

The characters of **equinox** are mystics, people who can wield the mystic forces. But they are outcasts, criminals, and undesirables—coined Vagrants for disregarding Consortium policy, the policy of being strictly controlled. In contrast, official mystics are highly regulated into legal Mystic Orders run by the Consortium governments, while those mystics refusing such a life are marked and relegated to Vagrant status. Official Consortium Mystics are given a measure of respect, or at least forbearance, for their necessary roles as mystical security, hybrid-shipwrights, summoners, and enchanters. Often they are feared for their power and authority, but are legally well protected, despite being kept on short leashes. Their exact treatment varies from colony to colony, with the Nim being very restrictive and puritanical to the Sylvans who honor and pay homage to their mystics.

Vagrant mystics are considered illegal and most are exiled to the Sol system. A miniscule number have permits allowing them to move about freely within Consortium space, but even then they are always viewed with disdain and suspicion. Some Vagrant mystics are able to live in hiding within Consortium space (amongst the galactic underground and on the Ravaged Worlds), but when found they are viewed with outright fear and contempt, being made scapegoats for everything and a justification of Consortium control of mystics via the Mystic Orders. On Gateway Station and within the Protectorate, they are viewed with prejudice and suspicion, but are allowed to interact and do business relatively freely. However, the law treats them very harshly, viewing them as troublesome undesirables who no one wants in town.

In the rest of the Sol system, Vagrant mystics are relatively common and reputation and honor play important roles. The pocketed, fragmented nature of the inhabitants of the outer Sol system gives rise to an insane number of local authorities, and these are usually more accepting of Vagrants, but not always.

YOUR CHARACTER

Your character is the tool you use to play the game, to interact with the game's universe. Generally speaking, it consists of three essential parts: a bunch of **stats**, a **personality**, and a **group**.

Your character's **stats** are a set of numbers representing a measure of his abilities within the rules of the game: Attributes, Skills, Powers, Spells, and even equipment. Every player character is created using the same system, which is described in this chapter (see p.43).

What you create from the roleplaying suggestions given in this book as well as your imagination is your character's **personality**: It's your way of playing your character, and what happens at the table.

The third part is the **group**, the other player characters. They work together through a common context, and have a common goal or motivation putting them (sometimes quite literally) on the same boat. This context is so important that it is created before individual character creation is done for each player. Needless to say, all players participate in this.

This chapter provides rules for the guidelines presented in **Step 4: Create Main Characters of the People & Places** chapter of the **Equinox Setting Guide**, p.200. **Step 5: Finalize the Setting** (**Equinox Setting Guide**, p.205) concludes the setting creation process. For your convenience, we have created a group of ready-to-play-sample characters which are tied into the Freedom Rock sample setting from the **Equinox Setting Guide**. You can find these characters on p.244. The Freedom Rock setting is found on p.206 of the **Equinox Setting Guide**.

"One of the best things in a roleplaying game is that you're not just a participant playing one level after another, but that you're also a game designer putting everyone's creative energy to work for a unique and awesome experience."

—Dammi

A WORD ON ORGANIZATION



This chapter lays out the process for creating a character so you can jump right into seeing how it fits together, the big picture if you will. The chapters on Traits (p.83), Skills (p.71), Powers (p.97), Spells (p.125), Experience & Advancement (p.137), and Conflicts (p.145) define and provide depth and context to many of the different parts that make up a character. Thus, you'll see references to the relevant sections frequently here. You are free to make those jumps if and when you feel the need, but the process is designed to guide you through the basics to get the feel right and get playing!

YOUR GROUP

Before starting on the individual characters, you need to define the group they make up first. Use the guidelines on p.200 in the *Equinox Setting Guide* to find a suitable group motivation before breaking down the individual motivations and character concepts.

The next step is to create the individual characters, as outlined on the following pages. Once all characters have been created, we'll do another group creation step and set up a number of Group Tags to complete it (see p.58).

*The group is a team of characters making regular patrols around Freedom Rock (see p.206 of the *Equinox Setting Guide*) in a small spaceship, as part of the settlement's freelance security force.*

DEFINE GROUP STARTING EXPERIENCE

As described on p.203 of the *Equinox Setting Guide*, the group's basic experience level is represented by different amounts of Character Points (CP). Select a suitable amount that fits your group setup. Use these CP to build each individual character.

AVAILABLE CHARACTER POINTS

The standard allowance of CP for **Beginners** is 60CP, which is also the minimum any player character should have. Experienced characters get 90CP. Veterans should have at least 120CP.

"The higher the CP allowance, the more time you'll need for creating a new character. Your options to spend these points increase dramatically down the road, as the game is designed to support campaign play."

—Dammi

The players decide that their team is new to Freedom Rock's freelance security force. They are all new to the game, so they start as Beginners. Because they don't know the system yet and want to start the game fast, they settle on the minimum: 60CP per character.

CREATING A CHARACTER

This section features a step-by-step process on how to create a player character, including an ongoing example (the full sample character appears on p.56 of this chapter).

The sample character is created by Pete, who wants to play a Hokai Spellslinger named Quintok Lagarro.

Grab a character sheet (found in the **Appendix** on p.265), a pencil, and some scrap paper. Be familiar with the rules, and be aware your concept may “evolve” during character creation—so keep an eye on this and make sure the character keeps fitting into the group.

“The character sheet is also available for download at equinox-rpg.com (among other things).”

—Dammi

The following steps in this process need to be done for each player character separately:

- Choose a Subspecies
- Choose a Path
- Develop Background, Motivation, and Character Tags
- Determine Attributes
- Determine Characteristics
- Spend Character Points
- Select Personal Gear

THE SHORTCUT

If you are unfamiliar with the game and want to create a beginning character rather quickly, don't worry about all the details in this chapter and skip directly to the **The Fast Track** section on p.55.

