

### STEP 1: NAME & CHARACTERISTICS

- Write your character's name at the top of the page.
- Write your own name on the character sheet.
- Choose your character's gender and write it in the correct space.
- Roll 3D6 for the characteristics Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Charisma (CHA). Enter the results in the appropriate places on your character sheet.
- Roll 2D6+6 for the Intelligence (INT) and Size (SIZ) characteristics.
- Redistribute up to 3 points between your characteristics. No characteristic can begin at more than 21 points.

**OPTIONS: Choosing Characteristic Values** (page 10), **Higher Starting Characteristics** (page 10), **Education** (page 19), **Cultural Modifiers** (page 32), **Creatures as Player Characters** (page 222), **Point-based Character Creation** (page 17).

### STEP 2: MAGIC & POWERS

The following types of powers are available:

- Magic** (page 55)
- Mutations** (page 65)
- Psychic Abilities** (page 70)
- Sorcery** (page 78)
- Super Powers** (page 90)

### STEP 3: AGE & EXPERIENCE

The default age for characters is 17+1D6.

- For every full 10 years added to the above allot another 20, 30, or 40 professional skill points (based on campaign level); a fraction of years below 10 does not qualify.
- For every year below the minimum age (18) described above, subtract 20, 30, or 40 skill points (based on campaign level) from professional skill points.
- For every 10 years above 40 (starting at age 50), subtract 1 point from one of the following (your choice): STR, CON, DEX, or CHA. For every 10 years above 70 (starting at age 80), subtract 1 from three of these characteristics.
- For every year below the minimum age, subtract 1 point from one characteristic of your choice. These can be gained through play (experience), training, or gradually through natural means.

**OPTION: Education** (page 19)

### STEP 4: CHARACTERISTIC ROLLS

- STR** x 5 for Effort.
  - CON** x 5 for Stamina.
  - INT** x 5 for Idea.
  - POW** x 5 for Luck.
  - DEX** x 5 for Agility.
  - CHA** x 5 for Charisma.
- OPTION: Knowledge Roll** (page 19)

### STEP 10: BACKGROUND & FINAL GROOMING

If you couldn't think of a name beforehand in **Step One**, now is the time to name your character. It is also a good time to fill in all of the blank spaces that describe your character, mentally and physically, and come up with some ideas about his or her background.

In **Step Eight** you determined your character's distinctive features, now decide whether they have other less distinctive features. What colors are their hair, skin, and their eyes? How do they dress? Any interesting mannerisms, a motto or saying? An interesting reputation?

Where is your character from? Where did they go to school (if at all)? What is their relation with family? Any significant organizations? An interesting past? Significant religious or political beliefs?

The back of the character sheet has places for additional descriptive or background elements. Fill out as many or as few of these as you'd like, and check with the gamemaster to make sure that they are aware of them and that they're suitable for the game.

### STEP 9: ARMOR & EQUIPMENT

In immediate possession:

- A complete set (or sets) of clothing appropriate to your character's home environment and the setting of the campaign.
- An amount of pocket money and personal savings based on your character's wealth level.
- A personal item showing some relation to your character's family. This can be an heirloom, keepsake, or some trinket of little relative value but having some emotional connection.
- Any trade tools or equipment suitable to your character's profession.
- Any weapon that your character has a skill of over 50% in, if appropriate.
- Based on the setting and the campaign, your character's profession, and their Status skill, your character may have an appropriate vehicle such as a horse, wagon, bicycle, automobile, personal flier, small space transport, or some other means of transportation. This is subject to the gamemaster's approval.
- No specific rules for finances are provided; the suggested wealth for professions and the Status skill are the best guidelines for determining what items and monies your character begins play owning or having access to. The gamemaster should be able to help you describe this in an appropriate level of detail, and may have additional restrictions based on the requirements of the campaign and/or setting.

