Manual

This will be the first view:

CHARACTER CREATION

XP Pool: [100 ⇕] Remaining XP: **100**

ATTRIBUTES

S	T	A	I	WILL	INT	FELL
1	1	1	1	1	1	1

SKILLS

SKILL	VALUE	SKILL	VALUE
Athletics (S)	0	Medicae (Int)	0
Awareness (Int)	0	Persuasion (Fel)	0
Ballistic Skill (A)	0	Pilot (A)	0
Cunning (Fel)	0	Psychic Mastery (Will)	0
Deception (Fel)	0	Scholar (Int)	0
Insight (Fel)	0	Stealth (A)	0
Intimidation (Will)	0	Survival (Will)	0
Investigation (Int)	0	Tech (Int)	0
Leadership (Will)	0	Weapon Skill (I)	0

TALENTS, FAITH, PSIONIC POWERS, ARCHETYPES, ASCENSION PACKAGES, AND OTHERS

NAME	COST	NAME	COST
	0		0
	0		0

XP Pool: [100 ⇕] Remaining XP: **100**

"**XP Pool**" is a value entered by the player.
The "**Remaining XP**" value is calculable.

In the upper right corner there is a language switch and a button to display the instructions. Changing the language version affects the order of Attributes and Skills in the tables.
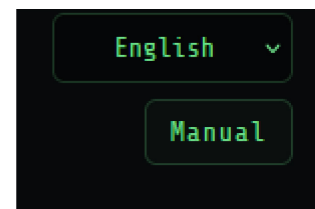
Step 1

The values of Attributes and Skills guaranteed by the Archetype must be transferred to the application.

Presentation based on the example of "Sister Hospitaller" (page 91).

The archetype gives **Intellect 3**, **Willpower 3**, **Medicae 1** and **Scholar 1**.

Krokiem pierwszym jest uzupełnienie aplikacji o te wartości

Step 2

THE MOST IMPORTANT THING! Now you need to calculate the value that should be in the "**Remaining XP**" field by entering the appropriate value in the "**XP Pool**" field. Enter a value equal to your base XP pool minus the cost of the archetype.

For example, let's assume that we are playing on level 1 without any XP bonuses or penalties - so we have 100 XP available.

The archetype costs 24 XP. That is:

$$\textbf{100} \text{ [base XP pool]} – \textbf{24} \text{ [archetype cost]} = \textbf{76}$$

In this example, the value in the "**Remaining XP**" field should be 76. In the case of Sister Hospitaller, you do not need to change anything in the "**XP Pool**" field, but this is not the rule. It all depends on the selected archetype, the level of the game and the GM's decision regarding the amount of XP for the players.

Step 3

If the correct value is displayed in the "**Remaining XP**" field, you can start filling in the fields and the application will make all the necessary calculations:

CHARACTER CREATION

English ⌄

Manual

XP Pool: 100 ⌃⌄ Remaining XP: 0

ATTRIBUTES

S	T	A	I	WILL	INT	FELL
3	3	3	3	3	3	2

SKILLS

SKILL	VALUE	SKILL	VALUE
Athletics (S)	1	Medicae (Int)	1
Awareness (Int)	1	Persuasion (Fel)	0
Ballistic Skill (A)	0	Pilot (A)	0
Cunning (Fel)	0	Psychic Mastery (Will)	0
Deception (Fel)	0	Scholar (Int)	1
Insight (Fel)	0	Stealth (A)	0
Intimidation (Will)	0	Survival (Will)	1
Investigation (Int)	1	Tech (Int)	0
Leadership (Will)	1	Weapon Skill (I)	1

TALENTS, FAITH, PSIONIC POWERS, ARCHETYPES, ASCENSION PACKAGES, AND OTHERS

NAME	COST	NAME	COST
Talent 1	20		0

The application displays errors allowing you to correct them or ignore them:

CHARACTER CREATION

XP Pool: [100 ⇕] Remaining XP: **-6**

Too much XP spent!

CHARACTER CREATION

XP Pool: [100 ⇕] Remaining XP: **10**

"Tree of Learning" rule broken (page 26)

There is a limit to a maximum of 12 points in any Attribute and a maximum of 8 points in a Skill

WILL	INT	FELL
1 ⇕	12 ⇕	1 ⇕

SKILL	VALUE
Medicae (Int)	8 ⇕
Persuasion (Fel)	0 ⇕

The application only calculates the costs of Attributes and Skills according to the tables on pages 24 and 25 of the core rulebook. Due to the Homebrew friendly approach, nothing else is included in the code.