STEP 1: CHOOSE A SUBSPECIES

While the stereotypes of each subspecies presented in the **Subspecies** chapter on p.45 of the **Equinox Setting Guide** do reflect the general perception of that subspecies and aren't entirely inaccurate generalizations, there is a wide range of exceptions. There are Kiruan who meld well with Zehelan society, finding their competitive urges spent on doing their best at tightly coordinating events and people, while some Kiruan do stick out like sore thumbs. A Hokai can be exceedingly clever and contemplative while maintaining a tough persona. A Raé can be just as conniving as the stereotypical Haryani. All of the subspecies developed from humans and mostly live among human society. They are not alien, not of different origin, and for the most part not isolationist or segregationists. They are not archetypes; the same degree of individuality that applies to humans applies to members of a human subspecies. That said, consider the descriptions in the **Equinox Setting Guide** as representations of the “typical” member of that subspecies only.

*Pete has already written his character's name and subspecies on his character sheet. Looking up the information below, he notes down “Thick Skin” in the **Special Abilities**. His **Favored Attribute** is **Physique**.*

SUBSPECIES GAME INFORMATION

Below, find the **Game Information** entries for each subspecies. They contain the following entries:

Each subspecies provides a **Favored Attribute**, which gets a free extra Rating during **Character Creation** (see p.49 for more information).

Special Abilities describes unique abilities available to or special rules applicable to the subspecies. Most often, this is a bonus or penalty under certain circumstances or to certain tests, but it can modify the rules for character creation or other areas of the game.

GOR

- **Favored Attribute:** Agility
- **Claws:** Due to their long sharp nails, a Gor has a Threat Rating of 2 when using them in unarmed combat.

HARYANI

- **Favored Attribute:** Presence
- **Astute:** Haryani characters receive a +1M modifier when using the Perception skill, even on untrained Skill Tests (see p.78).

HUMAN

- **Favored Attribute:** Any
- **Versatile:** Human characters choose an extra non-Path Skill to start at Rank (■□□□□) during Character Creation (see p.52).

HOKAI

- **Favored Attribute:** Physique
- **Thick Skin:** The strong build and thick skin of the Hokai gives them a higher Resilience Rating and longer Wound Track.

RAÉ

- **Favored Attribute:** Awareness
- **Darksight:** Raé characters ignore any penalties resulting from darkness.
- **Second Thumb:** Raé characters receive a +1M modifier when using the Dexterity skill, even on untrained Skill Tests (see p.78).

SHANRAZI

- **Favored Attribute:** Any
- **Created:** Shanrazi characters receive a +1M modifier to a specific skill chosen upon Character Creation.
- **Demon Spawn:** Shanrazi have difficulties understanding and performing art. They are at a Disadvantage on art-related tasks.

SYNTH

- **Favored Attribute:** Any
- **Synthetic Body:** Synth characters receive a free body modification (see p.X) upon character creation.
- **No Rights:** Since most Synths are nothing but tools by Consortium Law, a Synth character is at a Disadvantage to Interaction Tests when dealing with people realizing what they are.

KIRUAN

- **Favored Attribute:** Tenacity
- **Adrenaline Kick:** Kiruan characters receive a +1M modifier to a single Skill Test after giving in to their Competitiveness (see below), even on untrained Skill Tests (see p.78).
- **Competitive:** Kiruan characters are prone to competitive situations. They are at a Disadvantage when resisting a challenge, but don't usually do so.

YOL

- **Favored Attribute:** Presence
- **Empathic:** Yol characters receive +1M modifier when using the Insight skill, even on untrained Skill Tests (see p.78).
- **Jump:** Due to their physique, Yol can jump a height up to a number of meters equal to their Physique Rank without effort. Their walking/running speed remains unaffected (they do have longer legs, but they aren't made for running).

ZEROG

- **Favored Attribute:** Toughness
- **Energy:** Zerog characters can provide their own life force as Energy for powers and spells, and are effectively able to use them outside a mystic field. Doing so is very draining, as it costs 1 Wound to create a mystic field at a level equal to their Order for a few minutes!

ARCHETYPES

The Archetypes listed with each entry refer to the list of pre-selected Skill, Power, and Spell packages starting on p.59. These intend to help when creating your first character, but may also serve as inspiration to build your background, motivation, and character tags on.

STEP 2: CHOOSE A PATH

Each mystic follows a Path, a concept that guides and defines the abilities on which he focuses. Use the Mystic Paths chapter (see p.83 of the **Equinox Setting Guide**) and the following descriptions to find out which Path fits your character idea best.

Pete's intention was to play a Spellslinger because he likes to be able to throw fireballs at his enemies. He marks his Path Skills on his character sheet for easy identification during the game.

A character's Path provides a set of **Path Skills**, determining what skills the character is best at. While a character has access to all skills, Path Skills are easier to learn. Each Path also has access to a set of unique **Path Powers**, which are exclusive Powers only available to Followers of that Path (see **Powers**, p.103).

CONJURER

A Conjuror's core abilities are the summoning and binding of spirits and interacting with auras, astral space, and astral relationships. Some of them are even able to shift in and out of astral space themselves. They can invoke the Law of Contagion to track and find people, objects, and places. Moreover, some of the most feared Conjurors are the ones known to take possession of other people.

When dealing with spirits and other people, Conjurors usually resort to forcing their will on others, by planting simple thoughts and orders in others' minds or even

hypnotizing them for more complex tasks. They can telepathically communicate with you and read your aura. Of course, if they taunt you, your reaction might be more intense than it would normally be.

In the Sol system, one of their most regarded abilities is the mystical manipulation of devices and technology. Most Conjurors can do this to a certain degree, usually by infusing a device with a spirit they've summoned. By controlling the spirit, they are able to make the tech do their bidding and even work with other spirit-infused devices normally not compatible.

