

Hybrid Character Generation

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Chapter 1

Quick and Dirty Intro to the mechanics

1.1 Rolling dice

There is one main type of roll in Space Hybrid . The roll is made with percentile dice against a Success Chance (SC). If the roll is under or equal to the Success Chance, then the roll is successful. If it is greater than the Success Chance then it is a failure.

The Success Chance is the percentage chance to perform a given task This SC is determined from the statistics and skill of the character and modified based on the difficulty of the task. The most common modifier is called a Difficulty Factor (DF). This is a number that typically ranges from -10 to +10.

$$SuccessChance = 3 \times The Stat + Rank \times 4 + Difficulty of Task \times 5$$

As an example if the player character has a Physical Strength (PST) of 15, a rank in weight lifting of 4 and is trying to lift half his weight in mass (a Difficulty Factor or DF of -5). This means the Success Chance (SC) is $SC = 3 \times PST + Rank \times 4 + DF \times 5$ In the case of the weightlifting this means $SC = 3 \times 15 + 4 \times 4 + -5 \times 5 = 36\%$

1.1.1 Open-ended Rolls

The range of die rolls is 1-100. If you roll 00 (a 100) you roll again add the second roll to the first to get our total.

1.1.2 Evaluating Success and Failure

When percentile dice are rolled and the result is under the success chance, that is a normal success. When the rolled number is significantly lower than the needed roll there is a chance the action may have a greater than normal success.

This is called a “Critical” success. Table 1.1 on page on page 4 describes the rolls needed.

As an example. If a character needed to roll a 40 or under to hit a target with a rock and they rolled under 1/2 of 40 then they will do 1.25 times the damage they would normally do.

In the case of very poor rolls there is a chance that the roll may be a critical failure This is caused by rolling 50 above your success chance or rolling above by 1/2 the success chance of the action, whichever is greater.

So someone with a success chance of 90 needs to roll a 140 or higher to critically miss while someone with a success chance of 120 needs to roll a 180 or higher to critically miss.

To determine the severity of the critical failure roll against the amount missed by as a success chance and compare the result to table 1.2 on page 4.

Table 1.1 Critical Success Table

Type of Success	Value	Subjective Value
One Half 1/2	1.25	Solid Success
One Quarter 1/4	1.5	Notable Success
One Tenth 1/10	2.0	Very Notable Success
1/100	3.0	Amazing Success

Table 1.2 Critical Failure Table

Type of Failure	value	Subjective Value
One Half 1/2	-0.25	Solid Failure
One Quarter 1/4	-0.75	Notable Failure
One Tenth 1/10	-1.0	Very Notable Failure
1/100	-2.0	Amazing Failure

Chapter 2

Character Generation

The player starts with points for buying statistics and several other pools of points for the rest of character development. The three pools are Personal Development, Status, and Wealth. The player starts with 125 points for statistics and 10 points in the Personal Development Pool.

With these points the player buys what is needed for the initial character development. This includes the Race, Special Abilities, and Culture of the character.

Then the player generates the history of the character. The player picks the career path the character will follow and uses the results of that career to put points into the other pools.

- Initial Point Allocation
 - Pick Primary Statistics
- Buy Limitations and Enhancements
- Buy Racial Template
 - Pick a race
 - Pick a gender (if applicable)
 - Apply modifiers from the racial description
- Calculate remaining statistics
 - Calculate Statistics
- Buy Culture Template
 - Pick a culture
 - Apply modifiers from the cultural description
 - Pick base skills from the cultural description

- Career and History generation
 - Pick a career or a set of careers
 - Roll out the history
 - Rearrange Point Pool Gains
 - Pick the skills gained from those careers
 - Pick any Limitations or Enhancements gained from those careers
 - Pick any Status or Wealth gains from the careers

2.1 Primary Statistics

In generating the statistics of the character the player distributes 125 points among the 10 primary statistics. The minimum number of points that may be put into a statistic is 5. The maximum amount that may be placed into a statistic is 25.

The following gives the name and abbreviation of each primary statistic and describes what the statistic represents.

Physical Strength (PST) Physical Strength is the overall power of body. This represents the character's raw muscle power and is not tied to some particular set of limbs. Actions such as lifting are based on PST.

Physical Endurance (PEN) Physical Endurance is the physical resilience and stamina of body. This is a measure of the character's overall endurance and ability to resist hardship as well as the ability to bounce back from hardship.

