

Hybrid Character Generation

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Chapter 1. Basic Method

Process

The player starts with a set of points for buying statistics and a set of points for buying skills. The two pools are the Stat Pool and the Skill Pool. The player starts with 125 points in the Stat Pool statistics and 10 points in the Skill 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 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.

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.

$$PBD = PST + PEN \times \text{Racial Modifier} \quad (1.1)$$

Physical Fatigue, PFT

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

$$PFT = (2 \times PEN) + PAG \quad (1.2)$$

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.

	$PEX = (4 \times PEN) + PAG$	(1.3)
Physical Movement, PMV	A measure of the character's movement rate. Derived from PST and PEN and racial modifiers.	
	$PMV = ((PST + PAG) / 5) \times \text{Racial Modifier}$	(1.4)
Mental Body, MBD	The amount of mental damage a character can absorb. Derived from MEN and MST.	
	$MBD = (MST + MEN) \times \text{Racial Modifier}$	(1.5)
Mental Fatigue, MFT	The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.	
	$MFT = (2 \times MEN) + MAG$	(1.6)
Mental Exhaustion, MEX	The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.	
	$MEX = (4 \times MEN) + MAG$	(1.7)
Mental Movement, MMV	A measure of the character's rate of movement in the purely mental realms of psionics, magery, and computer interfaces.	
	$MMV = (MST + MAG) / 5 \times \text{Racial Modifier}$	(1.8)
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.	
	$(PST + DEX) / 2$	(1.9)
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.	
	$PCA = (PST + DEX + PAG) / 3$	(1.10)
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.	
	$PDF = (PAG + DEX) / 2$	(1.11)
Focus, FCS	A measure of the character's effectiveness with focused mental actions. Derived from MST and MAG. could also be called Mental Accuracy.	
	$FCS = (MST + MAG) / 2$	(1.12)
Mental Combat Ability, MCA	A measure of a character's ability to inflict damage in Mind to Mind combat. Derived from MST, MAG, PSI	
	$MCA = (MST + PSI + MAG) / 3$	(1.13)
Mental Defense, MDF	A measure of a character's ability to avoid taking damage in mental combat or highly stressful situations. Derived from MAG.	

$$\text{MDF} = (\text{MAG} + \text{PSI}) / 2 \quad (1.14)$$

Table 1.2. Calculated Statistics

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

$$\text{Height} = \text{Average Height} + ((2d10 - 11) / 10) \times \text{Height Variation} \quad (1.15)$$

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.

$$\text{Weight} = \text{Average Weight} + ((2d10 - 11) / 10) \times \text{Weight Variation} \quad (1.16)$$

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

Appearance

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 physical 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
35-39	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 don'ts 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 maneuvering skills for the native environment

Skills, Stats, Limitations and Enhancements

Buying Skills

The Personal Development pool serves as the point pool for increasing a PC statistics, skills, or creating special abilities. The Personal pool serves as the point pool for increasing a PC statistics, Skills, or creating special abilities.

In addition a player can add and subtract to/from the pools by the usage of Enhancements and Limitations. See section \ref{Sec:Enhancements}.

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.

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 ~\ref{Table:SkillRanks} on page~\pageref{Table:SkillRanks}.

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 begginer 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 te 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.

An 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.

Table 1.4. How Ranks in a skill show up in the "Real World"

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

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 :

Example 1.1.

"Terran Law Enforcement Officer Package Lore: Terran Law Culture Lore: Terran LEO Weapon: Pistol 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.

Buying increases in statistics

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 ~\ref{Table:StatCosts} on page~\pageref{Table:StatCosts}. 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.

Table 1.5. Costs for buying statistics at the beginning

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				

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.

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.

Character Enhancements

Ambidexterity	Ambidexterity allows the character to use either hand when performing actions. The character takes no off-hand penalties. Costs 10 Personal Development Points
Eidetic Memory	Exact recall (given successful roll against MST) of events. Adds DF 2 to any memory roll. Costs 12 Personal Development 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 Personal Development 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
Enhanced Statistics	Most of the enhancements that involve heightened stats in specialised areas have a simple cost equal to $\frac{1}{2}$ 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 $\frac{1}{2} \times 4 = 2$ 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.
PSI Gift	The heightening of PSI for broad categories of PSI skills such as TemporoKinetics has a cost equal to $\frac{3}{4}$ of the PSI stat or 8 points. So someone with a gift for TemporoKinetics 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 $\frac{1}{2}$ 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.
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.

Environmental Enhancements

Environmental Enhancements are typically advantages that depend on the character to maintain them. Such as inherited wealth and various components of status. These also have a ongoing impact on how friendly or hostile the world occurs.

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

Table 1.6. Cost of Environmental Enhancement Scope

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

Depth is how deeply they are affected by the enhancement.

Table 1.7. Cost of Environmental Enhancement Depth

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

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% to the chance for aid from that person.

Environment Limitations and Enhancements

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 ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The amount of freedom from managing that income is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Friends, Allies, and Contacts

Another important Environmental Enhancement is that of Friends. Number of friends is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The willingness to help is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Reputation

The scale of the reputation is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The amount of recognition is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

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.