## BASIC ROLEPLAYING

### PERSONAL

NAME \_\_\_\_\_ PLAYER \_\_\_\_\_

CULTURE \_\_\_\_\_ GENDER \_\_\_\_\_

HANDEDNESS \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

PROFESSION \_\_\_\_\_ WEALTH \_\_\_\_\_

GODS/RELIGION \_\_\_\_\_

DISTINCTIVE FEATURES \_\_\_\_\_

DESCRIPTION \_\_\_\_\_ MOVE (MOV) \_\_\_\_\_

AGE \_\_\_\_\_

### CHARACTERISTICS

STR \_\_\_\_\_ EFFORT ROLL \_\_\_\_\_ %

CON \_\_\_\_\_ STAMINA ROLL \_\_\_\_\_ %

SIZ \_\_\_\_\_ DAMAGE MODIFIER \_\_\_\_\_

INT \_\_\_\_\_ IDEA ROLL \_\_\_\_\_ %

POW \_\_\_\_\_ LUCK ROLL \_\_\_\_\_ %

DEX \_\_\_\_\_ AGILITY ROLL \_\_\_\_\_ %

CHA \_\_\_\_\_ CHARM ROLL \_\_\_\_\_ %

EDU \_\_\_\_\_ KNOWLEDGE ROLL \_\_\_\_\_ %

### HIT POINTS

MAJOR WOUND \_\_\_\_\_

DEAD \_\_\_\_\_ 00 01 02

03 04 05 06 07 08 09

10 11 12 13 14 15 16

17 18 19 20 21 22 23

24 25 26 27 28 29 30

31 32 33 34 35 36 37

### SKILLS

COMMUNICATION	MENTAL	PHYSICAL
Bargain (05) _____ %	Appraise (15) _____ %	Climb (40) _____ %
Command (05) _____ %	First Aid (30) _____ %	Drive (20 or 01) _____ %
Disguise (01) _____ %	Gaming (INT+POW) _____ %	Fly (DEX+04 or 1/2 DEX) _____ %
Etiquette (05) _____ %	Knowledge (05 or 00) _____ %	Hide (10) _____ %
Fast Talk (05) _____ %	Literacy (00 or language) _____ %	Jump (25) _____ %
Language (INT/EDU+05 or 00) _____ %	Medicine (05) _____ %	Pilot (01) _____ %
Perform (05) _____ %	Psychotherapy (01 or 00) _____ %	Projection (DEX+02) _____ %
Persuade (15) _____ %	Science (01) _____ %	Ride (05) _____ %
Status (15 or various) _____ %	Strategy (01) _____ %	Stealth (10) _____ %
Teach (10) _____ %	Technical (05) _____ %	Swim (25) _____ %
		Throw (25) _____ %
		COMBAT _____ %
		Dodge (DEX+02) _____ %
		Marital Arts (01) _____ %
		See <b>WEAPONS</b> below for more Combat skills
		EXPERIENCE BONUS _____ %

### WEAPONS

WEAPON TYPE	%	DAMAGE	RANGE	ATTACKS	LENGTH	HAND	RP
Brawl (30)	touch	1	close	1h			
Grapple (25)	touch	1	close	2h			

### HIT LOCATIONS & ARMOR

### (Option) STEP 8: DISTINCTIVE FEATURES

Determine number of Distinctive Features (right), then roll 1D10:

1	Hair	6	Bearing
2	Face Hair	7	Speech
3	Face Feature	8	Arm/Hands
4	Expression	9	Torso
5	Clothes	10	Legs/Feet

Character CHA	Distinctive Features
3 or less	4
4–7	3
8–9	2
10–11	1
12–14	2
15–16	3
17 and up	4

## BASIC ROLEPLAYING

### CHARACTER POINTS

CAMPAIGN POWER LEVEL \_\_\_\_\_ CHARACTER POINTS \_\_\_\_\_

Character Failings \_\_\_\_\_ Points \_\_\_\_\_

### POWER POINTS

POWER POINTS \_\_\_\_\_ BATTERY \_\_\_\_\_ UNCONSCIOUS \_\_\_\_\_

00 01 02 03 04 05 06 07 08 09 10 11 12

13 14 15 16 17 18 19 20 21 22 23 24 25

26 27 28 29 30 31 32 33 34 35 36 37 38

39 40 41 42 43 44 45 46 47 48 49 50 51

52 53 54 55 56 57 58 59 60 61 62 63 64

65 66 67 68 69 70 71 72 73 74 75 76 77

78 79 80 81 82 83 84 85 86 87 88 89 90

91 92 93 94 95 96 97 98 99 100

### FATIGUE

FATIGUE \_\_\_\_\_ EXHAUSTED (—) \_\_\_\_\_

00 01 02 03 04 05 06 07 08 09 10 11 12

13 14 15 16 17 18 19 20 21 22 23 24 25

26 27 28 29 30 31 32 33 34 35 36 37 38

39 40 41 42 43 44 45 46 47 48 49 50 51

52 53 54 55 56 57 58 59 60 61 62 63 64

65 66 67 68 69 70 71 72 73 74 75 76 77

78 79 80 81 82 83 84 85 86 87 88 89 90

91 92 93 94 95 96 97 98 99 100

### SANITY

SANITY \_\_\_\_\_ TEMPORARY INSANITY SCORE (TR) \_\_\_\_\_

00 01 02 03 04 05 06 07 08 09 10 11 12

13 14 15 16 17 18 19 20 21 22 23 24 25

26 27 28 29 30 31 32 33 34 35 36 37 38

39 40 41 42 43 44 45 46 47 48 49 50 51

52 53 54 55 56 57 58 59 60 61 62 63 64

65 66 67 68 69 70 71 72 73 74 75 76 77

78 79 80 81 82 83 84 85 86 87 88 89 90

91 92 93 94 95 96 97 98 99 100

### POWERS

POWER	ENERGY TYPE	ACTIVE LEVELS	TOTAL LEVELS	RANGE	COST TO USE	DURATION	NOTES	CHARACTER POINT COST

### ATTACK POWERS

ATTACK POWER	%	DAMAGE	RANGE	ENERGY TYPE	ENERGY COST	POWER	ENERGY TYPE	LEVEL	%	ENERGY COST

### NOTES

Projection (DEX+02) \_\_\_\_\_ % Throw \_\_\_\_\_ % Brawl \_\_\_\_\_ % Fly \_\_\_\_\_ % Defense \_\_\_\_\_ % Dodge (DEX+02) \_\_\_\_\_ %

### PORTRAIT

REPUTATION \_\_\_\_\_ %

### STEP 7: SKILL POINT ALLOCATION

- NORMAL GAME:** allot 250 points to profession skills; no skill begins higher than 75%. If factors increase a skill to 75% or more skill points being added, do not add any additional skill points.
- HEROIC GAME:** 325 points to profession skills; no skill begins higher than 90%, with the same note as above.
- EPIC GAME:** 400 points to profession skills; no skill should begin higher than 101%, with the same note as above.
- SUPERHUMAN GAME:** 500 points to profession skills, no limit.
- OPTIONS: Education** (page 19), **Cultural Skills** (page 16).

### PERSONAL POINT POOL

INT x 10 to create your personal skill point pool, spending them on any skills you like. The total must not exceed the skill limit for game type set above.

**OPTION: Increased Personal Skill Points** (page 16).

### DAMAGE MODIFIER

STR+SIZ	Dam. Mod.	STR+SIZ	Dam. Mod.
2 to 12	–1D6	33 to 40	+1D6
13 to 16	–1D4	41 to 56	+2D6
17 to 24	None	57 to 72	+3D6
25 to 32	+1D4	Ea. +16	+1d6