**COREd12 Supers**

**Character Creation**

**Character Creation Overview**

Characters are the focus of role-playing games. Each player takes on the persona of one or more characters in the fantasy world. The players control their characters by telling the referee (otherwise known as the game master, or GM) what the characters do. The GM causes the players to experience the game world by telling them what their characters see, smell, hear, and feel. By this wordplay and the imaginations of the players and GM, a story is told. The player characters (PCs) are the focus of this story and so, creating your character is the first step to entering the game world.

Before you begin, talk to your GM. See what kind of campaign he is planning to run and the types of character the GM would like to see. Ask if there are any limitations on the types of characters permitted in the game, or if any other player has a character that is filling a particular role. Your GM might have a theme or story in mind and it is best if your character fits into that theme. Captain Patriot is great if your GM has a four-color campaign in mind. However, in a grittier game, such a character might be out of place.

In addition, the other players might be able to help you with your character concept. Talk to them and see if any of their characters is already filling a particular niche in the group. One brooding martial-artist makes a unique and interesting character. Having two of them in the same adventuring party blunts their dramatic impact. In addition, try to choose characters with a broad range of skills. Some skill overlap is good. You can never have too many medics. However, if every character has diplomacy, then someone is going to feel as though their skill is wasted.

To make a character, follow these steps:

1. **Description:** Who are you and what do you look like?
2. **Roll primary attributes:** Attributes define your character’s raw ability. Strength, dexterity and intelligence are measured by a number ranging from 0-20. To determine the character’s starting attributes, roll 4d6-4 ten times. Take these numbers and assign them to the ten attributes. Some GMs may allow players to roll more than once to get a set of scores that are above average. Other GMs force the players to create characters with the first set of scores rolled. Characters with 3-5 decent rolls (above 11) will make a fine character. However, realize that interesting characters can be made from almost ANY set of statistics.
3. **Figure secondary attributes:** A second set of attributes represents the characters defensive and movement abilities. These secondary (or figured) attributes are calculated using a set of tables. Figure these scores and mark them on your sheet.
4. **Choose Two Power sets:** Power sets are related groups of powers and super stats. Every character starts with powers from one or two power sets. The choice of power sets will define his play style and his options in combat.
5. **Choose Fighting Styles:** Each fighting style comes with its own skill and a list of maneuvers and drawbacks. Pick a melee and missile fighting style that complement your statistics and your character concept.
6. **Buy skills, fighting maneuvers, powers, and power dice with starting points:** Starting characters get 200 points with which to buy their starting skills and powers. In addition, fighting maneuvers are bought, and power dice may be purchased to increase the effectiveness of the character’s starting powers, or to increase his hit points and energy.