Chapter 2. Creating the background

The fun of the character generation process is designing the story that describes how the character got to be the way they are. Along the way you choose the statistics and skills consistent with that story. I would suggest starting by picking the race and the culture and going from there. Once the race and culture are picked, then you select history that leads you towards the skills that you want. Along the way you determine what skills particular to the culture you picked up as well as whatever gifts the character was born with and Any advantages or disadvantages they picked up along the way.

Personal Development, Community, and Wealth points

As you create the character there will be several groupings of points that you will be adding to or taking away from. Your character starts out with 10 points for skills, 10 points for wealth, and 10 points for community.

Wealth. The points for Wealth are used to pick the amount of money or the amount and quality of materials the character starts with. How much actual money or material goods those points of wealth buy you is completely dependent upon the culture you're coming from.

Personal Development. The Personal development points are used to purchase skills or bundles of skills as well as purchase various natural gifts.

Community. The Points of community are used to purchase status or reputation within the community. For the most part the effect that the points of Community have is dependent on the culture but can also be impacted by the community chosen. For example a character may choose to buy a higher reputation among mages rather than having a general reputation.

The way that points can be added to and taken away from these pools reflects the kind of choices that the player as a storyteller can make as well as the kinds of choices the character can make while growing up. For example, the character can use the points in wealth for buying skills reflecting the choice of concentrating on skills or career rather than money. In the same way points in skills could be put into your community pool could be a reflection of an intentional attempt to establish yourself with the community

Selecting a Race

Choosing the race of the character affects the primary and calculated statistics. 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. Those racial modifiers will be recorded and applied later (see the section called "Primary Statistics").

Example 2.1. Race.

For example, the Hairochan are race that start with bonuses to several physical and mental statistics while starting lower in wealth reflecting the fact that they tend not, as a race, to collect material goods. A Hairochan will have the following modifiers:

Wealth -10

Mental Strength +2
Physical Strength +2

Gender

It is probably right about here that you'll want to pick whether the character is male or female. Females generally do have statistical modifiers. For most races the modifiers are: Physical Strength -2, Physical Endurance +1, Mental Endurance +1

Selecting a culture.

Once you have decided on the race, picking the culture is the next logical step. Culture influences what skills are available to you as well as the kinds of careers you can go into. 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 Personal Development, Wealth, and Community pools. Some cultures may have only one dominant culture and thus only one cultural template or they may have many subcultures.

Some races have only one culture while some races can be part of more than one culture. You can pick almost any culture for a given race, you just have to come up with a good story to describe how that character ended up with that race in that culture.

Example 2.2. Culture

The Thenean culture is a seagoing culture. Almost all of their easily accessible skills deal with sailing and seagoing trade.

Personal Development +10
20 points in Language: Spoken Thenean
10 points in Language: Written Thenean
20 points in Culture Lore: Thenean
There is only one cultural template

Example 2.3. Cultural Template

Mathematics
Lore:Trade
Lore:Economics
Lore:Sailing

Careers and History

Once characters have established what culture they are in they can pick the careers that they've had along the way. Careers is actually a rather loose time. In this context, living on the street is a career. It is an activity during which you accumulate community, wealth, and skills. This career only applies to the history of the character.

Example 2.4. Typical Career

Put example here

Gifts, Advantages, Limitations, and Trade-offs

These are all terms 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.

These Gifts and trade-offs are just examples. If you have a great idea for a gift or a trade-off it is the GM's job to negotiate it with you and design it.



GMs Note

Character Enhancements have both a Depth and Scope that 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 ability may be applicable to. In the case of raising a character statistic the scope refers to the number of other stats affected.

Gifts

Gifts are enhancements

Mage Gift. Costs 10 personal development points. This gives the character the ability to use manipulate Mana and energies beyond those of their direct personal power. This is required to become a mage.

PSI Gift. Cost 10 personal development points. This gives the character the ability to use and manipulate psionic forces.

Ley Walker. Cost 10 personal development points. This gives the character the ability to "walk" Ley lines. In effect, the character now has the ability to walk great distances in a short period of time using lines of power that crisscross the continent.

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

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

Enhanced Awareness. Someone with an enhanced awareness in a specific area pays less than the normal cost for increasing the statistic in that particular area.

Example 2.5. A heightened sense of smell

For example someone with a heightened sense of smell would pay one half the cost of raising their Physical Awareness and get a significantly increased Physical Awareness in the area of smell. For example someone with a PAW of 12 would normally pay 2 personal development points to increase their PAW to a 13. Someone with a heightened sense of smell could pay 1 point and they would still have a PAW of 12 but they would have a PAW of 13 in the area of smell.

PSI Gift. The heightening of PSI for broad categories of PSI skills such as Temporokinetics has a cost equal to $\frac{3}{4}$ \$ of the PSI stat or 8 points. So someone with a gift for Temporokinetics 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 $\frac{1}{2}$ \$ 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.

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.

Chapter 3. Turning this into numbers for the game.

