

# Character Creation

## 1 Backstory Page

### 1.1 Starting Point

I recommend starting out by listing a core idea to build off of. I recommend starting with a profession and starting technique. If you have the talent, I would also recommend drawing your character.

### 1.2 Reason to Start

Why is your character going on an adventure? Was there a tragic event? Do you have nowhere else to go? What is it that you seek?

#### Person(s) of Influence

For this adventure, who do you hold dear to your heart? Who helped make you the person you are today? How do you remember them?

### 1.3 Personal Treasure

What is the one thing you cherish more than anything? Why do you cherish it? What would you do if your enemy destroyed it?

### 1.4 Initial Condition to Finish

What would cause you to cease your journey? This is not a permanent decision- just a starting point to work off of as the adventurer develops.

## 2 Ability Page

### Preface

#### Buying Attributes

You have 50 points to spend between your five stats. It is acceptable and expected to have stats of 0. No need to worry- that just means you are average in those areas. You will still make the necessary rolls; you just won't get bonuses

## BURST

Once an attribute hits 100, it immediately BURSTs. This does a few things:

- Gain a permanent upgrade<sup>1</sup>
- Gain a technique tied to the Attribute<sup>2</sup>
- Reduce the attribute to 10

Despite the Attribute reduction, I recommend BURSTing whenever possible. However, I also recommend having backup Attributes to compensate for the initial shock.

## Rounds, Turns, and Actions

The structure of how events take place are usually unimportant but are still expected to occur frequently. Hierchy is occurs as follows:

1. Rounds
  - These encapsulate *every* character's Turn
  - After every character has had their turn, a new Round begins
2. Turns
  - These encapsulate *the selected* character's Actions
  - Each character takes one Turn per Round
3. Actions
  - These are when characters actually do things
  - Each character gets two actions per Turn
    - The same Action cannot be repeated multiple times within a single Turn
    - A Double-Action is when you spend both Actions on a single task

## Notation

- d100 refers to two ten-sided dice<sup>3</sup> rolled to create a number with a range of 100.<sup>4</sup>
- XXX refers to the attribute XXX and everything that entails.
- [XXX] refers to the variable "XXX" itself.

---

<sup>1</sup>These upgrades are different based on which attribute has BURST. Please refer to the attribute in question within 2.1

<sup>2</sup>Tying techniques to attributes is further explained in 2.3.

<sup>3</sup>A one hundred sided die can be used but I recommend against it.

<sup>4</sup>Alternatively, this roll can be done digitally to choose a random number within range of 100.

## 2.1 Attributes

### Knowledge [KNO]

$d100 + [KNO]$

Roll a d100 and add [KNO] to the amount.

Any time you would ask, “Does my character know/notice...” you roll a KNO.

In addition, [KNO] is added to your Skill checks.<sup>5</sup>

Upon a BURST, dump 100 points into your existing Skills however you please.<sup>6</sup>

### Power [POW]

$2(d100 + [POW])$

Roll a 2d100 and add [POW] to each result

A POW may be utilized for any Double-Action

Upon a BURST, permanently increase the POW multiplier by 1 (e.g.  $2 \rightarrow 3$ ).

### Endurance [END]

$(d100 \pm [END])$  as 1 turn until pass/fail

If the endurance is being *stored* for the next turn(s), roll a d100 and add [END]. The desired effect occurs *when* the determined threshold is reached.

If the endurance is being *spent* from the previous turn(s), roll a d100 and subtract [END]. The desired effect occurs *until* the determined threshold is reached.

Any time your action would take multiple turns run an END.

Upon a BURST, permanently increase the *turn* multiplier by one. This means you roll for an additional turn when *storing* and skip an additional turn when *spending*.

### Speed [SPD]

*total*  $(d100 + [SPD])$  until fail

Roll a d100 and add [SPD]. If you succeed, roll again and add 10 to the threshold. If you succeed again, add that roll to the total and repeat the process until you reach the determined maximum successes or fail.

Any time your action encompasses multiple smaller actions, you roll a SPD.

Upon a BURST, permanently gain an additional free reroll upon SPD failures.

---

<sup>5</sup>Skill checks are referenced in 2.3

<sup>6</sup>Skills and how to add points are explained in 2.3

## **Foresight [ESP]**

*guess within  $\pm[ESP]$  against the opposing roll*

Before an opposing roll, you may guess an ESP. If the roll is within the range of your predicted [ESP], you succeed.

Any time your character attempts to predict or react to external stimuli, roll ESP.

Upon a BURST, pick an additional number to guess.

## **2.2 Skills**

## **2.3 Techniques**

## **2.4 Awesome/Awful**

# **3 Development Page**

## **3.1 Physical Changes**

## **3.2 Possessions**

## **3.3 Persons of Interest**

## **3.4 Reason to Continue**