The sample characters are intended to show guidelines for what kinds of tradeoffs are reasonable.

Basically, you want roughly the same number of positive and negative alterations, and you want them to be of relatively equal magnitude. It would be unreasonable to take a -5 to a skill for a +5 to an attribute, for example.

Sample Character: Rho 3784-B

Race: Robot

Size: medium

STR 30  
CON 20  
DEX 20  
INT 20  
WIS 30

CHA 10  
LCK 10

Tradoffs

– Cannot use magic

+ Immune to magic drain spells and effects

– Cannot take skills in any magic school or use magic spells

+ Variety of study: Choose one extra major skill.

+ Increased focus on skills +5 to one skill.

+) Does not need to eat, drink, breathe, sleep etc.

–Vulnerable 5 to electric and water attacks.

–Takes ongoing 10 damage while submerged.

–Has the Confused condition when exposed to magnets.

–Must be oiled once a week or takes a cumulative 50% penalty to speed.

–Must spend 4 hours of inactivity per day in the sunlight, or 8 hours of activity. Without this, has dazed condition.

+Natural Armor +2 AC

Sample character: Chad “Please call me Vlad” Dreshmire

Race: Vampire

Size: medium

STR 10

CON 10  
DEX 40  
INT 20  
WIS 10  
CHA 15  
LCK 30

Tradeoffs:

•Attribute trades : +10 Dex, -10 INT

–Feed dependency

–Must drink blood every 48 hours or is dazed and Speed is reduced by 10. If more than 7 consecutive days without blood, dies.

+Will not die of old age; for a wound to be fatal it must have fire damage, pierce the heart, or separate the head.

+No need to eat, breath, or sleep.

–Cannot cross running water, if touching silver, garlic or religious symbols, take ongoing 2 damage.

–Cannot enter a home uninvited

–Vulnerable 5 holy, fire damage.

+ +5 stealth

+5 CHA