- **Path Skills:** Command, Deception, Durability, Influence, Insight
- **Path Powers:** Bind, Find, Possess, Shift, Summon
- **Archetypes:** Counselor, Demon Hunter, Diplomat, Sage, Shaman

CRAFTER

A Crafter's core abilities include the creation of simple items out of thin air, the mystical repair of broken devices and vehicles, and the jury-rigging of devices for new purposes. Most Crafters can force their will on computers and machines to control or power them directly.

As mystical technicians, Crafters can improve any device's performance, or repurpose it to serve a completely different function. They understand and speak the language of machines and computers as if it was their own, and are able to instantly grasp the function of any device they come across. They can alter signals and cause interference at will, cipher and decipher codes, and easily feed false information to a technical device at hand. Some Crafters have been known for a disassembling touch, causing devices simply to fall apart. Of course, if they tamper with any system, there is no way you can tell they did it if they don't want you to know.

A Crafter's senses can be real sharp, their memory extremely detailed. They can perceive things a mundane cannot, from being able to see on a microscopic scale to the ability to see through walls and obstructions to other

vision types normally requiring technical gear. Their analytic senses and mathematical powers are unmatched, as is their orientation and sense of space and directions.

- **Path Skills:** Construction, Durability, Interface, Memory, Perception
- **Path Powers:** Create, Override, Power, Repair, Rig
- **Archetypes:** Engineer, Inventor, Mad Scientist, Scavenger, Technomancer

MERCHANT

All Merchants have a unique sense of procuring and acquiring gear and other items in any location. They have an analytic sense of sizing up goods and their customers. They definitely know their way around people, and are able to set themselves up easily in new relationships and communities as if they have lived there for years. Their contracts are binding.

In general, Merchants can manipulate relationships and are known to be able to change other people's behaviors and stances. A Merchant may have an easy way to ask a favor of you, or talk you into becoming a beast, acting on your primal instincts in his presence. Their presence can calm people down or enrage them; they can make people reconsider their approach to a certain matter, which makes them good diplomats (as well as great scammers).

PATH CUSTOMIZATION

The individual selection of Path Skills can be customized; any skill that doesn't gel with the player's interpretation of the Path's philosophy can simply be exchanged for another—at the gamemaster's discretion.

It should be kept in mind, however, that Path Powers (see p.103) are based on the Path Skills, so you might want to swap out the appropriate Path Power as well. Doing so may make the Path somewhat less unique, but allows for higher flexibility.

It should be no surprise that Merchants are masters of deception. They can be experts in forgery, easily impress others, make any lie sound completely believable, and may appear completely harmless and innocent to anyone heeding suspicion. Of course, that's not even mentioning their mastery of disguise.

- **Path Skills:** Deception, Insight, Influence, Networking, Perception
- **Path Powers:** Acquire, Contract, Ensnare, Enmesh, Probe
- **Archetypes:** Relic Trader, Loan Shark, Privateer, Scammer, Slaver

PEACEKEEPER

Peacekeepers easily establish themselves as final authority, and can calm people down to rethink their actions. Their mystic touch lets them disable weapons, shackle wrongdoers, and easily get the truth out of their suspects.

A Peacekeeper can encourage and discourage teamwork, inspire and even enthrall others, as well as give people mental strength simply by talking to them. To enforce their will, Peacekeepers are also able to bend others' minds, make them drop their weapons, or do whatever is necessary to resolve a conflict.

Lastly, their resourcefulness in combat is not to be underestimated. Peacekeepers are great at building defenses and diversions, and protecting others is one of their greatest strengths. Fighting and conflict are a Peacekeeper's enemies, and they are certainly able to hold their ground. However, their abilities help them to put an end to any fight.

- **Path Skills:** Durability, Influence, Insight, Perception, Shooting
- **Path Powers:** Authority, Calm, Disable, Shackle, Suspect
- **Archetypes:** Detective, Inquisitor, Judge, Mediator, Sheriff

PILOT

Pilots become one with their rides, whether fighting deadly dogfights in the Earth Belt or navigating through the depths of space, astral or otherwise. They can establish remote links to vehicles and even other devices, and perform impossible stunts their vehicle is normally not capable of.

Pilots usually have a better understanding of their vessels than any technician aboard. Hybrid or not, they are living beings to them, and a Pilot's methods to improve their performance are often ... unorthodox, as the power of their technical abilities is fueled by the intimate relationship they share with their craft. When enhancing a vessel, they can significantly improve its defenses, mask it from appearing on sensors, or have it appear as something else entirely.

When one with their vessel, nothing can stop a Pilot in combat. Their attacks often come with great precision, while hitting them back is like chasing a wild rabbit. Some Pilots can boost their shields with their will; others boost their weapons to hit targets at extreme ranges or even outside their direct field of vision.

- **Path Skills:** Athletics, Construction, Interface, Piloting, Shooting
- **Path Powers:** Control, Dogfight, Navigate, Remote, Stunt
- **Archetypes:** Captain, Driver, Navigator, Shuttle Pilot, Squadron Leader

SEEKER

Seekers call upon the memories of the mystic energies to gain answers to questions about past details on a place, person, or object. They can mystically converse in languages they haven't learned, and mess with other people's memories if they need to. They are able to spot a lie if they hear one, and are masters of investigation.

A Seeker can learn much faster than others, and some of them are known to temporarily acquire skills for different tasks at hand. They can project their senses to perceive things from a distant point as if they were there. They can alter their senses to perceive things others cannot, from reading auras to staring directly into the depths of astral space.

That said, Seekers are very versatile and able to develop a wide variety of powers useful to them on their journeys. Some of them are capable fighters, others great leaders, and still others philosophers and artists of extreme talent. However, regardless of their pursuit, their advantages usually come from knowledge, insight, or intuition.

- **Path Skills:** Deception, Influence, Insight, Memory, Perception
- **Path Powers:** Ask, Blank, Converse, Locate, Truth
- **Archetypes:** Archaeologist, Investigator, Lore Merchant, Scout, Teacher

SOLDIER

Soldiers are able to turn any item into a weapon or deadly projectile. They regenerate their wounds faster than a mundane being, and adapt their bodies to the local environment—both for camouflage as well as survival. They can focus on the situation at hand and solve it with an analytic and tactical angle.

