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# Character Generation Guide

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## Character Generation

There are several ways to generate characters with no one specific way being better than the other. It comes down to how you like to approach creating something. All of them start with a mental picture of the character or the characters history. That picture can vary from very vague to very specific and detailed.

### **The start with the basic idea and see what happens approach.**

- Start with the basic picture of who the character is. It may be General as a "Big strong fighter" or as specific as "A wizard of the fire school who uses daggers and is the bastard son of a noble...".
- From that basic idea pick the attributes of the character that you want to be notable such as strength, wit.
- Come up with a statement of the kind of roles they have ( Healer, Fighter, Wizard, Merchant, Priest, Shaman, Thief, Swindler, Scholar, Etc.). You're not limited in what you come up with here.
- Come up with some statements describing what kind of communities they are related to (Comes from a wealthy family, comes from the streets, Member of a merchant guild , Etc.)
- Come up with some statements describing any special abilities ( Ambidextrous, Picture-perfect memory, perfect pitch, Etc.)
- Come up with some statements describing any notable pieces of their history (Orphaned, noble born, rebelled against their parents,
- Pick a race and a culture.
- Pick Any special skills you want character at

- Pick a physical description and any notable physical characteristics (bright red hair, violet eyes, mismatched eyes etc.)
- You can then take that summary to your nearest gaming geek along with this manual and say "create what I want" or you can call the game master and say the same thing to them or you can use the sections below to map your description into a character

**The methodical vision approach.**

- Start with the picture of who the character is.
- Pick the primary statistics that match that vision And put them into your character sheet. See the section called "Primary Statistics". I would recommend using the spreadsheet provided.
- Write down your starting points for Community, Skill, Wealth points (10 points for each)
- Select a race the section called "Racial Modifiers". Note any racial modifiers to statistics
- Select a culture. Note whatever the cultural skill packages. See the section called "Cultural Skill Packages"
- Select the various gifts, advantages, limitations, and trade-offs the section called "Tradeoffs" Note the point costs and/or benefits.

**The highly optimized rules lawyer approach.**

- Start with the picture of who the character is.
- Pick all of the major specific roles/class of the character (Fire Mage, Seer, Fighter, Etc.) TBD XREF
- Look at the skills associated with those roles and note what primary and secondary statistics the skills are based on. See the section called "Primary Statistics" and the section called "Calculated Statistics".
- Pick the primary statistics that produce the maximum primary and secondary statistics for that set of skills. See the section called "Primary Statistics" And put them into your character sheet. I would recommend using the spreadsheet. provided.
- Select a race that gives you a boost on those primary and secondary statistics the section called "Racial Modifiers" Note any racial modifiers to statistics
- Select a culture to give you a jumpstart on the set of skills you want as well as giving you skills that are related to the skills you need for those roles. Having a number of related skills will increase your chance with whatever skill you're using at the moment. Note whatever the cultural skill packages are the section called "Cultural Skill Packages".
- Select the trade-offs the section called "Tradeoffs". Note the point costs and/or benefits.
- Go back and fill in on the various statistics, skills etc.

## Primary Statistics

Each player has 125 points to distribute among the primary statistics of the player. The primary statistics are the basic attributes of the character. The following List names the statistics and gives you a description of what each statistic represents. It also gives you the abbreviation That will be used for the statistic in the rest of the documentation.

Physical Strength (PST)

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

Physical Endurance (PEN)	Physical Endurance is the physical resilience and stamina of body. This is the character's overall endurance and ability to resist hardship as well as the ability to bounce back from hardship. Actions such as recovering from being sick are based on Physical Endurance.
Dexterity (DEX)	Dexterity is the eye and hand coordination and speed of hand movement. This is specific to the character's hands actions. Actions such as catching and throwing are based on Dexterity
Physical Agility (PAG)	Physical Agility is the overall flexibility and responsiveness of body. This affects the whole body actions of the character. Actions like Dodging are based on Physical Agility.
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 Physical Awareness. Actions like watching for a sneak attack are based on Physical Awareness
Mental Strength (MST)	Mental Strength is raw mental power. It is the characters overall computational and reasoning strength. It is also a measure of the character's strength of will. Using memory is an action based on Mental Strength.
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. Actions like recovering from some magical or mental attacks are based on Mental Endurance
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". Solving puzzles are typical actions based on Mental Agility
Energy Access (NRG)	Energy Access is a measure of how easily a character can gain access to their "supernatural" abilities. Action such as casting spells or using psychic gifts are based on Energy Access.
Mental Awareness (MAW)	Mental Awareness is how sensitive the character is to the non-physical part of the environment.

