Space Hybrid Character Generation

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Part I. Creating a Character

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Chapter 1. Basic Method

Process

The player starts with points for buying statistics and several other pools of points for the rest of charcter 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.

Statistics

1. Pick Primary Statistics

2. Buy Limitations and Enhancements

Buy

1. Pick a race

2. Pick a gender (if applicable)

3. Apply modifiers from the racial description

4. Calculate remaining statistics

5. Calculate Statistics

Buy Culture Template

1. Pick a culture

2. Apply modifiers from the cultural description

3. Pick base skills from the cultural description

4. Pick the skills

Story

1. Work out the story to explain the character.

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.

Primary Statistics

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 flexibity 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.

Table 1.1. Human Average Stats and Full Range

Statistic	Minimum	Maximum	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

Pick a Race and Gender

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.

Modifying Statistics for Race

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.

There may be other limitations or enhancements to be noted due to race.

Modifying Statistics for 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.

Secondary or 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.

Calculated Statistics

Physical Body, PBD	The amount of physical damage a character can absorb. Derived from PST and PEN. PBD = PST+PEN x Racial Modifier
Physical Fatigue, PFT	The amount of energy a character can expend, either in combat or in work. Derived from PEN and PAG. PFT = (2 x 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. PEX = (4 x PEN)+PAG
Physical Movement, PMV	A measure of the character's movement rate. Derived from PST and PEN and racial modifiers. PMV = ((PST+PAG)/5) x Racial Modifier
Mental Body, MBD	The amount of mental damage a character can absorb. Derived from MEN and MST. MBD = (MST+MEN) x 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. MFT = (2 x 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.

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

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

$$MMV = (MST+MAG)/5) \times Racial\ Modifier$$

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.

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

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.

$$PDF = (PAG+DEX)/2$$

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

$$FCS = (MST+MAG)/2$$

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

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

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

$$MDF = (MAG+PSI)/2$$

Table 1.2. Calculated Statistics

Statistic Name	Formula	Typical Range	Human Average
PBD	((PST+PEN) x Racial Modifier	2-60	30
PEX	((4 x PEN) + PAG)	15-150	75
PFT	((2 x PEN) +PAG)	09-90	45
PMV	(((PAG+PST)/5) x Racial Modifier)	0.4-12	6
MBD	((MST+MEN) x Racial Modifier)	02-60	30
MEX	((4 x MEN) + MAG)	20-150	75
MFT	((2 x MEN) + MAG)	09-90	45
MMV	(((MAG+MST)/5) x 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

Other Statistics

Height

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:

Height = Average Height + ((2d10 - 11)/10) x Height Variation

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

Weight

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.

Weight = Average Weight + ((2d10 - 11)/10 x Weight Variation)

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

Appearence

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.

Speed of reaction

There are some statistics that are calculated from a table.

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

Physical Speed, PSPD Speed of reaction in mental actions is given by Physical Speed. It is derived from the Physical Awareness stat using table ~\ref{Table:Speed} on page~ \pageref{Table:Speed}. An average Physical Speed is 4.

Table 1.3. Reaction Speed Table

Awareness Statistic	Resulting Speed
1-2	0
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

Cultural Skills and Knowledge

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 and donts are.

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

List of points that can be distributed among basic cultural skills

1. 20 points of skills in written (if it is a literate culture) and spoken language.

2. 20 points of skill in Cultural Lore. Both local and larger scale.

3. 20 points of skill in education appropriate to the culture. What ever would be considered appropriate education for a character of the social level.

4. 20 points of skill in Lore:[Tech Index] of Culture

5. 15 points of manuevering skills for the native environment