Character Creation:

The first and most important aspect of character creation is developing a character theme and backstory. You should attempt to keep to a themed character and focus on immersion. Selecting abilities, attributes, skills, and symbionts based solely on power is not a good option in this game. Players are most rewarded for immersive roleplay, clever solutions, and failure, not character strength. Keep this in mind when designing your character.

Keep in mind, choosing mechanics for synergy and playstyle is encouraged; however, min-maxing will likely get you killed.

First:

Choosing a symbiont.

A symbiont is the manifestation of your character’s power. A symbiont is not a creature, as the name may suggest, but instead a mutualistic connection with an archetypal bulk “power source.” Like any mutualistic relationship, a symbiont exacts a cost and returns a boon. It has, however, made its cost acceptable, as it grants you operant control of its powers.

The powers granted by a symbiont are immensely variable. Consider the examples below:

Energy Manipulation:

Variations: Variations on this ability could include types of energy manipulation: e.g. Thermal Manipulation, Light Manipulation, Gravity Manipulation, Metabolic Manipulation, etc.

Example: Thermal Manipulation:

Origins (Thermal): Temperature of the world around you has always been volatile. Sometimes for better or worse. You started noticing it when water in a kettle over an open flame would never come to a boil as long as you watched it. Or your home or room would always become too hot or too cold whenever you thought about it. As annoying as it was, you started to realize that with concentration you could stretch these odd occurrences: water that wouldn’t boil would become ice cold instead; your cold room would become absolutely frigid. With intense practice, you learned to grasp a minor control of this ability and can now shift thermal energy from one source to another.

Practical: This symbiont grants control of thermal energy. It can allow you to chill a room while heating another. Freeze water while lighting a fire. Pull ambient heat into a pin sized ball hot enough to melt iron. Keep food warm or cold. Catch fire to an object, or freeze it.