The typical Human has primary statistics that range from 1 to 30 character With an average of 12. There is no upper limit on statistics.

## Calculated Statistics

Like the primary statistics, the calculated statistics are evenly broken up into sets of physical and mental statistics. The list below describes the statistics and how they are calculated. Each of these calculated statistics can be modified either by the race that you have chosen or special abilities or just plain purchasing an increase in that stat. For most people the easiest thing to do is to use one of the supplied spreadsheets and let it do the work.

### Calculated Statistics

Physical Body (PBD)	Physical Body is the amount of physical damage a character can absorb. Derived from PST and PEN. When a character is injured it has an impact on either the Physical Fatigue or the Physical Body.
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	PST+PEN	(1)
Physical Fatigue (PFT)	Physical Fatigue is the amount of energy a character can expend, either in combat or in work. When the characters in combat and is taking damage it will have an impact either on the Physical Fatigue or the Physical Body. Derived from PEN and PAG.	
	$(2 \times \text{PEN}) + \text{PAG}$	(2)
Physical Exhaustion (PEX)	The amount of energy reserve a character can expend as the result of damage or from work. It is derived from PEN and PAG.	
	$(4 \times \text{PEN}) + \text{PAG}$	(3)
Physical Movement (PMV)	Physical Moment is a measure of the character's movement rate. Is derived from PST and PEN and racial modifiers.	
	$(\text{PST} + \text{PAG}) / 5 \times \{\text{Racial Modifier}\}$	(4)
Mental Body (MBD)	Mental Body is the amount of mental damage character can absorb. It is treated almost identically to Physical Body. It is derived from MEN and MST.	
	$(\text{MST} + \text{MEN})$	(5)
Mental Fatigue (MFT)	The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.	
	$(2 \times \text{MEN}) + \text{MAG}$	(6)
Mental Exhaustion (MEX)	The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.	
	$(4 \times \text{MEN}) + \text{MAG}$	(7)
Mental Movement (MMV)	A measure of the characters rate of movement in the purely mental realms of psionics, magery, and computer interfaces.	
	$(\text{MST} + \text{MAG}) / 5 \times \{\text{Racial Modifier}\}$	(8)
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.	
	$(\text{PST} + \text{DEX}) / 2$	(9)
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.	
	$(\text{PST} + \text{DEX} + \text{PAG}) / 3$	(10)
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.	
	$(\text{PAG} + \text{DEX}) / 2$	(11)

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

$$(MST+MAG)/2 \quad (12)$$

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

$$(MST+PSI+MAG)/3 \quad (13)$$

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

$$(MAG+PSI)/2 \quad (14)$$

**Mental Speed** Speed of reaction in mental actions is given by Mental Speed. It is derived from the Mental Awareness stat using the following table. An average Mental Speed is 4.

**Table 1. Mental Speed Table**

Mental Awareness	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--35	9
36--39	9
40--45	10

**Physical Speed** Speed of reaction in physical actions is given by Physical Speed. It is derived from the Physical Awareness stat using The table given below. An average physical speed is 4.

**Table 2. Physical Speed Table**

Physical Awareness	Speed
1--2	0
3--3	1
4--5	1
6--8	2

Physical Awareness	Speed
9--11	3
12--15	4
16--19	5
20--24	6
25--29	7
30--34	8
35--35	9
36--39	9
40--45	10

The following table is for reference only. Is expected that most everyone will simply use a supplied spreadsheet.

**Table 3. Summary of Calculated Statistics**

Stat	Formula	Typical Range	Human Average
PBD	(PST+PEN) (15)	02-60	30
PEX	(4 x PEN) + PAG (16)	15-150	75
PFT	(2 x PEN)+PAG (17)	09-90	45
PMV	(PAG+PST)/5 (18)	0.4-12	6
MBD	(MST+MEN) (19)	02-60	30
MEX	(4 x MEN) + MAG (20)	20-150	75
MFT	(2 x MEN) + MAG (21)	09-90	45
MMV	(MAG+MST)/5 (22)	0.4-12	6
ACC	(PST+DEX)/2 (23)	3-30	15
PCA	(PST+DEX+PAG)/3(24)	3-30	15
PDF	(PAG+DEX)/2 (25)	3-30	15
FCS	(MST+MAG)/2 (26)	3-30	15
MCA	(MST+PSI+MAG)/3(27)	3-30	15
MDF	(MAG+PSI)/2 (28)	3-30	15

## Community, Skill, and Wealth points

Each character gets a set of points in several groupings that they can use to "purchase" Wealth, Community and Skills.

