

Death Mesa

Sugar Skull City

Character Creation Guide

WELCOME to
DEATH MESA
WHERE THE
SUN NEVER SETS
AND YOU ARE
FREE
to DO
ANYTHING YOU
WANT...
EXCEPT
LEAVE



You can find the full rules for the ODGS on GitHub using the link below:

<https://github.com/Nicks-Game-Grotto/OD3d6GS/tree/main/Core%20Rules>

DO NOT USE THE CHARACTER CREATION CHAPTER IN 0 - Player's Guide. THOSE RULES ARE OUTDATED.

The Gifted	
Name	Cerin Neninah
Heritage	Modified Earthling (Human)
Background	Cerin Neninah was grown in a vat, designed rather than born, and raised under the sterile lights of a research lab with scientists as caretakers instead of parents. Treated as both an experiment and a prototype, they struggle to define their own identity beyond the expectations of their creators

BASIC CHARACTER PRIMERS

Your archetype is nothing like a class. You can make up an archetype name based on the Skills and Abilities that you choose for your character. There are no presets for this so have fun with it. I like to wait until the end of character creation to name my archetype.

The character's name is pretty much that. Come up with a name that fits your character's heritage and setting of origin. The character's Heritage is described in Cultural and Genetic terms. People from infinite dimensions are exiled to Death Mesa so this is also pretty much up for grabs. Remember you may be a Forest Elf from a fantasy realm but you will have to adapt quickly to survive in Death Mesa. **THERE ARE NO DWARVES IN DEATH MESA.** Dwarves are not sent here ever under any circumstances. People have heard of them, lived with them, and loved them, but there are none in Death Mesa. The background will briefly describe how you attained the skills below. Consider this a primer for the following choices. You don't have to write this here, but **YOUR CHARACTER IS IN EXILE**, what was that for.

DOMAINS & ATTRIBUTES

SPIRIT 2		BODY -0.5		MIND -1.0	
WIL 3	LCK 0	DEX 0	CON -1	MIN -1	DIS -1

Players choose character attributes from the list below.

SPIRIT

Charisma (CHA): Influence and likeability based on personality.
Willpower (WIL): Inner strength.
Luck (LCK): Gambling, Fated Rolls.
Empathy (EMP): Emotional intelligence.
Grace (GRA): Composure and elegance.

BODY

Strength (STR): Physical power.
Agility (AGI): Speed and nimbleness. Bodily coordination.
Dexterity (DEX): Precision, especially where hand-eye coordination is concerned.
Beauty (BEA): Influence over the perceiver or likeability based on physical appearance.
Constitution (CON): Endurance and health.

MIND

Intelligence (MEN): Reasoning/Memory.
Mindfulness (MIN): Personal Awareness/Mental Clarity.
Perception (PER): External Sensory Acuity/Interpretation.
Intuition (INT): Gut Feelings/Quick Judgments.
Discipline (DIS): Impulse Control/Conditioning.

Players have **SIX POINTS TO DISTRIBUTE** among the Attributes at character creation. It is highly recommended that players spend at least 3 points in their Archetype Attribute, the first one on the left, and **CAN NOT** raise an Attribute to more than 3. However you distribute them **THE SUM OF YOUR ATTRIBUTE SCORES WILL BE ZERO**.

The game features three Attribute Domains: Body, Mind, and Spirit, each representing different aspects of a character's abilities. Characters have Domain Bonuses for Body, Mind, and Spirit. This bonus equals half the sum of the two chosen attributes in that Domain, rounded up. In the example Cerin's Body Bonus is 0.

The Domain bonus is used as the default for saves.

Body: Physical prowess (e.g., Strength, Agility).

Mind: Mental acuity (e.g., Intelligence, Perception).

Spirit: Emotional resilience (e.g., Willpower, Charisma).

Domain Bonus is also your character's base Effort Points for each Domain and the Action Points come from the Domain associated with the Character Archetype. See Effort and Archetype below for more information.