Dexterity (DEX) Dexterity is the eye and hand coordination and speed of hand movement. This is specifically tied to the character's hands (or any alien equivalent).

Physical Agility (PAG) Physical Agility is the overall flexibility and responsiveness of body. This affects the whole body actions of the character. Dodging is an action based on PAG.

Physical Awareness (PAW) Physical Awareness is how sensitive the character is to the physical part of the environment. If you are using any of your physical senses, you are using PAW.

Mental Strength (MST) Mental Strength is raw mental power. It is a measure of the characters overall computational and reasoning strength. It is also associated with the character's strength of will. Using memory is an action based on MST.

Mental Endurance (MEN) Mental Endurance is resilience and stamina of mind. It is a measure of the mind's ability to recover from shock or disorientation.

Mental Agility (MAG) Mental Agility is the overall flexibility and responsiveness of mind. In another day and age this might be called “Cunning”, “Canniness”, or “Shrewdness”.

Psi Potential (PSI) Psi Potential is a measure of how easily a character can gain access to their “supernatural” or psychic abilities. In fantasy campaigns this also governs the use of magery.

Mental Awareness (MAW) Mental Awareness is how sensitive the character is to the non-physical part of the environment.

The typical non-player character average and the ranges of the primary statistics are given in the table below.

Stat	Human Range	Human Average
PST	1-30	12
PEN	1-30	12
DEX	1-30	12
PAG	1-30	12
PAW	1-30	12
MST	1-30	12
MEN	1-30	12
MAG	1-30	12
PSI	1-30	12
MAW	1-30	12

Table 2.1: Primary Statistics

2.2 Race

Once the primary statistics have been chosen the race of the character must be selected. The racial template includes modifiers for primary statistics and other statistics as well as any special abilities of the race. The racial template includes Stat modifiers, Special Abilities and Limitations. Some races will have a cost that must be paid from the Personal Development pool.

See your obliging GamesMaster for a list of racial descriptions.

2.2.1 Statistic Modifiers

The racial description may include modifiers to the character’s statistics. Primary Statistic modifiers are applied right away. Modifiers to calculated stats are applied after generating the background of the character.

2.2.2 Enhancements/Limitations

If there are any Enhancements or Limitations due to race then they should be applied at this time.

2.2.3 Gender

The player should note whether the character is male or female (if the character's race supports multiple genders). If there are any modifiers to statistics for a specific gender they should be applied. These modifiers will be listed in the racial description.

2.3 Calculated Statistics

With the race and gender selected all of the primary statistics are modified and the secondary statistics are determined. Secondary statistics are determined from the primary stats. Like the primary statistics they break down evenly into mental and physical categories.

Their description follows.

See the description in section 2.1 on page 6.

Physical Body (PBD) The amount of physical damage a character can absorb. Derived from PST and PEN.

$$(PST + PEN) \times \text{Racial Modifier}$$

Physical Fatigue (PFT) The amount of energy a character can expend, either in combat or in work. Derived from PEN and PAG.

$$(2 \times PEN) + PAG$$

Physical Exhaustion (PEX) The amount of energy reserve a character can expend as the result of damage or from work. Derived from PEN and PAG.

$$(4 \times PEN) + PAG$$

Physical Movement (PMV) A measure of the character's movement rate. Derived from PST and PEN and racial modifiers.

$$((PST + PAG)/5) \times \text{Racial Modifier}$$

Mental Body (MBD) The amount of mental damage a character can absorb. Derived from MEN and MST.

$$(MST + MEN) \times \text{Racial Modifier}$$

Mental Fatigue (MFT) The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.

$$(2 \times MEN) + MAG$$

Mental Exhaustion (MEX) The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.

$$(4 \times MEN) + MAG$$

Mental Movement (MMV) A measure of the characters rate of movement in the purely mental realms of psionics, magery, and computer interfaces.

$$(MST + MAG)/5 \times \textit{Racial Modifier}$$

Accuracy (ACC) A measure of the character's effectiveness with projectile or missile weapons. Derived from PST and DEX. Could also be called Physical Accuracy.

$$(PST + DEX)/2$$

Physical Combat Ability (PCA) A measure of a character's ability to inflict damage in hand-to-hand and melee combat. Derived from PST, PAG, DEX.

$$(PST + DEX + PAG)/3$$

Physical Defense (PDF) A measure of a character's ability to dodge or evade to avoid taking damage in hand-to-hand or melee combat. Derived from PAG, DEX.