**Wealth points.** Each character gets 10 points that they can use to pick the amount of money or the amount and quality of materials that the character starts with. How much actual money or material goods those points of wealth by you is dependent upon the culture you're coming from. In some cultures the characters may not be able to get a lot of free cash they may have easy access to Well-crafted goods. You can add to your wealth points by specific Trade-offs See the section called "Tradeoffs"

**Community points.** Each character gets 10 Community points. The Community points are used to purchase status or reputation within one or more communities. The impact of the status or reputation and the size of the community all factor into the cost of that status or reputation. The effect of that status or

reputation is dependent on the culture but it may also be dependent on the community chosen. For example a character may choose to buy a higher reputation among mages rather than having a general reputation. You can add to your Community points as a by specific Trade-offs ( See the section called “Tradeoffs”)

**Skill points.** Each character starts with 100 points that they can use to purchase skills or bundles of skills.

## Selecting a Race

There are often modifiers for the primary statistics (As well as the other statistics) for a given race. Some races have gifts or abilities as well as other trade-offs. For the most part the human races have no modifiers to their statistics. Once you've picked a race just ask your friendly neighborhood games master for the description of the race and the racial modifiers. the section called “Racial Modifiers” Any of the racial modifiers for primary statistics are applied immediately, any racial modifiers for secondary statistics are applied after those secondary statistics have been calculated.

## Selecting a culture.

Once you have decided on the race, picking the culture is the next logical step. Each culture comes with a standard set of skills that can be bought as a bundle. For example the character knows the native language of the culture as well as the common history and lore of the culture. The character knows how to behave appropriate to their social class in the culture. Each culture has standard sets of these templates. These templates are detailed in the cultural description. In addition, each culture may have special gifts, particular advantages or disadvantages as well as particular additions to the Skill, Wealth, and Community pools.

## Trade-offs

This a term for the various quirks of genetics and experience that give the characters a distinct flavor to match the history of the character. For example a character may have a gift that allows them to use magic or a disadvantage such as they are albino. Each trade-off that gives or costs a certain number of points from each of the pools. For example, a character that is Albino gets 15 additional points that they can apply to the Wealth, Community, or Skill pools In exchange for the disadvantage while playing of being sensitive to light.

## 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.

## Other Statistics

### Height (HGT)

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

$$\text{Height} = \{\text{Average Height}\} + ( \{ \{2d10 - 11\} / \{10\} \} \times \{\text{Height Variation}\} ) \quad (29)$$

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

### Weight (WGT)

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.

$$\text{Weight} = \{\text{Average Weight}\} + ( \{ \{2d10 - 11\} / \{10\} \} \times \{\text{Weight Variation}\} ) \quad (30)$$

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

## 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 trade off

## What Every Culture has

Once you have chosen the culture you get a certain set of skills automatically. The following skills are skills that everyone gets for their culture.

- Culture Lore: (Culture Name) at Rank 20
- Spoken Language: (Language of the Culture) at rank 10

In addition, Each culture has its own package of skills particular to it. Each character gets rank 7 In each of those skills. For example, the Thenean cultural skill package looks like this:

Lore:Ships and Sailing

Lore:Weather

Lore:Magic

Tying Knots

Haggling

And every Thenean starts out with the rank 7 in each of those skills

## Skill Costs

When characters are first generated they can buy single skills using points from the Skill 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. In summary single skills cost 1 + Rank in Skill points.

## Skill Ranks

To get a sense of what the skill ranks Are equivalent to I have a quick and dirty chart.

Rank 0 is familiar with the skill

Rank 1-3 is a Beginner

Rank 4-6 Is an Amateur

Rank 7-10 is a Solid Apprentice

Rank 11-14 is a Journeyman

Rank 15-18 is a Professional or Guild Master

Rank 19-25 is a Expert

Rank 25-23 is a True Master

Rank 26+ is a Mystical Master

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 an 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.



An apprentice is consistent and accomplished in executing all the basic skills and is familiar with the advanced techniques and tools. A journeyman is consistent Though not accomplished with the full range of basic and most advanced techniques. A professional is consistent and accomplished in the full range of basic Techniques 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. An 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.

## Statistic Costs

When characters are being generated you can use points from the skill poll to buy increases in stats. The cost is listed below.

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  
APP 2

During character generation all stats are raised using the costs from list above. So adding 1 point of PST costs 4 points, adding 2 costs 8 points, and so on.

