D&D

* Choose a Class
* Determine Ability Scores
  + 6 of them
* Choose Skills
* Select Feats
* Choose equipment
* Fill in the Numbers

RIFTS

* Generate base attributes
  + 8 of them
* Teaching damage ratings
* Teaching Mega-Damage
* Determining psionic capability
* Pick a class and skills
* Pick an alignment
* Character advancement

Dark Heresy

* Home World
* Characteristic Generation
  + 9 of them
* Character Class
* Spend experience buy equipment
* Bringing your character to life

DRYH

* What been keeping you up?
* What just happened?
* What’s on the surface?
* What lies beneath?
* What’s your path?
* Set Discipline
* Responses
* Determine Talents

Grimm

* Physical Features
* Archetypes(Class)
* Traits/Talents
* Who are you?