$$(PAG + DEX)/2$$

Focus (FCS) A measure of the character's effectiveness with focused mental actions. Derived from MST and MAG. could also be called Mental Accuracy.

$$(MST + MAG)/2$$

Mental Combat Ability (MCA) A measure of a character's ability to inflict damage in Mind to Mind combat. Derived from MST, MAG, PSI

$$(MST + PSI + MAG)/3$$

Mental Defense (MDF) A measure of a character's ability to avoid taking damage in mental combat or highly stressful situations. Derived from MAG.

$$(MAG + PSI)/2$$

Table 2.1 Secondary Statistics Table

Stat	Formula	Typical Range	Human Average
PBD	$(PST + PEN) \times \text{Racial Modifier}$	02-60	30
PEX	$(4 \times PEN) + PAG$	15-150	75
PFT	$(2 \times PEN) + PAG$	09-90	45
PMV	$((PAG + PST)/5) \times \text{Racial Modifier}$	0.4-12	6
MBD	$(MST + MEN) \times \text{Racial Modifier}$	02-60	30
MEX	$(4 \times MEN) + MAG$	20-150	75
MFT	$(2 \times MEN) + MAG$	09-90	45
MMV	$((MAG + MST)/5) \times \text{Racial Modifier}$	0.4-12	6
ACC	$(PST + DEX)/2$	3-30	15
PCA	$(PST + DEX + PAG)/3$	3-30	15
PDF	$(PAG + DEX)/2$	3-30	15
FCS	$(MST + MAG)/2$	3-30	15
MCA	$(MST + PSI + MAG)/3$	3-30	15
MDF	$(MAG + PSI)/2$	3-30	15

2.4 Other Statistics

2.4.1 Height (HT)

Expressed in Centimeters. If the creature being described is quadrapedal, the height given is the height to the shoulder.

If the player has no preference regarding the height of the character the height may be randomly generated using the following formula.

$$\text{Height} = \text{AverageHeight} + \left(\frac{2d10 - 11}{10} \times \text{HeightVariation} \right)$$

The Average Height and Height Variation is given in the racial template.

2.4.2 Weight (WT)

Expressed in Kilograms. If the player has no preference regarding the weight of the character the weight may be randomly generated using the following formula.

$$\text{Weight} = \text{AverageWeight} + \left(\frac{2d10 - 11}{10} \times \text{WeightVariation} \right)$$

The Average Weight and Weight Variation is given in the racial description.

2.4.3 Appearance (APP)

A measure of how physically attractive a character is to others of their race. It ranges (typically) from +5 to -5 and has a default of 0. Characters that wish to

be more or less attractive can buy appearance as an enhancement or limitation. See section 2.13.

2.4.4 Mental Speed

Speed of reaction in mental actions is given by Mental Speed. It is derived from the Mental Awareness stat using table 2.2 on page 11. An average Mental Speed is 4.

2.4.5 Physical Speed

Speed of reaction in physical actions is given by Physical Speed. It is derived from the Physical Awareness stat using table 2.2 on page 11. An average Physical Speed is 4.

Table 2.2 Reaction Speed Table

Stat	Speed
1-2	0
3-3	1
4-5	1
6-8	2
9-11	3
12-15	4
16-19	5
20-24	6
25-29	7
30-34	8
35-39	9
40-45	10

2.5 Cultural Modifiers

The player should determine the culture and the home environment the character is raised in. Both of these will have a major effect on the numbers and types of skills that a player character starts out with. Some cultural templates may have a cost that must be paid from the Personal Development pool.

As a result of growing up in a given environment the character gains skill in how to maneuver in that environment. i.e. A character born and raised in an zero-gravity environment will have high skills in *Movement:0-g* and little or no skills in *Movement:1-g*.

The character will start out with a knowledge of how to use the technology common to their culture and what the social dos and don'ts are.

These types of skills are listed in the table below along with some specific examples.

