**Character Creation:**

There are five attributes that describe your character,

**Mental**

Intellect (Memory, Insanity)

Will (Willpower, Sanity)

**Physical**

Finesse (Speed)

Strength (Damage)

Endurance (Health)

Determine the attribute layout that nature has provided -before mad science says “Hold my beer.” Roll 1d10 and consult the following chart.

|  |  |
| --- | --- |
| Roll | Attribute Layout |
| 1 | 5/5/5/5/30 |
| 2 | 5/5/5/10/25 |
| 3-4 | 5/5/5/15/20 |
| 5-6 | 5/5/10/10/20 |
| 7-8 | 5/5/10/15/15 |
| 9 | 5/10/10/10/15 |
| 10 | 10/10/10/10/10 |

The boring, cookie cutter, lab cloned average human has a 10 in each attribute for a total of 50 points. As you were not grown in a lab, or at least not grown in the *average* lab, add an extra +5 to two attributes, or +10 to one attribute remembering that the maximum any attribute can be is 30. For now…

Next, roll for your country of origin. Some of the country’s society or science has rubbed off on you, in some cases despite best efforts. Gain a +5 bonus to one of the skills associated with the culture.

|  |  |
| --- | --- |
| **Country** | **National Pride** |
| Victoriana | Textiles, Engineering |
| Allumania | Clockwork, Chemistry, |
| Tenkoku | Botany, Farming, Handling |
| Touraine | Biology, Surgery, Genetics |
| Valdheim | Power Generation, Metallurgy, Mining |

Second to last, there is the matter of your progenitors. Usually, these are known as “parents,” but that is only a suggestion. Some of your progenitors’ work, hobbies or knowledge has been passed on to you. Make a case as to what skill from your youth stuck with you and receive a +5 bonus to it.

[list of parent’s professions]

Finally, there is the matter of your profession. This is where most of your skills will come from, 150 of them to be exact. You may distribute these amongst any skills you desire so long as your skill does not exceed its parent attribute. E.g. with a strength of 10, you cannot have a sword skill of 11.

**Skills**

**Intellect (Insanity)**

There are three classes of science intellect skills, **Applied**, **Hard** and **Social**. Those under the heading of **Applied Science**, strictly speaking, should be called “applied” biology, genetics, engineering etc. as they are the technical skills known by machinists and lab techs that allow them to actually build creations. Only **Applied Science** can be used as the primary skill when **Crafting. Hard Science** is what you typically think of when you hear the word science. Note that there are no general biology or chemistry skills and neither physics nor mathematics are as broad as you think. The **Hard Sciences** are skills of focused interest. Only **Hard Science** can be used as the primary skill in the **Schematic** stage of creation. The **Social Sciences** are most of the soft sciences. While a niche interest in this game, there are still the occasional mad social scientists.

**Applied Science**

Biology

Biomechanics

Chemistry

Electricity[[1]](#footnote-1)