As expert fighters, combat and conflict are where a Soldier is at home. There is no trick they don't know, no weapon

they cannot master, and no enemy they cannot outwit. Their weapons become deadlier and more precise than any other, and their armor harder to penetrate. It is said that a Soldier can dodge death and still have seven lives.

A Soldier's greatest weapon is his own body, however. Breathing, blinking, hunger, thirst, and so on—any one of these functions can be controlled and endured. Soldiers can jump extreme distances and lift enormous weights. Some of them have even been known to extend their will into telekinetic applications.

- **Path Skills:** Athletics, Durability, Fighting, Shooting, Stealth
- **Path Powers:** Acrobatics, Adapt, Focus, Projectile, Regenerate
- **Archetypes:** Bounty Hunter, Bodyguard, Commander, Mercenary, Spy

SPELLSLINGER

A Spellslinger can form and bend the mystical energies into independent constructs known as spells. They can also unravel such threads of mystic energy, to dispel any mystic effects. They are able to cleanse astral space from Demonic taint, store mystic energy for later use, and tag places and persons with mystic runes as triggers for anchored spells.

Most Vagrant Spellslingers stick to a motto when learning their spells to reflect their vision and way of life. Other than that, there is basically no limit on what spells can do.

Spellslingers can also learn "regular" powers, but usually only to complement their abilities.

- **Path Skills:** Healing, Memory, Perception
- **Path Powers:** Anchor, Cleanse, Dispel, Store, Ward
- **Archetypes:** Combat Mage, Entertainer, Illusionist, Philosopher, Wizard

"That's not a typo. Spellslingers get fewer Path Skills to compensate for their ability to cast spells."

—Penagrain

VENTURER

Venturers can talk themselves out of anything, using mystic energy to turn any argument into a believable lie. They are masters of illusion and expert mimics, and often luck stands squarely by their side. They can be excellent team players, but are tricky foes when they oppose you.

Venturers are often masters of the arts of guile and stealth. Whether blending in with their surroundings to disappear from scrutiny, or setting others up in a trap, many Venturers prefer working from behind the curtains, putting themselves into the center of attention only for special purposes. Some Venturers have been rumored to be able to erase short-term memories, making their targets simply forget what just happened.

Most Venturers have mastered control of their body, and have developed an extreme sense of balance. Some are expert climbers, sticking to completely flat surfaces as if they defy gravity.

- **Path Skills:** Athletics, Deception, Dexterity, Influence, Perception
- **Path Powers:** Blame, Displace, Fortune, Mimic, Support
- **Archetypes:** Assassin, Criminal Mastermind, Hacker, Infiltrator, Thief

STEP 3: DEVELOP BACKGROUND, MOTIVATION, AND CHARACTER TAGS

Follow the guidelines on p.203-205 of the **Equinox Setting Guide** to establish your character's background story and motivation. To round things off, you should add a short physical description of your character. Shaping and tailoring the game to the player characters will give everyone a far better experience. If everyone is new to the Equinox Universe, their character's goals may be small and/or vague at first. However, their characters will start to develop complexity, depth, and personality after a few sessions. Building upon these foundations will shape the universe around the characters, just as it should be.

This is the best time to develop your Character Tags (see **Core Game Mechanics**, p.31 and **Traits**, p.83 for more information). Every player character starts with three individual Character Tags.

After discussing with the other players, Pete has come up with the following:

Background: *Quintok and Maverick (the group's Pilot) are close friends from way back when they still served the Consortium. His friend fled to Sol first, which put Quintok under suspicion and led to his banishment later on. When Quintok arrived in Sol many months later, he and his friend were reunited on Freedom Rock. To get up on their feet again, they joined the outpost's freelance security force.*

Motivation: *Pete envisions his character to be a bit idealistic, fair, and righteous in nature—something that put him at odds with the Consortium's way of handling mystics. His prime motivation is to bring justice to the universe, and he loves to prove himself in physical conflicts—two reasons why he feels joining the security force is the right thing to do.*

Description: *Shorter than a typical Hokai, but more intelligent and battle-savvy. He's covered in gleaming lines weaving mystical patterns around his arms, legs, and torso.*

WHAT MAKES A GOOD CHARACTER TAG?



It is best to brainstorm Character Tags in a group. Talking about them and discussing how they work will produce great results. Keep the following things in mind:

A Character Tag should tell a little story. Make it tickle your imagination, a Character Tag is everything but boring! While it can be a short and pregnant keyword (like *Cocky*, *Alcoholic*, or *Dirty*), you should seek to add an edge to it by making it a **keyphrase** (for example, *Don't Tell Me What to Do*, *Bottom of the Bottle: Top of My Abilities*, *Hygiene is Overrated*). This greatly helps in bringing a Character Tag to life and putting it to use during the game.

A Character Tag should always be good and bad for you. Remember that your Character Tags are a way to gain Karma, so they should get you into trouble every now and then. Danger is the name of the game—so make sure the gamemaster can get his hooks into these easily! For example, the *Alcoholic* example from above is mainly a negative Tag. The gamemaster can exploit it easily, and your character would likely be found at the bar very often. *Bottom of the Bottle, Top of My Abilities* on the other hand puts a positive spin on it, because it lets you easily exploit it yourself to push your abilities. All you need your character to do is get drunk!

Tags: *Fair and righteous, Fascinated by blades, Maverick can count on me*

STEP 4: DETERMINE ATTRIBUTES

Your character's Attributes are subdivided into three Attribute Pairs: **Prowess**, **Might**, and **Vigor**. Each pair encompasses a physical and a mental Attribute, for a total of six Attributes: Prowess divides into **Agility** and **Awareness**, Might divides into **Physique** and **Presence**, and Vigor divides into **Tenacity** and **Toughness**. See p.86 for more information.