## 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 :

Evasion  
Dodge

Unarmed combat  
Stealth  
Dagger  
Sword

And would have a cost such as 4 Skill points. So to get rank 0 in all of the skills in the package would require 4 points. To get rank 1 in all of the skills in the package would require 8 skill points

## Tradeoffs

After a character has some points in the three pools associated with character creation ( personal, wealth, status) they may choose to use Tradeoffs that will add flavour to the character. There are some Tradeoffs that cost points to buy (Which can come out of any of the pools) that give the character an Advantage of some sort. There are also Tradeoffs that are disadvantages but by taking on that disadvantage you get more points to use for those pools. Some Advantages are built into the character and others require the character to maintain them in some way. For example enhanced hearing or eidetic memory are Built in while something like inherited wealth or reputation may depend on the character to maintain them

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

**Eidetic Memory.** Exact recall (given successful roll against MST) of events. Adds DF +3 to any memory roll. Costs 12 points

## Photographic Memory

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

## Lightning Calculator

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

## Active PSI

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

## Mage Ability

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

## Ley Walker

Character has the ability (though no training) In using Ley lines to travel. Costs 10 Personal Development Points

## Enhanced Statistics

An enhance statistic is the idea that the Character Has a enhanced statistic in some specialized area such as an enhanced sense of smell or Heightened awareness of demons.. 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

$1/2 * 4 = 2\$$  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.

## PSI Gift

The heightening of NRG for broad categories of PSI skills such as Temporokinetics has a cost equal to  $3/4$  of the NRG stat or 8 points. So someone with a gift for Temporokinetics would pay 8 points per point of heightened NRG in that area. The heightening of NRG for specific PSI skills such as Teleportation has a cost equal to  $1/2 \$$  of the NRG stat or 5 points. So someone with a gift for Teleportation would pay 5 points per point of heightened NRG in that area.

## Mage Gift

The heightening of NRG for Some specialized area of spell casting such as warding. Broad categories of Made skills such as Warding has a cost equal to  $3/4$  of the NRG stat or 8 points. So someone with a gift for Warding would pay 8 points per point of heightened NRG in that area.

## 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.

## Enhancements that affects groups of people

These Enhancements have Have costs that are based both on the number of individuals that are affected as well as how intensely they are affected. Scope is the number of people affected by the enhancement.

**Table 4. Number of people affected by enhancements**

Magnitude	Range	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

Depth is how deeply they are affected by the enhancement.

**Table 5. How deeply people are affected by enhancements**

Depth	DF	Cost
Low	1	1
Medium Low	2	2
Medium	4	4
Medium High	6	8

Depth	DF	Cost
High	8	10
Very High	12	20

So for determining the cost of a single 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% to the chance for aid from that person.

## 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 scope table. The amount of freedom from managing that income is given by the depth table

## Friends, Allies, and Contacts

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

## Reputation

The scale of the reputation is derived from scope table. The amount of recognition is given by the depth table.

# Racial Modifiers and Cultural Skill Packages

## Racial Modifiers

Unless otherwise specifically mentioned most races have racial modifiers for PMV,MMV of 1.0

Most Humans	Most human races do not have any racial modifiers. Any exceptions in the list below.
Kothans	Kothans in general have a PBD +1, MAG -1. Kothan males have a +2 modifier to appearance and Kothan women have PCA +1, ACC +1.
Theneans	Theneans have FCS +2, MEN +1, and PBD -2
Hairochan	Hairochan have PBD +1, MST +1, FCS +1, PMV Modifier of 0.8
Bitadar(Elves)	There are several forms of elves and each of the forms has different modifiers. Talk to your GM.
Kurrock/Dwarves	Kurrock have a PST +3, MST +1, PEN +3, PBD +2, PMV 0.4, MMV 0.6, NRG -2
Rupa Kechil	All Rupa Kechil have an NRG -3, All the other modifiers are dependent on the particular creature that the Rupa Kechil changes into

## Cultural Skill Packages

Merovan	Lore:Heraldry
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	Lore:Chivalry Lore:Lord and the Lady Haggling
Kothans	Lore:Herbs Lore:Megafauna Lore:TDor and Sif Tracking Melee:Spear First Aid
Theneans	Lore:Ships and Sailing Lore:Weather Lore:Magic Tying Knots Haggling
Hairochan	Meditation Lore:Source of All Lore:Herbs Melee:Staff Grounding
Vairan	Tracking Lore:Megafauna Climbing Melee:Staff Missile:Sling
Kalifane	Lore:Horses Lore:Lord and Lady Melee:Dagger
Bitadar(Elves)	Talk with the GM
Kurrock/Dwarves	Lore:Stone Lore:Mikan Lore:Forge Lore:Mining Melee:Hammer
Rupa Kechil	Lore:Woods Lore:Herbs Stealth Running Tracking