

## Background

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Origin means both which star system you come from, and whether you're of the Firstcome or a Zenithian. An important part of the Third Horizon's history is the two waves of colonization that have swept across the systems. The Firstcome have been living in the Horizon for hundreds of years, but have been isolated from each other for a long time. The Zenithians are newcomers who have opened up the trade routes and furthered contact between the systems once again. Roll to determine your home planet on table 2.1 on the next page. Your origin has no mechanical effect; it merely tells you something about who your PC is.

## Choose a Concept

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See the list of [Concepts](#). Your concept is like a class in other games. Note that it would probably be useful to have someone with [Pilot](#) and someone with [Medicurgy](#). Keep in mind that advanced skills require at least 1 level in the skill.

## Upbringing

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Select an upbringing. This determines your starting attribute points, skill points, reputation, and money (birr).

Upbringing	Plebeian	Stationary	Privileged
Attribute Points	15	14	13
Skill Points	8	10	12
Reputation	2	4	6
Starting Capital	500 birr	1,000 birr	5,000 birr

## Reputation

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Your Reputation score determines how easily you can manipulate people and how others generally treat you.

## Attributes

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- ♦ Min: 2
- ♦ Max: 4, with exception of key attribute for your concept, which can be 5

## Hit Points and Mind Points

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- ♦ HP: [Strength](#) + [Agility](#), degraded by damage
- ♦ MP: [Empathy](#) + [Wits](#), degraded by stress

## Skills

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- ♦ General Skills: Anyone can attempt.
- ♦ Advance Skills: Need at least level 1 to attempt.
- ♦ Total points depends on your [Upbringing](#).
- ♦ [Concept](#) skills have **max of 3**.
- ♦ Other skills have **max of 1**.

## Talents

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Talents are tricks, cheats and abilities that give you an edge over others. They are more specialized than skills, and are a way to give further detail to your PC. Talents are described in Chapter 4.

You will have three talents at the start of the game – one each from your group concept, your character concept, and your Icon. You can acquire more talents during play. Mystical powers are a special category of talents – they are only available to a PC with at least skill level 1 in the Mystic Powers skill. If you begin play as a Mystic, you get to choose one free mystical power talent.

## Your Icon and Icon Talent

The nine Icons are ever-present in the Third Horizon. Almost all believe in their power, and the protection they offer from the Dark between the Stars. Prayers, giving alms and the burning of incense are common among most people at the start of a long journey, before signing a business contract or just to jump-start the old harvester in the shed.

You are born under the sign of one of the Icons. This Icon will have a tangible impact on your life, and might just lend you supernatural powers. You won't get to choose your Icon – this is up to fate. Your icon will determine your [Icon Talent](#).

D66	Icon
11-14	The Lady of Tears
15-22	The Dancer
23-26	The Gambler
31-34	The Merchant
35-42	The Deckhand
43-46	The Traveler
51-54	The Messenger
55-62	The Judge
63-66	The Faceless

## Personal Problem

See your [Concept](#)

## Relationships

Describe your relationship to each of the other PCs with a short sentence on your character sheet. Your concept lists a few suggestions to choose from, or to use as inspiration.

## Gear

Your [Concept](#) gives you a few choices. You can purchase extra [Gear](#) during play.



Pick one PC as your buddy – your best friend in the group. Check the box next to that person on your character sheet.

**Starting Capital:** The currency in the Third Horizon is called the birr. Your [uprising](#) determines how many birr you start the game with, along with your starting gear. Transactions involving birr are mostly handled electronically, using tags.

## Encumbrance

You can carry a number of items equal to your Strength doubled. Note down one object per row on your character sheet. [Icon Talents](#) can increase your carrying capacity.

- ♦ Heavy Objects: 2 rows on character sheet.
- ♦ Light Objects: 1/2 row on character sheet.
- ♦ Tiny Objects: Do not effect encumbrance. Still must write down.

- ◆ Overencumbered: You can temporarily carry more than your normal load. If you do though, you must roll the **Force** skill each time you attempt to move any long distance. If you fail the roll you must either let go of what you are carrying, or stop where you are.