SKILLS

Archetype	Creativity, Manix	2	Invention, Visualization, Narrative, Manifestation, Luxo, Pyro, Umbra, Flora, Charge, Tech	SKILLS
Heritage	Oneiromancy	0	Influence over dreams, navigate the subconscious to uncover secrets or manipulate people.	
Heritage	Theriomancy	0	Commune with creatures, allowing for communication, control, and insight.	
Supplement	Enchantment (DEX)	1	Enchantment is the magical art of imbuing inanimate objects with extraordinary properties.	

In this game system, there is an important distinction between Skill Groups and Skills. While Skill Groups unlock a range of actions, Skills are the specific abilities that must be tied to Abilities to be fully utilized.

Skill Groups

Skill Groups are broad, representing a range of related skills. When a player chooses a Skill Group, they gain access to all the related skills within that group for out of combat saves and creating Abilities.

For example:

A character with the Athletics group can perform Climbing or Sprinting challenges as if those skills were on their sheet.

Skills

Skills are the specific narrowly defined skills that appear on your character sheet.

For example:

If a player wants to Dream Walk, they need Oneiromancy. This is not a general group but a specific skill. The player must tie this skill to an ability, typically through Learning, Preparation, or Innately as a Heritage Skill.

PLAYERS CHOOSE TWO SKILL GROUPS FOR THEIR ARCHETYPE FROM ANYWHERE IN THE SKILL DOCUMENT

PLAYERS CHOOSE TWO SKILLS FOR THEIR HERITAGE FROM ANYWHERE IN THE SKILL DOCUMENT

PLAYERS CHOOSE ONE SKILL GROUP FOR THEIR SUPPLEMENT. THIS MAY OR MAY NOT RELATE TO YOUR ARCHETYPE ATTRIBUTE BUT IS NOT PART OF YOUR AB OR AS.

You can find the ever growing list of skills at the following link:

<https://github.com/Nicks-Game-Grotto/OD3d6GS/blob/main/Core%20Rules/1%20-%20Skills.md>

SCORES

Effort

Your base effort is equal to it's corresponding domain. Stamina for Body, Resolve for Spirit, and Focus for Mind.

Vitalix

Every character has six hp referred to as Vitalix in the ODGS.

EFFORT		
Resolve		
Stamina	Focus	
0	-1	1
VITALIX		
		
		

Your **Archetype Bonus (AB)** is the Sum of your **Archetype Attribute Bonus** and **Archetype Skill Mastery Bonus**. You add this number to all Saves that test your archetype skill.

AB	AS	DEF
5	13	15

Your **Archetype Score (AS)** is the number used for Voluntary Saves, where you roll 3d6 and hope for a lower roll. It is also used when adversaries try to avoid an effect from one of you character's Archetype Abilities. In that case the adversary tries to roll above the AS. This number is **8 + AB**.

Your **Defense Score (DEF)** is the number adversaries must match or meet to hit your character. It is **10 + AB**. This number can be augmented with armor and abilities.

Your **Damage Threshold (DT)** is the amount of damage it takes to loose Vitalix. All characters start with their DT at 1/7/13.

- 1 damage causes 1 lost Vitalix
- 7 damage causes 2 lost Vitalix
- 13 damage causes 3 lost Vitalix

These numbers can be augmented with armor and abilities.

DT		
Min 1	Mod 7	Sev 13

ABILITIES

You get two free abilities and a number of Abilities according to your Skill Mastery Level for each skill. Your Skill Mastery Bonus is the number between the skill and it's description on your sheet.

You create abilities using the language in the Skills document and the rules for [damage](#), [range](#), [magic](#), and [conditions](#), as well as the type of [effort](#). This can be complicated the first time so work with your GM to help you.

The rules are laid out in the Player's Guide but the wording will change. Starting characters can make:

- 2 Free Abilities using the language from any of the skills available in the skills section of the character sheet.
- 3 Archetype Abilities from the characters chosen archetype skills.
- 2 Heritage Abilities. 1 for each of the 2 Heritage Skills. These are associated with Archetype.
- 2 Supplemental Abilities. These abilities' bonus or saves are calculated independently of Archetype.
- 9 Total Abilities.

