

CREATION SUMMARY



Characteristics (Attributes)

1. Assign descriptors to your character's attributes. Use the following method or check Characteristics for more options.
 - Assign 2 positive descriptors ■■ to 1 attribute (level 3 Great)
 - Assign 1 positive descriptor ■ to 3 attributes (level 2 Good)
 - Assign 1 negative descriptor ■ to 2 attributes (level 1 Bad)
 - Assign 2 negative descriptors ■■ to 1 attribute (level 0 Mediocre)



Lifepath (Skills and Specialization)

1. Decide on an **occupation**, **hobby**, and **childhood** for your character. It's associated with **2 or 3 skills** and **one specialization**.
2. Distribute the **skill levels** among the previously associated skills; you can start with 3 Lifepath Skills at Novice level (1) and 3 Lifepath Skills at Competent level (2). There are also other ways to distribute skill levels, so check the Lifepath section in the Protagonists chapter.
3. Calculate the **skill ratings** for every skill. Use the **2 associated attributes** and add the **skill level**.
4. Choose a **specialization** related to one of your life paths. Choose one power of level 1 in that specialization.



Identity (Value, Despise Value, Faction and Languages)

1. Decide a **name**, an **ethnicity**, a **religion**, a **sexual preference**, and **one language** that your character talks. Your character is illiterate unless you select the "Literate" Edge at step 4.
2. Decide at least **one value** and **one "despise" value**.
3. Fill the **Derived Statistics** with the information provided in this book.



Quirks (Edges and Hindrance)

1. Decide a few **edges**. There are no limits on the number of edges. Major ones worth 2 normal ones.
2. Decide on the same number of **hindrances** as the number of edges. Hindrances can also be major.



Source of Power (Masteries and Powers)

1. Decide on a **source of power** and the **associated major masteries**. For some **sources of power**, you will have a choice of **minor masteries**.
2. Decide on **1 power of level 1** in the two masteries selected.



Assets (Relationships, Equipment and Shelter)

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

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

1

Characteristics

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Lifepath

- 1 Occupation (check 3 skills)
- 1 Hobby (check 2 skills)
- 1 Childhood (check 3 skills)
- 3 Lifepath Skills at level Novice (1)
- 3 Lifepath Skills at level Competent (2)
- 1 specialization related to your LifePath and one power in that specialization.

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Identity

- Name, Ethnicity, Religion, Sexual Preferences
- Language and Literacy: 1 language, illiterate
- Value: At least 1 value and 1 "despise" value

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Quirks

- Decide a few Edges
- Same amount of Hindrances

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Source of Power

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

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Assets

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

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Background Story

Name

Source of Power

ATTRIBUTES

STR	CON	AGI	REF	INT	PER	CHA
5	5	5	5	5	5	5
4	4	4	4	4	4	4
3	3	3	3	3	3	3
2	2	2	2	2	2	2
1	1	1	1	1	1	1
0	0	0	0	0	0	0

IDENTITY

Gender _____ Age _____
Ethnicity _____
Religion _____
Sexual Preference _____
Unused XP _____ Handedness ☐ Right ☐ Left
Total XP _____ Height _____ Weight _____

CHARACTERISTICS

_____ 1 _____
_____ 1 _____
_____ 1 _____

LIFEPATH

Occupation _____ 2 _____
Expertise or Hobby _____
Childhood _____

QUIRKS

Edges _____ Hindrances _____
_____ 4 _____
_____ 4 _____

ACTION SKILLS

SKILLS	LEVEL	RATING
Accuracy AGI + PER	-4 -3 -2 -1 1 2 3 4 5 6 7	
Sight of Hands AGI + REF	-4 -3 -2 -1 1 2 3 4 5 6 7	
Quickness PER + REF	-4 -3 -2 -1 1 2 3 4 5 6 7	
Stealth AGI + INT	-4 -3 -2 -1 1 2 3 4 5 6 7	

MENTAL SKILLS

SKILLS	LEVEL	RATING
Investigate INT + PER	-4 -3 -2 -1 1 2 3 4 5 6 7	
Knowledge INT + REF	-4 -3 -2 -1 1 2 3 4 5 6 7	
Survival CON + PER	-4 -3 -2 -1 1 2 3 4 5 6 7	
Technical INT + STR	-4 -3 -2 -1 1 2 3 4 5 6 7	

PHYSICAL SKILLS

SKILLS	LEVEL	RATING
Acrobatics CON + REF	-4 -3 -2 -1 1 2 3 4 5 6 7	
Athletics AGI + CON	-4 -3 -2 -1 1 2 3 4 5 6 7	
Brawn CON + STR	-4 -3 -2 -1 1 2 3 4 5 6 7	
Nimbleness AGI + STR	-4 -3 -2 -1 1 2 3 4 5 6 7	

SOCIAL SKILLS

SKILLS	LEVEL	RATING
Charm CHA + CON	-4 -3 -2 -1 1 2 3 4 5 6 7	
Deception CHA + INT	-4 -3 -2 -1 1 2 3 4 5 6 7	
Insight CHA + PER	-4 -3 -2 -1 1 2 3 4 5 6 7	
Intimidate CHA + STR	-4 -3 -2 -1 1 2 3 4 5 6 7	
Persuade CHA + REF	-4 -3 -2 -1 1 2 3 4 5 6 7	

MAJOR

Name _____ Cost _____ Level _____
_____ 5 _____
_____ 5 _____

MINOR

Name _____ Cost _____ Level _____
_____ 2 _____
_____ 2 _____

SPECIALIZATION

Name _____ Level _____
_____ 2 _____
_____ 2 _____

CONTACTS

_____ 6 _____
_____ 6 _____

EQUIPMENT

CLOTHING STYLE AND ARMORS _____ Slugs _____ Scraps _____ Equipment Weight _____
ARMOR _____
1 _____
2 _____
3 _____
STACKABLE (10 ITEMS = 1 WEIGHT) _____ 6 _____
8 _____
9 _____
10 _____
11 _____
12 _____
13 _____
LARGE ITEMS (Max 2) _____
14 _____
15 _____

WEAPONS

SKILL LEVEL RANGE AMMO FEATURES
_____ 6 _____
_____ 6 _____

COMBAT STATISTICS

Initiative _____
Dodge _____
Resistance _____
Health _____

WOUNDS

Eyes _____
Head _____
Torso _____
Vitals _____
Abdomen _____
Pelvis _____
Right Arm _____
Left Arm _____
Right Leg _____
Left Leg _____



CONDITIONS

Exhausted _____
Privation _____
Infected _____
Bleeding _____
Unconscious _____
Dying _____

STATUS

Blinded _____
Burning _____
Deafened _____
Grappled _____
Prone _____
Stunned _____
Unbalanced _____