Engineering

Genetics

Materials Science

**Hard Science**

Acoustics

Aeronautical Engineering

Animalia

Artificial Intelligence

Augmentation

Automata

Biological Armor

Biological Power

Biological Senses

Biological Weapons

Chemical Receptors

Chemical Weaponry

Clockwork

Constructs

Deconstruction

Electrical Power

Electrical Weaponry

Engines

Explosives

Firearms and Artillery

Fuel

Geology

Herbology

Mechanical Armor

Mechanical Power

Mechanical Weapons

Medicine

Monera

Naval Engineering

Neuroscience

Optics

Pharmaceuticals

Plantae & Fungi

Prosthetics

Psychology

Structural Engineering

Surgery

Symbiotics

Vehicular Engineering

Virology

**Social Science**

Anthropology

Bureaucracy

Cartography

Economics

Geography

History

Law

Linguistics

Political Science

Psychology

Sociology

**Will (Willpower)**

**Art**

Acting

Culinary

Dance

Music

Painting

Poetry

Writing

Perception

Philosophy

Religion

**Social**

Barter

Charm

Convince

Deceive

Enthrall

Etiquette

Insight

Intimidate

Seduction

Teamwork

Survival

**Endurance (Health)**

**Armor Use**

Light

Medium

Heavy

Shield

Farming

Mining

Resistance

**Finesse (Initiative)**

Acrobatics

**Attack**

1 Handed

2 Handed

Rifle

Shotgun

Pistol

Bow

Thrown

Evasion

Forgery

Lockpicking

**Pilot**

Air

Land

Sea

Subterranean

Sleight of Hand

Stealth

**Strength (Load)**

Climb

**Damage**

1 Handed

2 Handed

Strength Bow

Thrown

Speed

Swim

**Creation**

Overview

Creation is the primary mechanic by which characters advance throughout the game, building better bodies and fancier weapons. Creation is typically both modular and cooperative, as most creations are a sum of parts made by a team. This is not to say a sword or clock cannot be made in one go by one person, only that the typical clockwork soldier requires **automata** to make the **body**, **mechanical power** to make the **core**, and **artificial intelligence** to make the **mind**. Of course,

Schema, Crafting and Madness

There are three stages to creation. The first, **schema**, is designing the blueprints, genetic code, surgical procedure or other method to make the creation. Second, **crafting**, is the actual manufacturing, assembly and stitching together that will result in a creation of flesh, blood and/or steel. Finally there is **madness**, the unexpected “improvements” that have been made to creation during the **crafting** or **schema** stages.

**Schema**

Determine roll modifier: Add 1d10 per 10 Intellect points of the Primary. Subtract 1d10 per tier of the target. Add or subtract any additional circumstantial modifiers.

**Skill Primary Secondary Tertiary vs. TN**

**Total = 1 x Skill + ½ x Skill + ½ x Skill vs. TN**

The primary skill bonus is the full skill rank of the primary schemer and must be a **Hard Science** skill. The secondary skill bonus is either half a related skill bonus of the primary schemer or a half of the same or a related skill bonus of an assistant schemer. The tertiary skill bonus cannot come from the primary schemer’s skillset; it must be half the bonus of an associated skill of either an assistant schemer, research materials, or a creation being reverse engineered.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | 1 | 2-4 | 5-8 | 9-10 |
| Outcome | Disastrous | Weak | Moderate | Potent |
|  | Total Failure | -½ Tier, -1 Negative Trait | Success | +½ Tier, +1 Positive Trait |

**Crafting**

Determine roll modifier: Add 1d10 per 10 Intellect points of the Primary. Subtract 1d10 per tier of the target. Add or subtract any additional circumstantial modifiers.

**Skill Primary Secondary Tertiary vs. TN**

**Total = 1 x Skill + ½ x Skill + ½ x Skill vs. TN**

The primary skill bonus is the full skill rank of the primary schemer and must be an **Applied Science** skill. The secondary skill bonus is either half a related skill bonus of the primary schemer or a half of the same or a related skill bonus of an assistant schemer. The tertiary skill bonus cannot come from the primary schemer’s skillset; it must be half the bonus of an associated skill of either an assistant schemer, research materials, or a creation being reverse engineered.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | 1 | 2-4 | 5-8 | 9-10 |
| Outcome | Disastrous | Weak | Moderate | Potent |
|  | Total Failure | -½ Tier, -1 Negative Trait | Success | +½ Tier, +1 Positive Trait |

**Madness**

Now comes the fun part. Pool the intellect dice minus the will dice of everyone involved in the schema and crafting steps. Roll on the following table.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | 1 | 2-4 | 5-8 | 9-10 |
|  | Bloody Stupid Johnson | Caught up in the moment | Sane! Mostly. | Completely Sane |
| Outcome | What else could have been made with the materials | 1-2 Major “Improvements” | 1-2 minor adjustments | Exactly as expected |

**Hard Science Disciplines and associated subskills**

**Biology**,

Animalia, Augmentation, Biological Armor, Biological Power, Biological Senses, Biological Weapons, Constructs, Medicine, Monera, Neuroscience, Plantae & Fungi, Prosthetics, Psychology, Surgery, Symbiotics, Virology

**Biomechanics**

Automata, Biological Armor and Weapons, Construct, Prosthetics

**Chemistry**

Chemical Receptors, Chemical Weaponry, Explosives, Fuel, Herbology, Medicine, Pharmaceuticals.