The **Favored Attribute** is intended to give the player a very basic idea of what his character's subspecies is about at its core. Some subspecies allow the player to choose freely, reflecting their versatility and providing the opportunity to customize to the player's needs (these have a listing of "Any" in the table below). More information on Attributes can be found in the Traits chapter, p.86.

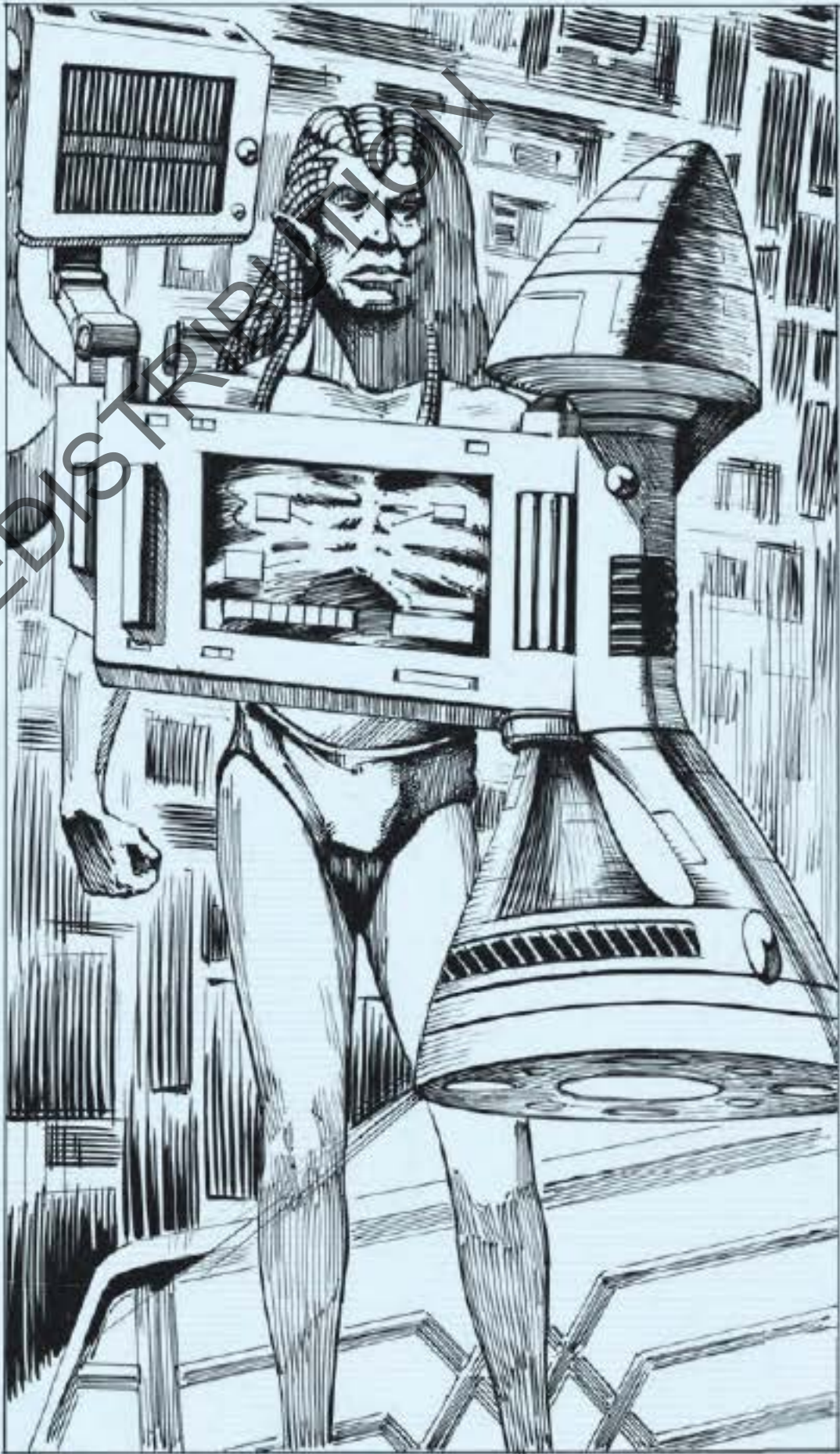
Favored Attributes are summarized on this table:

Subspecies	Favored Attribute
Gor	Agility
Haryani	Presence
Humans	Any
Hokai	Physique
Raé	Awareness
Shanrazi	Any
Synths	Any
Kiruani	Tenacity
Yol	Presence
Zerogs	Toughness

Distribute 12 Points over all Attributes, with costs as shown on the table below. Attributes can be bought up to a maximum of 4. Finally, increase the Favored Attribute by +1 (which may bring that Attribute Rating up to 5).

Attribute Rating	Cost
■ □ □ □ □	0
■ ■ □ □ □	1
■ ■ ■ □ □	2
■ ■ ■ ■ □	3
■ ■ ■ ■ ■	—

Pete's Spellslinger is going to be the battle-oriented type, so he wants his character to focus on physical Attributes. He distributes his 12 as follows: Prowess (Agility 4, Awareness 2), Might (Physique 3, Presence 2), Vigor (Toughness 4, Tenacity 3). Since Physique is his subspecies' Favored Attribute, he brings that Attribute up to 4 as well.



STEP 5: DETERMINE CHARACTERISTICS

A character's base Characteristics are derived from his Attributes. More information on Characteristics can be found in the Traits chapter, p.87. Calculate each value as outlined below and note it on your character sheet.

INITIATIVE

The Initiative Rating is the sum of your character's Prowess Attribute Pair (Agility + Awareness), and determines when they act during conflicts.