1. 20 points of education skills.
 - (a) Mathematics
 - (b) History
 - (c) Economics
 - (d) Ciphering/Counting
 - (e) Computer Operations
2. 20 points of skills in written and spoken language.
 - (a) Written Language: English
 - (b) Spoken Language: English
3. 20 points of skill in Cultural Lore. Both local and larger scale.
 - (a) Culture Lore: World
 - (b) Culture Lore: United States
 - (c) Culture Lore: Massachusetts
4. 20 points of skill in Lore:[Tech Index] of Culture.
 - (a) Lore: Tech Index Terra-1997
 - (b) Lore: Tech Index Terra-1066
5. 15 points of maneuvering skills for the native environment
 - (a) Maneuver: 1-G Environment
 - (b) Maneuver: 0-G Environment

2.6 Careers

The next step is determining the career path the character took up until the start of play. This is where a majority of a character's skills and history will be developed. The process is fairly simple: the player selects the career they wish to enter and then they roll for the character to gain skills, wealth, and status during each year they are in that career. This means three rolls. One for Personal Development, one for Wealth, and one for status. These three pools : Personal Development, Wealth, and Status are the basis of the final resolution of the character's skills, history, and station.

Each of the available paths has its own advantages and disadvantages. Educational careers give one little chance to injure one's self but the possible monetary gains are low. Military careers are dangerous, but the skills gained there may not be available elsewhere.

The three pools each have a different basic function. The Personal Development pool serves as the point pool for increasing a PC statistics, skills, or creating special abilities. The Wealth pool contains points to be spent in establishing the character's basic financial state. The Status pool contains points to be spent in gaining all the possible trappings of status: reputation, synophants, or other recognition.

Players do have a limited amount of lateral movement for these points. Each career is delineated by a simple set of numbers combined with a simple description. It has the following format:

Name Self explanatory

Personal Development How many PD points are normally recieved during a one year period in that career.

Financial Gain The base amount of stads(standards) gained in a one year period of a career. A stad can be replaced with the name of the standard unit of currency.

DF (Personal—Wealth—Status)

Personal The DF for a MAW or PAW roll to determine the number of personal points the character gained in a roll. A successful roll adds points into the Personal Stat Pool. A failed roll adds nothing and a critical failure usually involves the loss of points from the personal pool. ¹

Wealth The DF for a MAW or PAW roll to determine whether or not the character gained in the material or financial area. A successful roll adds Base Financial Gain to the Wealth Pool. This represents the character's gain in free wealth beyond their means of support. i.e. their savings.

Status The DF for a MAW or PAW roll to determine whether or not the character gained in Status. A succesful roll adds 1 to the Status Pool. Status is a rather subjective thing but typically, a military career leads to increases in rank and possible minor fame. A increase in status in a shadowy career would lead to the development of a "Rep". Most careers will have a status table that describes the cost of a specific rank or status gain. ²

For example, here is a description of a Terran Law Enforcement Officer

Name Terran Law Enforcement Officer

Personal Development 8 points per year

Financial Gain 3,000 UN Dollars

DF (Personal—Wealth—Status)

¹!!!! Add a description in the beginning of the PG for DF and rolls

²!!!! Add a reputation table

Personal DF -2

Wealth DF 0

Status DF -3

Status Table 3 Sargent

5 Lieutenant

8 Captain

12 Chief

Typical Careers (in short form)

Theif 12:4,000 stads : (5/4/6)

Fighter 15:7,000 stads : (7/3/2)

Mage 20:2,000 stads : (7/3/1)

Smuggler 20:10,000 stads:(7/5/3)

Terran Space Navy 18:14,000stads:(7/3/3)

Healer 25:1,000stads:(7/1/3)

Mechanized Infantry 25:1,000stads:(7/1/3)

The example careers listed above would usually be fleshed out with additional detail such as a description of rank and status, etc. . .³

2.7 Buying Skills and Enhancements

In the previous portion of the character generation process we added and subtracted points to three “pools”. These three pools : Personal, , Wealth, and Status are the basis of the final resolution of the character’s skills, history, etc . . .

The three pools each have a different basic function.

The Personal pool serves as the point pool for increasing a PC statistics, Skills, or creating special abilities. The Wealth pool contains points to be spent in gaining an idea of basic financial state. The Status pool contains points to be spent in gaining all the possible trappings of status. Reputation, syncophants.

Players do have a limited amount of lateral movement for these points.^{4 5}

In addition a player can add and subtract to/from the pools by the usage of Enhancements and Limitations. See section 2.13.

³An important question is that of when a character is allowed to drop out of military and so on careers.

⁴The Wealth and Status pool can exchange to a maximum of 10

⁵The Wealth and Skill pools can exchange a maximum of 15 points.

