

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)
- Fill the **Height** (20) and **Weight** (20) values and the **health** (5).

2 LIFEPATH (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 (FACTION, LANGUAGES AND VALUES)

- Decide on a **name**, an **ethnicity**, a **faction** (if any), a **sexual preference**, a **religion**, and **one language**. Your character is illiterate unless you select the "Literate" Edge at step 4.
- Decide at least **one value** and **one "despise" value**.

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 (MASTERIES 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

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