OpenDev-3d6-GameSystem

Character Creation Process

Think about the type of character you would like to play and give them a **Name**.

You can *name your* **Archetype** *anytime* during the Character Creation Process. I like to save it till the end.

Choose what your **Primary Character Attribute** and **Domain** will be. These are your character's strongest traits called your **Archetype Attribute** and **Archetype Domain**.

Continue choosing **Attributes**, **Two for each Domain**, until you have **Six Attributes**. The ***Attribute Bonus*** *for each is* ***-1***.

Think about your **Character's Background** and **Heritage**. Raise ***One Attribute Bonus*** *by* ***2*** *points* based on your **Background**, then raise a ***Different Attribute Bonus*** *by* ***1*** point based on your **Heritage**.

Distribute 9 *points across your* ***Six Attribute Bonuses***. ***No Attribute Bonus can be higher than 3 during character creation***. Use the point calculation worksheet provided.

Think about your character's **Skills**. You will have ***9 Skill Points*** that allow you to buy skills onto your character sheet and raise the ***Skill Mastery Level*** of any chosen **Skill**.

You must choose;

- **Heritage Traits** (Novice Level, Cost 0 Skill Points)
  Pick 2 Specific Skills based on your character's Heritage
  or
  Pick 1 Mancy (Magical Source) based on your character's Heritage
- **Archetype Skill** (Apprentice Level, Cost 1 Skill Point)
  Pick **2 Skill Categories** from the Skills Menu.
  Name your Archetype Skill.
- **Supplemental Skill** (Apprentice Level, Cost 1 Skill Point)
  Pick **1 Skill Category** from the Skills Menu.

You can choose to spend ***1 Skill Point each*** *to gain additional* **Specific Skills** that buy onto your character sheet at the Apprentice Level.

Distribute *the remaining* ***Skill Points*** among your chosen **Skills**. ***No Skill Mastery Level can be higher than 3 (Skilled) during character creation***. Use the point calculation worksheet provided.

Choose your **Archetype Conceit**. Does your character have Innate, Prepared, or Learned Abilities associated with their Archetype.

Calculate your **Archetype Bonus**, **Archetype Save**, **Defense Score**, **Domain Bonuses**, and **Effort Pools** using the point calculation worksheet provided.

Create and Name your character's **Abillities** based on the **Skill Mastery Level** for each Skill on your sheet.

Every character starts with **6 Vitalix** and their base **Damage Threshold** at ***1*** (Minor Damage -1 Vitalix), ***7*** (Moderate Damage -2 Vitalix), and ***13*** (Severe Damage -3 Vitalix). Characters can *raise their* ***Damage Threshold/Defense Scores*** *with* **Armor** *and/or* **Abilities**. **Vitalix** only changes through damage and healing.

Continue to work with your GM to determine you character's **Wealth** and **Social Status** based on the restrictions of your campaign setting. Every player should start the game with the items they need to survive in the campaign setting and enough consumables to get them through the next 2 game sessions. The items should allow the character to use their **Abilities** and come from the character's **Background** and **Heritage**.

All characters should have at least **One Connection to an NPC** in the campaign setting.

Find details on character creation and a walkthrough at www.NickGrotto.com/character-creation

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OD3d6GS Point Calculation Worksheet

Attribute Point Calculator

Starting Points: 9

Attr:	+Bonus		Current	−	Spent	=	New
___:	+___	-->	9	−	__	=	___
___:	+___	-->	___	−	__	=	___
___:	+___	-->	___	−	__	=	___
___:	+___	-->	___	−	__	=	___
___:	+___	-->	___	−	__	=	___
___:	+___	-->	___	−	__	=	___

How to Use the Attribute Point Calculator

Starting Points: Every player begins with 9 Attribute Points to distribute across six attributes.

Attribute Starting Values:
Each attribute starts at -1 by default.
Attributes with a Heritage Bonus begin at 0.
Attributes with a Background Bonus begin at 1.