**Electricity**

Artificial Intelligence, Electrical Power, Electrical Weaponry.

**Engineering**,

Aeronautical Engineering, Automata, Clockwork, Engines, Firearms and Artillery, Mechanical Armor, Naval Engineering, Prosthetics, Structural Engineering, Vehicular Engineering.

**Genetics**

Animalia, Biological Armor, Power and Weapons, Constructs, Medicine, Monera, Pharmaceuticals, Plantae & Fungi

**Material Science**

Aeronautical Engineering, Chemical Weaponry, Engines, Explosives, Fuel, Mechanical Armor, Naval Engineering, Structural Engineering, Vehicular Engineering

**Mathematics**

**Physics**

**Suggested Linked Science Skills**

Acoustics, **Acoustics, Physics**

Aeronautical Engineering, **Architecture, Engineering**

Animalia, **Animalia, Biology**

Artificial Intelligence, **Electricity, Intelligence**

Astronomy & Astrophysics, **Physics**

Augmentation, **Biology, Medicine, Surgery**

Automata, **Clockwork, Engineering, Intelligence**

Biological Armor, **Armor** **Animalia\*, Biology, Monera\***, **Plantae & Fungi\***

Biological Power, **Animalia\*, Biology, Monera\***, **Plantae & Fungi\*, Power**

Biological Senses, **Acoustics\*, Animalia\*, Biology, Chemical Receptors\*, Optics\*, Plantae & Fungi\***

Biological Weapons, **Animalia\*, Biology, Monera\***, **Plantae & Fungi\*, Weaponry**

Chemical Receptors, **Biological Senses\*, Chemistry**

Chemical Weaponry, **Chemistry, Weaponry**

Clockwork, **Clockwork, Engineering**

Constructs, **Animalia, Surgery\*, Biology, Medicine, Intelligence**

Deconstruction

Electrical Power, **Electricity, Power**

Electrical Weaponry, **Electricity, Weaponry**

Engines, **Engineering, Power**

Explosives, **Chemistry, Weaponry**

Firearms and Artillery, **Clockwork, Engineering, Weaponry**

Fuel, **Chemistry, Power**

Geology, **Physics**

Herbology, **Chemistry, Medicine**

Mechanical Armor, **Armor,** **Engineering**

Medicine, **Biology, Chemistry, Medicine**

Monera, **Biology, Monera**

Naval Engineering, **Architecture, Engineering**

Neuroscience, **Biology, Intelligence**

Optics, **Optics, Physics**

Pharmaceuticals, **Chemistry, Medicine**

Plantae & Fungi, **Biology, Plantae & Fungi**

Prosthetics, **Animalia, Biology, Clockwork, Engineering**

Psychology, **Biology, Intelligence**

Structural Engineering, **Architecture, Engineering**

Surgery, **Biology, Medicine, Surgery**

Symbiotics, **Animalia, Biology, Monera**, **Plantae & Fungi**

Vehicular Engineering, **Architecture, Engineering**

Virology, **Biology, Medicine, Monera, Weaponry\***

1. Anything beyond cursory research into electricity is banned by the Guilds. Which I realize to you people is the exact same as a gold plated invitation but when black masked assassins drop in through the skylights of your ‘secret’ laboratory and firebomb the place at least you can’t say I didn’t warn you. [↑](#footnote-ref-1)