2.8 Skill Costs

When characters are first generated they can buy single skills using points from the personal pool. During character generation all skills cost 1 point per rank to purchase. So rank 0 costs 1 point, rank 1 costs 2 points , and so on. After characters have been generated they advance in their skills according to rules described in the Players Guide.

In summary single skills cost $1 + Rank$ in personal development points.

2.9 Skill Ranks

The meaning of skill ranks varies somewhat based on the rarity of the skill and so on but, in general, the skill ranks map to expertise according to table 2.3 on page 16.

Table 2.3 Skill Ranks: What they mean

Rank	Expertise
0	Familiar with the skill
1-3	Beginner
4-6	Dedicated Amateur
7-10	Solid Workaday Craftsman
11-14	Professional
15-18	Expert
19-25	Mastery
25+	Mystical Mastery

Someone is familiar with the skill if they have tried it enough that the tools and techniques are known even if the character has no real practice with them.

A character is at a beginner level of skill if they have used the skills enough to be comfortable with all the basic techniques needed even though they may not be consistent in their execution.

A character is at a dedicated amateur level of skill if they are consistent in executing all the basic skills even though they have no real comfort with any of the advanced techniques.

A solid workaday craftsman is consistent and accomplished in executing all the basic skills and are familiar with the advanced techniques and tools.

A professional is consistent and accomplished in the full range of basic and advanced techniques used in routine application of the skill.

An expert is consistent and accomplished in all the basic and advanced techniques used in routine application of the skill as well as being familiar with techniques and tools needed for less common usage of the skill.

A master is consistent and accomplished in all the techniques used in most applications of the skill. In addition they are familiar with some esoteric techniques needed for bizarre and unusual applications of a skill.

A character at a mystical mastery level accomplished in all the techniques used in almost all known applications of the skill. In addition they have a whole series of special techniques and tools they have developed for themselves.

2.10 Statistic Costs

When characters are first generated they can buy statistics using points from the personal pool. During character generation all stats are raised using the costs from the table 2.4 on page 18. So adding 1 point of PST costs 4 points, adding 2 costs 8 points, and so on. After characters have been generated they advance in their stats according to rules described in the Players Guide.

2.11 Statistics Costs

2.12 Skill Packages

What we have discussed up till now has been single skills. Quite often the character will be using a skill package. A skill package is a collection of related skills that have a bundled at a bargain cost.

A typical skill package would be :

Terran Law Enforcement Officer Package

Lore: Terran Law

Culture Lore: Terran LEO

Weapon: Pistol

Table 2.4 Cost of Statistics

Stat	Cost	Stat	Cost	Stat	Cost
PST	4	PBD	2	ACC	2
PEN	3	PSE	5	PCA	3
DEX	3	PFT	1	PDF	2
PAG	5				
PAW	4	PMV	4		
MST	8	MBD	2	FCS	2
MEN	6	MSE	5	MCA	3
MAG	12	MFT	2	MDF	2
PSI	10	MMV	4		
MAW	4				

Weapon: Tonfa
 Weapon: Taser
 Streetwise
 Interrogation
 Data Analysis
 Computer Ops
 Cost: 5

This package would cost 5 points to get rank 0 in all the listed skills, 10 points to get rank 1 and so on. This compares well to 9 points to get rank 0 in all the skills and 18 points to get rank 1 and so on. After character generation, these skills are raised individually just like any other skill according to rules described in the Players Guide.

2.13 Enhancements and Limitations

After a character has some points in the three pools associated with character creation (personal, wealth, status) they may choose to use them to buy Enhancements that will add flavour to the character.

There are always the base enhancements allowed to the character. The points in the personal pool can be used to buy skills at the generation cost. The points in the personal pool can be used to buy stats at the costs listed in the stat cost tables.

Enhancements are gains in either background or special abilities that can be paid for with points from one of the pools. There are two main types. There are Character Enhancements and there are Environmental Enhancements.

Character Enhancements are natural aptitudes that are typically permanent and inherent to the character's makeup. Enhanced hearing or eidetic memory are examples of Character Enhancements.

Environmental Enhancements are typically advantages that depend on the character to maintain them. Such as inherited wealth and various components

of status.

2.14 Character Enhancements

Character Enhancements have both Depth and Scope to help govern their cost. Depth refers to the numeric advantage given by the enhancement in a given area. The scope denotes the number of different areas that the spab may be applicable to. In the case of raising a character statistic the scope refers to the number of other stats affected.

