Character Burner

Middle of the Control of the Control

1. Character Concept:	Recommended # LPs:								3. Age Time + Leads =			
Lifepath	2. Lifep	aths	Lead		Stat		Gen	Trait	Starting		Г	
Born			Lead	Res	Stat	SKIII	Gen		the appl	sult the ne chara licable a	ge chart	e, consult
									his starting base stat pools. Add in M and P bonuses from LPs. Mental Pool: Physical Pool: 4B. Divide Divide Mental Pool between Will and Perception.			
												veen Will
									Divide Agility,	Physica Speed,	Power a	between nd Forte.
	Totals:								Agility		Forte 🗌 Speed 🗀]
Skill	5. Ski Root	lls Advan	nces I	Final Ex	ponent	Trait		(ó. Traits	Req	Cost	Туре
						-						
 												

§ Skills marked with a § cost two points to open and are

advanced as normal.

Skills marked with a $\ensuremath{\uparrow}$ cost two points to open and may not be advanced.

THE PROPERTY OF THE PROPERTY O			. Ter 444	N. S.				
Health	7. Attributes	Resource Poin						
"Health is the questions on worder to earn	average of Will and Forte. Plus or minus the answers to the page 91 of the CB. Both stats must be the same shade in the lighter shade.	Item (gear, relationships, affs, etc	a.) Cost	Notes				
	base 3 and the final result is determined by the Steel page 91 of the CB.							
	ne average of Perception, Agility and Speed rounded down.			e.				
base of 6.	d is the average of Power and Forte (rounded down) plus a							
Attributes. Th	ttribute Grief, and Hatred are a few examples of Emotional he rules for factoring the exact exponent for each attribute see the appropriate chapter in the CB for more on each one.							
Relationships	8. Resource Points ource points (rps) from the lifepaths. Using the general costs and specific Gear lists for your chosen race/culture ints on the stuff you need.							
	Total Resource points from LPs:			_				
	co Costs In ship with a character who is considered powerful and as a large role in the game setting costs 15 rps.			·				
	nship with a character who is considered significant or not to the game setting is 10 rps.							
	onship with a character who plays a minor role in the r situation costs 5 rps.	O Paramora and	1 C: -1	A 1-:1:4:				
• Immedia	ate family relationships are -2 rps.	9. Resources and Total the resource points the player s						
• Other far	mily relationships (cousins, aunts, etc.) are -1 rps.	reputations and affiliations—not relationships, spells or gear. Property is specifically designated in the resources lists. Divide by 15. Round down.						
	ships involving bonds of romantic love are -2 rps.	5 exponent points may be spent for a Gray shade.						
	en relationships are -1 rps (the Bishop who pals around bandit king, for example).	Resources						
	ships that are hateful, are rivals or are extremely ly to the character are -2 rps. (Enemy of the king? 13 rps.)	Circles Starting Circles is half Will exp, roun if 50 or more rps were spent on prop						
Relationship have a minimum cost of 1 rp. Affiliations • 1D, 10 rps. A small, local or specialized group • 2D, 25 rps. A large, regional or expansive group • 3D, 50 rps. A national, powerful or ruling group		10. Physical Tolerances Superficial is half Forte rounded down plus 1. Mortal Wound is factored as an attribute in step 7. Place the other wounds between these at half Forte rounded up steps from the previous tolerance. Mark these on your character sheet.						
Reputation • 1D, 7 rps. Local or minor reputation • 2D, 25 rps. Regional or notable reputation • 3D, 45 rps. National or major reputation Gear See the individual character stock lists in their respective chapters.		11. Beliefs and Instincts This is the last major stage for character burning. Before you hit play, get together with your GM and discuss appropriate Beliefs and Instincts for the character and how to tie them into the situation at hand. I even recommend discussing them with the group at large. But don't write the here! Christen your new character sheet with your Beliefs and Instincts. Make them the first thing you write!						
We recomme can buy a piec weights and	rce Points ys buy a minor close family, forbidden or hateful relationship. nd it. It's one point for a fun skeleton in your closet. Or you ce of armor—a gambeson—for one point. You can buy spikes, beaks for your weapons. You can also buy a leaky shack if mish stock. Elven arrows if you're an Elf with an Elven bow.	12. Name! Name your character and you're finished.						