

CREATION SUMMARY

1 CHARACTERISTICS (ATTRIBUTES)

- Assign descriptors to the 7 **attributes**. Use the following method or check the **Characteristics** section 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)

2 LIFEPAATH (SKILLS AND SPECIALIZATION)

- Decide on an **occupation**, **hobby**, and **childhood** for your character. It's associated with 2 or 3 **skills** and **one specialization** for each.
- Distribute the **skill levels** among the associated skills; you can start with 3 Lifepath Skills at Novice level (1) and 3 Lifepath Skills at Competent level (2). Check the **Lifepath** section for more options.
- Calculate the **skill ratings** for every skill, adding the 2 **associated attributes** to the **skill level**. Check this number of boxes.
- Choose one **specialization** provided by one of your life paths and one **level 1 power** in it.

3 IDENTITY (VALUE, DESPISE VALUE, FACTION AND LANGUAGES)

- Decide on 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.
- Decide at least **one value** and **one "despise" value**.
- Fill the **size** values and set the **health** to 5.

4 QUIRKS (EDGES AND HINDRANCE)

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

5 SOURCE OF POWER (MASTRIES AND POWERS)

- Decide on a **source of power**, choose one **associated major mastery** and choose a **minor mastery** from those available.
- Decide on 1 **power of level 1** in the two masteries selected.

6 ASSETS (RELATIONSHIPS, EQUIPMENT AND SHELTER)

- Get 35 **slugs** to purchase your relationship, equipment, and shelter.

7 Background Story

- If you want, create a **background story** for your character.

CHARACTER SHEET

The Character Sheet is a comprehensive form for creating an Antagonist. It includes sections for:

- Attributes:** STR, CON, AGI, INT, PER, CHA, with a total of 30 points.
- Identity:** Name, Source of Power, Gender, Age, Ethnicity, Religion, Sexual Preference, Unusual XP, Total XP, Height, Weight, Handedness.
- Lifepath:** Occupation, Expense or Hobby, Childhood.
- Quirks:** Edges, Hindrances.
- Skills:** Action Skills (Accuracy, Sleight of Hand, Quickness, Stealth), Mental Skills (Intelligence, Knowledge, Survival, Technical), Physical Skills (Acrobatics, Athletics, Brawn, Nimbleness), and Social Skills (Charisma, Deception, Insight, Intimidate, Persuade).
- Equipment:** Clothing Style and Armors, Backpack (Stackable or Unstackable), Weapons.
- Combat Statistics:** Initiative, Dodge, Resistance, Health.
- Wounds:** Head, Torso, Arms, Legs, Internal.
- Conditions:** Exhausted, Privation, Starvation, Thirst, Bleeding, Shock, Unconscious, Deafened, Dazed, Drunk, Poisoned, Sick, Wounded, etc.
- Status:** Status, Location, etc.

Skill Rating
Check a number of boxes equal to Attribute 1 + Attribute 2 + Skill Level

This section of the Character Sheet includes:

- Main:** Name, Class, Level.
- Minor:** Name, Class, Level.
- Specialization:** Name, Level.
- Weapons:** Name, Skill, Level, Range, Ammo.
- Combat Statistics:** Initiative, Dodge, Resistance, Health.
- Wounds:** Head, Torso, Arms, Legs, Internal.
- Conditions:** Exhausted, Privation, Starvation, Thirst, Bleeding, Shock, Unconscious, Deafened, Dazed, Drunk, Poisoned, Sick, Wounded, etc.
- Status:** Status, Location, etc.