RESISTANCE RATINGS

- **Resilience:** Your character's Resilience Rating is based on his Toughness Attribute, and lessens physical damage. Depending on your character's species, add the following modifiers:

Gor, Shanrazi	+1
Hokai	+2
Kiruan	-1

- **Composure:** Your character's base Composure Rating is based on his Presence Attribute, and lessens harm from social attacks. Depending on your character's species, add the following modifiers:

Haryani, Yol	+1
Kiruan	+2
Hokai	-1

- **Spirit:** Your character's base Spirit Rating is based on his Tenacity Attribute, and lessens mental or mystical damage. Depending on your character's species, add the following modifiers:

Zerog	+1
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OTHER MODIFIERS

Humans and Synth characters can chose one Resistance Rating to increase by +1.

All subspecies, except for the Hokai and the Kiruan, have the option to swap one point from one unmodified Resistance Rating to another unmodified Resistance Rating.

For example, a Gor gains a +1 to his Resilience according to the listings above, so can't modify his Resilience. However, he has the option to add +1 to the Composure Rating provided he also subtracts -1 from his Spirit Rating, or vice versa.

HEALTH STATUS

The second column of your Health Status (see p. 44) only has as many checkboxes as your character's Toughness value, meaning that the first Status Levels have two checkboxes, while last one(s) only have one—unless your Toughness is 5, then all Status Levels get two checkboxes.

Quintok has a Toughness of 4, so his Okay, Winded, Strained, and Exhausted Status Levels have two checkboxes, while his Devastated Status Level only features one checkbox.

WOUND TRACK

The size of the Wound Track is the sum of your character's Vigor Attribute Pair (Toughness + Tenacity).

Depending on your character's species, modify each Track as follows:

Hokai	+2
Shanrazi	+1
Haryani, Raé	-1
Kiruan	-2

ACTION POINTS AND KARMA

- **Action Points:** Your character has a number of Action Points equal to his Might Attribute Pair (Physique + Presence).
- **Karma:** Your character has a Karma Rating equal to 3 plus his Order of Mastery (usually First Order for starting characters, for a total of 4). He starts with the same number of Karma Points.

Quintok's Characteristics are: Initiative 6, Resistances (Resilience 6, Composure 1, Spirit 3), Wound Track: 9, Action Points: 6, Karma: 4.

CHARACTER POINT COST TOTALS

Skill Rating	1	2	3
Path Skills	2	6	12
Skill Boosts*	2	6	12
Regular Skills	3	9	18
Qualifications	4	12	24

*) The maximum is the character's Order!

Power/Spell Shielding Rating	1	2	3
Path Powers	3	9	18
Favored Powers	1	3	6
Other Powers	2	6	12
Spells	2	6	12

Assets	Rating
◐◐◐◐◐ (Broke)	+3*
◐◐◐◐◐ (Poor)	0
◐◐◐◐◐ (Average)	3
◐◐◐◐◐ (Prosperous)	8

*) Your character starts the game without any gear.

SPECIALIZATIONS

Experienced and Veteran characters (see p.42) have the option of specializing in some of their Skills (see Specializations on p.73 of the Skills chapter). Note that each Specialization requires a Rating of ◐◐◐◐◐ in the Skill it is based on!

Specialization Rating	4	5
Path Skills	8	10
All other Skills	12	15

STEP 6: SPEND CHARACTER POINTS

You now spend your Character Points on skills, skill boosts, powers, spells, and Assets. The exact number of Character Points each player receives depends on the experience level you want to start the game (see p.42).

"Note that Assets can only be purchased with CP at character creation!"

-Darthgus

While you can freely distribute the Character Points as you like (see the Character Points Costs table for total CP costs for each Rating), we recommend spending them following the simple step-by step procedure outlined below—especially for beginning players. Leftover CPs are not lost—they are noted on the character sheet and simply spent at a later time.

SKILLS

Start with buying Skill Ratings. Each Path has a set of five Path Skills, summarized below. These skills are the most important ones for your character, so you will want to have higher Ratings in them than on any other skill. Pick a couple of other skills to round out your character's skill set (see the Skill List on p.73 of the Skills chapter). The maximum Rating for any of these Skills is ◐◐◐◐◐.

- **Conjurer:** Command, Deception, Durability, Influence, Insight
- **Crafter:** Construction, Durability, Interface, Memory, Perception
- **Merchant:** Deception, Insight, Influence, Networking, Perception
- **Peacekeeper:** Durability, Influence, Insight, Perception, Shooting
- **Pilot:** Athletics, Construction, Interface, Piloting, Shooting
- **Seeker:** Deception, Influence, Insight, Memory, Perception

- **Soldier:** Athletics, Durability, Fighting, Shooting, Stealth
- **Spellslinger:** Healing, Memory, Perception
- **Venturer:** Athletics, Deception, Dexterity, Influence, Perception

"Check out the Qualification skill (p.78) as well, as these go a long way to round out your character's concept skills-wise. These might be a bit too much when starting a complete new game with new players, however."

—Dammi

"You might want to hold off on your skill selection until after you have decided on your powers and spells, as these require certain skills to be used, or you may want to base the powers and spells selected on your skills."

—Grool

As this is everyone's first game, Pete decides to honor the advice and assigns the following Ratings to his Path Skills: Healing 3, Memory 2, Perception 2. Because he wants to be able to handle himself in close combat, he picks Fighting 1. He also wants to be able to throw things with precision, so he picks Dexterity 2. Also Quintok should have a way with people, so Pete adds Insight 1. He is thinking about taking the Shooting skill, but that's going to be covered by his spells. So he decides that Interface 1 will help Quintok to get around gathering information and handling machines.

PATH POWERS

Each Path has five Path Powers, its unique core mystical abilities. Mystics define their level of advancement by counting the number of Path Powers they have learned. For example, a Mystic of the Second Order has learned two Path Powers. See p.143 for more information on Orders and Path Advancement. Note your character's Order Rating down on your character sheet once you have picked your Path Powers. The maximum Rating for any of these Powers should be 3.