Attribute Ranges: Attributes can be increased to a maximum of 3.

Spending Points: For each point you add to an attribute, subtract that number from your remaining pool. For example:

Raising Strength from -1 to 1 costs 2 points (1 point to move to 0, 1 point to move to 1).
Raising Agility from 0 to 2 costs 2 points.
Tracking: Use the calculator to record the starting value, points spent, and final value of each attribute while keeping a running tally of your remaining points.

Final Check: Ensure the total points spent across all attributes equals 9, with no attribute exceeding 3.

Score Sheet Calculator

Domain Scores = Average the Two Attributes Rounded Up
Stamina Points = Body Domain Score
Focus Points = Mind Domain Score
Resolve Points = Spirit Domain Score
Archetype Bonus (AB)= Primary Attribute + Primary Skill
Archetype Save () = AB + 8
Defense Score (Def) = AB + 10
Base Damage Threshold = 1/7/13

Skill Point Calculator

Starting Points: 9

Skill:	+Bonus		Current	−	Spent	=	New
_____:	+___	-->	9	−	__	=	___
_____:	+___	-->	___	−	__	=	___
_____:	+___	-->	___	−	__	=	___
_____:	+___	-->	___	−	__	=	___
_____:	+___	-->	___	−	__	=	___
_____:	+___	-->	___	−	__	=	___
_____:	+___	-->	___	−	__	=	___
_____:	+___	-->	___	−	__	=	___
_____:	+___	-->	___	−	__	=	___

How to Use the Skill Point Calculator

Starting Points: Players have 9 Skill Mastery Points to allocate during Character Creation.

Initial Skills: Your sheet should show four starting skills:

Archetype Skill (based on your character's primary concept).
Supplemental Skill (a skill category to complement your Archetype).
Two Heritage Skills (individual skills tied to your character's background).

Mandatory Spending: Spend 2 Skill Mastery Points to raise the Archetype +1 and Supplemental +1 Skills to the Apprentice (1) level. These are required upgrades to establish your character's baseline competence.

Free Spending:
You have 7 remaining points to freely allocate:
Improve starting skills.
Acquire new specific skills.
The highest mastery level during Character Creation is Skilled (3).
Skill and Attribute Alignment: Skills naturally align with certain attributes (e.g., Strength for swordplay, Empathy for social influence).

Encouraged Spending:
Investing additional points into your Archetype Skill is highly recommended. This impacts Archetype Bonus, Save, and Defense.

Final Check:
Ensure all Skill Mastery Points are spent and no skill exceeds Skilled (3).

OpenDev-3d6-Game System

OD3d6GS

Name

Archetype

Heritage

Background

DOMAINS

name	score

name	score

name	score

ATTRIBUTES

attribute | score	attribute | score	attribute | score	attribute | score	attribute | score	attribute | score

CHARACTER DESCRIPTION

CHARACTER GROWTH

OpenDev-3d6-Game System

OD3d6GS

Name

Archetype

Heritage

Background

Score Card

Stamina Pool	Resolve Pool	Focus Pool

Archetype Save	Archetype Bonus	Defense Score

Damage Thresholds

Minor	Moderate	Severe

VITALIX

DOMAINS

name	score

name	score

name	score

ATTRIBUTES

attribute | score

attribute | score

attribute | score

attribute | score

attribute | score

attribute | score

SKILLS

name | mastery level	Association	Description			

OpenDev-3d6-Game System

OD3d6GS

Name

Archetype

DOMAINS

name	score

name	score

name	score

ATTRIBUTES

attribute	score

attribute	score

attribute	score

attribute	score

attribute	score

attribute	score

ABILITIES

Name	Trigger	Effect		Description	

OpenDev-3d6-Game System

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Name

Archetype

Ready Item

Ready Item

Armor

Clothing

Pack

Wealth

OTHER PROPERTY