTRIBU Gender	UTES						Survival	CON PER		Υ.
Age							Technicals	INT STR		
Size										
Height							SKILLS	LEVEL	RATING	_
Weight							Acrobatics	AGI CON		
							Athletics	CON STR		P
							AthleticsBrutal Fighting	CON STR AGI STR		PHYSIC
							Brutal Fighting	STR		PHYSICAL
LIFEPAT Occupation Expertise of	1						Brutal Fighting	AGI STR AGI REF CON		PHYSICAL
Occupation	1						Brutal Fighting	AGI STR AGI REF		PHYSICAL
Occupation Expertise of Childhood	1						Brutal Fighting	STR AGI STR AGI REF CON STR LEVEL	RATING	PHYSICAL
Occupation Expertise of	1		Hind	rances			Brutal Fighting Finesse Fighting Muscular	STR AGI STR AGI REF CON STR	RATING	PHYSICAL
Occupation Expertise of Childhood	1		Hind	rances			Brutal Fighting	STR AGI STR AGI REF CON STR LEVEL	RATING	
Occupation Expertise of Childhood	ı		Hind	rances			Brutal Fighting Finesse Fighting Muscular SKULS Charm	STR AGI STR AGI REF CON STR LEVEL CHA CHA	RATING	
Occupation Expertise of Childhood	ı		Hind	rances			Brutal Fighting Finesse Fighting Muscular Secure Charm Deception	STR AGI STR AGI REF CON STR LEVEL CHA CHA	RATING	PHYSICAL SOCIAL

Resistance Armer Finesse Fighting	Initiative Sleight of Hands		L	ong Arms
Resistance Finesse Fighting	De	odge	Si	mall Arms
Aburalar Finesse Fighting	4	orshalics	Brutz	d Fighting
	Resistance	Armor	Finess	e Fighting
ASTERY Name Cost Level	MASTERY Name		Cost	Level



MASTERY	Name		Cost		Level	EQUIPMENT	
						CLOTHING STYLE AND ARMORS	Carrying Capacity Muscular +10 Slugs Scra
							BACKPACK
							1
							2
							3
						STACKABLE (10 ITEMS = 1 WEIGHT)	4
							5
							6
MASTERY						1	7
MASIERI	Name		Cost		Level		8
							9 10
						A10 (10)//// (10)	10
						AMMUNITION	11 12
							13
							LARGE ITEMS (Max 2)
							14
							15
WEAPONS	3	SKILL	LEVEL	RANGE	Аммо	Features	