SPELLS



If you're a Spellslinger, you have a much shorter list of Path Skills and Favored Powers. That's because you have access to spells, which are more versatile than Powers and more potent. Pick your spells along with your General Powers.

As with powers, and keep in mind that your spells require certain skills to be used.

Again, the total number of Path Powers you learn depends on how many Character Points you want to spend. Keep in mind that just investing in these won't get your character anywhere, so stick with one or two for now. Path Powers are summarized below:

- **Conjurer:** Bind, Find, Possess, Shift, Summon
- **Crafter:** Create, Override, Power, Repair, Rig
- **Merchant:** Acquire, Contract, Ensnare, Enmesh, Probe
- **Peacekeeper:** Authority, Calm, Disable, Shackle, Suspect
- **Pilot:** Control, Dogfight, Navigate, Remote, Stunt
- **Seeker:** Ask, Blank, Converse, Locate, Truth
- **Soldier:** Acrobatics, Adapt, Focus, Projectile, Regenerate
- **Spellslinger:** Anchor, Cleanse, Dispel, Store, Ward
- **Venturer:** Blame, Displace, Fortune, Mimic, Support

OTHER POWERS

Your character also has access to General Powers, with a set of Favored Powers most common among Followers of each Path. The list of Favored Powers depends on the Path your character is following (see the Powers chapter, p.112). You can learn any of the Favored Powers at a lower CP cost. All other Powers are also available, they just cost

a bit extra. Again, the maximum Shielding Rating for any of these Powers should be 3.

"While you can learn any general power, these are somewhat more expensive and not necessarily suited for character creation. If there are any powers you really want that don't relate to or are favored by your Path, you may want to consider building another character to start with."

–Raven

"Watch out, there are up to 30 Powers in each list, which is quite a lot to choose from. If you're new to equinox, don't worry about checking out the rules too closely. Pick those that appeal to you and your character concept and get going!"

–Grinder

Quintok's character concept is partly based on his loyal friendship to another character, so he picks powers able to support him. Looking at the Path Powers available to him, he picks Ward 2. He also picks Aurasight 1. Finally, looking at the Spells chapter, he chooses Fire Burst 1, Improve 1, and Heal 1. This costs him a total of $9+1+2+2+2=16\text{CP}$).

SKILL BOOSTS

Skill Boosts (see p.76 of the Skills chapter) are optional for now. You can purchase a number of Skill Boosts equal to your Order Rating. Simply pick a Path Skill for this and note the Boost Rating you have acquired on your character sheet. The maximum Boost available is equal to your Order Rating.

"If possible, make sure this is one that relates to one of your Path Powers!"

–Grool

Pete picks Healing for the Skill Boost, his highest Path Skill, which is also used for his Ward Power.

ASSETS

Finally, you get to spend some Character Points on Assets. Again, this is optional because you get the Assets: Poor Tag for free (see Assets in the Traits chapter on p.93). However,

if you're short on CP and being completely broke fits with your character concept and background you can use this to get a few points more. Otherwise, choosing a better Assets Rating gets you better gear to start with, and likely some more options during the game.

The description of being Poor is a bit below what the group has in mind for their characters. The setup grants them a regular wage, however, so the gamemaster agrees for them all to start the game at Average (2) instead at no extra cost. Pete totals up the CP he spent so far: Skills 42CP, Powers and Spells 16CP, Skill Boosts 2CP—that's 60CP altogether. He has no points left for further customization, but that was the intention.

STEP 7: SELECT PERSONAL GEAR

Every character starts with a basic equipment package consisting of a set of clothing, a weapon, plus any basic equipment needed to perform the function the character has in the group. All this should be suitable to the character's Assets Rating, but are subject to the gamemaster's discretion.

Pete notes down his equipment. His Assets Rating is Average (2), so he figures he has at least two sets of plain clothing, including a long subtly patterned robe (what is a magician without a robe anyway?). His Assets Rating allows him to buy a Mono Sabre. He also gets vVision Contact Lenses for his new job (all other characters also get a pair).

"Note that a character may have access to other equipment, such as a ship or weapons. These usually don't personally belong to the character, and are part of the group's commonly established background—as described in the next step! (I bet you wondered if your Pilot could start out with his own ship, right? He can't.)"

–Grinder

THE FAST TRACK

Use this if you are new to the game and want to get playing fast. The following is for characters with a Starting Experience of 60 CP (Beginners).

1. CHOOSE A SUBSPECIES

Note your Favored Attribute (check it on the Character Sheet) and your special abilities (see p.43).

2. CHOOSE A PATH

Note your Path Skills (p.45; check them on the Character Sheet). Your character is of the First Order.

3. DEVELOP BACKGROUND, MOTIVATION, TAGS

Select an Archetype (see p.59) and write down 2-3 sentences on your character's background, motivation and role in the group, and physical description. Use this information to devise three Character Tags.

4. DETERMINE ATTRIBUTES

Assign the Ratings 4/4/3/3/2/2 to the six Attributes (p.49). When done, add +1 to your subspecies' Favored Attribute.

5. DETERMINE CHARACTERISTICS

- Initiative: is equal to your Prowess Attribute Pair.
- Your Resistances are:
 - ✖ Resilience: equal to your Toughness Rating
 - ✖ Composure: equal to your Presence Rating
 - ✖ Spirit: equal to your Tenacity Rating

The Resistances are modified by your subspecies (p.51).

- Health Status: the second column of your Health Status Track is as long as your Toughness Rating.
- Wound Track: is the size of your Vigor Attribute Pair modified by your subspecies (see p.89).

- Action Points: equal to your Might Attribute Pair.
- Karma: your Karma Rating and Pool is 4.