A character enhancement that involves enhancing a statistic is different from raising the statistic. A raised statistic ends up increasing the SB of the character in that stat. The enhanced stat increases the Rank of the character for any direct rolls against that stat. Thus an Enhanced Stat affects Saving Throws and Concentration Checks.

2.14.1 Ambidexterity

Ambidexterity allows the character to use either hand when performing actions. The character takes no off-hand penalties. Costs 10 Personal Development Points

2.14.2 Eidectic Memory

Exact recall (given successful roll against MST) of events. Adds DF 2 to any memory roll. Costs 12 Personal Development points

2.14.3 Photographic Memory

Exact recall of (given successful roll against MST) any image or visual happening. Costs 12 Personal Development points

2.14.4 Lightning Calculator

Ability to instantly execute complex arithmetic and mathematical calculations. Costs 5 Personal Development points

2.14.5 Active PSI

Character has concious knowledge and use (though no training) of their psionic abilities. Costs 20 Personal Development Points

2.14.6 Mage Ability

Character has concious knowledge and use (though no training) of their magical abilities. Costs 20 Personal Development Points

Scope	Number of People	Cost
10^0	1	1
10^1	2-10	2
10^2	11-100	4
10^3	101-1000	8
10^4	1001-10000	16
10^5	10001-100000	32
10^6	100001-1000000	64

Table 2.2: Cost of Environmental Enhancement Scope

2.14.7 Enhanced Statistics

Most of the enhancements that involve heightened stats in specialised areas have a simple cost equal to $1/2$ the purchase cost of the stats. So someone with a heightened sense of smell would pay one half the cost of Physical Awareness (PAW) or $1/2 \times 4 = 2$ for each additional point of increase. So someone with a 12 PAW could pay 8 points of Personal Development and get a PAW (for smells) of 16.

2.14.8 PSI Gift

The heightening of PSI for broad categories of PSI skills such as Temporokinet-ics has a cost equal to $3/4$ of the PSI stat or 8 points. So someone with a gift for Temporokinet-ics would pay 8 points per point of heightened PSI in that area.

The heightening of PSI for specific PSI skills such as Teleportation has a cost equal to $1/2$ of the PSI stat or 5 points. So someone with a gift for Teleportation would pay 5 points per point of heightened PSI in that area.

2.14.9 Presence

This enhancement reflects other people's innate awareness of the character in a given area. A person with a high presence is hard to ignore.

It is calculated in just the same way as other enhanced stats. So Enhanced Physical Presence is 2 points per additional effect. Decreased Physical Presence is 2 points per subtracted effect. Enhanced Mental Presence is 2 points per additional effect. Decreased Mental Presence is 2 points per subtracted effect.

The decreased presence enhancements are, in effect, stealth enhancements.

2.15 Environmental Enhancements

Environmental Enhancements have both Depth and Scope to help govern their cost. Scope is the number of people affected by the enhancement.

Depth is how deeply they are affected by the enhancement.

Depth	DF	Cost
Low	1	1
Medium Low	2	2
Medium	4	4
Medium High	6	8
High	8	10
Very High	12	20

Table 2.3: Cost of Environmental Enhancement Depth

So for determining the cost of a single (Scope = 10^0) friend willing to help you all (Depth = Very High) the time is simply $1 + 20$. The DF describes how willing the person is to help you. So in the example DF = 12 implies +60 that person.

2.15.1 Wealth

The first and most commonly used is the wealth advantage. This differs from the basic wealth that can be gained by spending the points from the wealth pool in that the gain is approximately one third that of a pure monetary spend, but the gain so obtained is income that will continue to be generated for as long as the PC pays attention to the interests that generate the funds. The larger the income the more work involved in maintaining it.

The scale of the income is derived from table 2.2. The amount of freedom from managing that income is given by the table 2.3.

2.15.2 Friends, Allies, and Contacts

Another important Environmental Enhancement is that of Friends. Number of friends is derived from table 2.2. The willingness to help is given by the table 2.3.

2.15.3 Reputation

The scale of the reputation is derived from table 2.2. The amount of recognition is given by the table 2.3.

2.15.4 Continued Careers

A continued career as a Law Enforcement Officer or soldier is a balanced ad and disad situation. Yes, the character has enemies, but the backing of the organization offsets this.

2.15.5 Variations

[OPTION1] Shortform generation [OPTION2] Allow moving points between pools [OPTION3] Allow moving DF between pools [OPTION4] Wealth as a function of status