6. SPEND CHARACTER POINTS

Your selected Archetype comes with pre-selected Skills, Powers, and Spells. You can modify the assignments, of course, as long as you are in line with the following setup:

- Skills (for Spellslingers):
 - ✖ Assign the Ratings 3/2/2 to your Path Skills
 - ✖ Assign 2/1/1/1 to four other skills (p.71; better hold this until you have decided on your Powers and Spells)
- Skills (for all other Followers):
 - ✖ Assign the Ratings 3/2/2/1/1 to your Path Skills
 - ✖ Assign 2/1/1 to three other skills (p.71; better hold this until you have decided on your Powers)
- Path Power: Pick a Path Power that gels best with your character concept at Shielding 2 (p.103).
- Powers (for Spellslingers; p.112):
 - ✖ Pick 1 Power from your Path's Favored Powers list at Shielding 1
 - ✖ Pick 3 Spells at Shielding 1 (p.132)
- Powers (for all other Followers; p.112): pick 5 Powers from your Path's Favored Powers list and assign the Shielding Ratings of 2/1/1/1/1
- Skill Boosts: Pick a Path Skill for your +1 Skill Boost (usually your best skill relating to your Path Power).
- Assets: Set your Assets to 1 (Poor) unless you have agreed on something else beforehand.

7. SELECT PERSONAL GEAR

You get a set of clothing, a suitable weapon plus any basic gear you need to perform your role (p.59). This should be suitable to your Assets Rating. You might get more if you have agreed on something else beforehand.

equinox

CHARACTER SHEET

ATTRIBUTES

AGILITY ☐ ☒ ☒ ☒ ☒ ☒ ☐

AWARENESS ☐ ☒ ☒ ☐ ☐ ☐ ☐ PROWESS

PHYSIQUE ☒ ☒ ☒ ☒ ☒ ☒ ☐

PRESENCE ☐ ☒ ☒ ☐ ☐ ☐ ☐ MIGHT

TOUGHNESS ☐ ☒ ☒ ☒ ☒ ☒ ☐

TENACITY ☐ ☒ ☒ ☒ ☐ ☐ ☐ VIGOR

RESISTANCES

6
RESILIENCE

1
COMPOSURE

3
SPIRIT

☐ ☐ ☐ ☐ ☐ ☐ TOTAL INC.

SPECIAL ABILITIES

Thick Skin

SKILLS

Dexterity ☐ ☒ ☒ ☒ ☒ ☒ ☐

Fighting ☐ ☒ ☒ ☐ ☐ ☐ ☐

Healing ☒ ☒ ☒ ☒ ☒ ☒ ☐ +1

Insight ☐ ☒ ☐ ☐ ☐ ☐ ☐

Interface ☐ ☒ ☒ ☐ ☐ ☐ ☐

Memory ☒ ☒ ☒ ☐ ☐ ☐ ☐

Perception ☒ ☒ ☒ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐

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SKILL (SPECIALIZATION) BOOST RATING

CHARACTER DATA

Quintok Lagarro
NAME

Hokai
SUBSPECIES

Pete
PLAYER

Spellslinger
PATH

1st
ORDER

TAGS

Fair and Righteous
Fascinated by Blades
Maverick can count on me

KARMA

4
KARMA RATING

☐ KARMA POOL

HEALTH STATUS

☐ ☐ OKAY 6

☐ ☐ WINDED 5

☐ ☐ STRAINED 4

☐ ☐ EXHAUSTED 3

☐ ☒ DEVASTATED 2

ACTION PTS

WOUNDS

☐ ☐ ☐ ☐ ☒ MINOR

☐ ☐ ☐ ☐ CONS.

☐ MAJOR

TAG (SEVERITY)

DEFENSE RATINGS

PHYSICAL 4/5 12
ACTIVE PASSIVE

MYSTIC 5 9
ACTIVE PASSIVE

SOCIAL 6 6
ACTIVE PASSIVE

ARMOR

Sec. Guard
TYPE 4

RATING 6 (5)

INITIATIVE

GEAR

Clothing

Vision Lenses

TYPE

Average ☒ ☒ ☒ ☐ ☐ ☐ ASSETS

PATH POWERS		
Ward	<div><div></div><div></div><div></div><div></div><div></div></div>	Healing
	<div><div></div><div></div><div></div><div></div><div></div></div>	
POWER	SHIELDING	ACTIVATION

OTHER POWERS		
Aurasight	<div><div>F</div><div><div></div><div></div><div></div><div></div><div></div></div></div>	Insight/Percept.
	<div><div></div><div></div><div></div><div></div><div></div></div>	
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	<div><div></div><div></div><div></div><div></div><div></div></div>	
POWER	SHIELDING	ACTIVATION

RELATIONSHIPS		
Jonah Capos	Enemy	Young Breakers Gang member out for revenge (attacked & lost).
NAME	TYPE	DESCRIPTION
Sierra	Potential Trainer	Hot Haryani Spellslinger who might train me in the future.
NAME	TYPE	DESCRIPTION
Maverick	Friend	I owe him my life, but he is uncomfortable with it.
NAME	TYPE	DESCRIPTION

SPELLS			
Fire Burst	<div><div></div><div></div><div></div><div></div><div></div></div>	Dexterity	<div><div><input checked="" type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div></div>
Heal	<div><div></div><div></div><div></div><div></div><div></div></div>	Healing	<div><div><input checked="" type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div></div>
Improve	<div><div></div><div></div><div></div><div></div><div></div></div>	Healing	<div><div><input type="checkbox"/></div><div><input checked="" type="checkbox"/></div><div><input type="checkbox"/></div></div>
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	<div><div></div><div></div><div></div><div></div><div></div></div>		<div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div></div>
SPELL	SHIELDING	CASTING	RNG DUR AOE TARGET

DESCRIPTION
Short for a Hokai, but intelligent and passionate in battle. Wears a soldiers uniform with a number of wicked weapons attached.

WEAPONS			
Mono Sabre	6	-	Fragile
WEAPON	DR	RNG	OTHER

EXPERIENCE
60
TOTAL CP
UNSPENT CP