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 Physical Strength.
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.
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 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.
Mental Strength (MST)	Mental Strength is raw mental power. It is a measure of the character's 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.
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".
Energy Potential (NRG)	Energy Potential is a measure of how easily a character can gain access to their "supernatural" abilities
Mental Awareness (MAW)	Mental Awareness is how sensitive the character is to the non-physical part of the environment.

The typical Human character average and the ranges of the primary statistics are given in the table below. There is actually no upper limit on statistics. These are just the typical averages and ranges.

Table 3.1. Human range and average of primary statistics

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
NRG	1-30	12
MAW	1-30	12

Calculated Statistics

With the race, gender, and culture selected all of the primary statistics are modified and the calculated statistics can be determined. 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. Wherever you see the phrase Racial Modifier, there is probably a mention of the racial modifier in the racial description that you would apply here. For most of you 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.

$$PST+PEN \times \{\text{Racial Modifier}\} \quad (3.1)$$

Physical Fatigue (PFT)

Physical Critique is the amount of energy a character can expand, 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.

$$(2 \times PEN)+PAG \quad (3.2)$$

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.

$$(4 \times PEN) + PAG \quad (3.3)$$

Physical Movement (PMV)

Physical Moment is a measure of the character's movement rate. Is derived from PST and PEN and racial modifiers.

$$(PST+PAG)/5 \times \{\text{Racial Modifier}\} \quad (3.4)$$

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.

Turning this into
numbers for the game.

	$((MST+MEN) \times \{\text{Racial Modifier}\})$	(3.5)
Mental Fatigue (MFT)	The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.	
	$(2 \times MEN)+MAG$	(3.6)
Mental Exhaustion (MEX)	The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.	
	$(4 \times MEN)+MAG$	(3.7)
Mental Movement (MMV)	A measure of the characters rate of movement in the purely mental realms of psionics, magery, and computer interfaces.	
	$((MST+MAG)/5) \times \{\text{Racial Modifier}\}$	(3.8)
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.	
	$(PST+DEX)/2$	(3.9)
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.	
	$(PST+DEX+PAG)/3$	(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.	
	$(PAG+DEX)/2$	(3.11)
Focus (FCS)	A measure of the character's effectiveness with focused mental actions. Derived from MST and MAG. could also be called Mental Accuracy.	
	$(MST+MAG)/2$	(3.12)
Mental Combat Ability (MCA)	A measure of a character's ability to inflict damage in Mind to Mind combat. Derived from MST, MAG, PSI	
	$(MST+PSI+MAG)/3$	(3.13)
Mental Defense (MDF)	A measure of a character's ability to avoid taking damage in mental combat or highly stressful situations. Derived from MAG.	
	$(MAG+PSI)/2$	(3.14)
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 3.2. 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 3.3. Physical Speed Table

Physical 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

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

Table 3.4. Summary of Calculated Statistics

Stat	Formula	Typical Range	Human Average
PBD	$(PST+PEN) \times \{ \text{Racial Modifier} \}$	$(3.15) \begin{matrix} 02-60 \\ 15 \end{matrix}$	30
PEX	$(4 \times PEN) + PAG \setminus$	$(3.15) \begin{matrix} 150 \\ 150 \end{matrix}$	75
PFT	$(2 \times PEN) + PAG \setminus$	$(3.09) \begin{matrix} 90 \\ 90 \end{matrix}$	45
PMV	$(PAG+PST)/5 \times \{ \text{Racial Modifier} \}$	$(3.18) \begin{matrix} 0.4-12 \\ 18 \end{matrix}$	6
MBD	$(MST+MEN) \times \{ \text{Racial Modifier} \}$	$(3.19) \begin{matrix} 02-60 \\ 19 \end{matrix}$	30
MEX	$(4 \times MEN) + MAG$	$(3.20) \begin{matrix} 150 \\ 150 \end{matrix}$	75
MFT	$(2 \times MEN) + MAG$	$(3.09) \begin{matrix} 90 \\ 90 \end{matrix}$	45
MMV	$((MAG+MST)/5) \times \{ \text{Racial Modifier} \}$	$(3.22) \begin{matrix} 0.4-12 \\ 22 \end{matrix}$	6
ACC	$(PST+DEX)/2$	$(3.33) \begin{matrix} 30 \\ 30 \end{matrix}$	15
PCA	$(PST+DEX+PAG)/3$	$(3.34) \begin{matrix} 30 \\ 30 \end{matrix}$	15
PDF	$(PAG+DEX)/2$	$(3.35) \begin{matrix} 30 \\ 30 \end{matrix}$	15
FCS	$(MST+MAG)/2$	$(3.36) \begin{matrix} 30 \\ 30 \end{matrix}$	15
MCA	$(MST+PSI+MAG)/3$	$(3.37) \begin{matrix} 30 \\ 30 \end{matrix}$	15
MDF	$(MAG+PSI)/2$	$(3.38) \begin{matrix} 30 \\ 30 \end{matrix}$	15

Other Statistics

Height (HT)

Expressed in Centimeters. If the creature being described is quadrupedal, 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.

$$\text{Height} = \{ \text{Average Height} \} + (\{ \{ 2d10 - 11 \} / \{ 10 \} \} \times \{ \text{Height Variation} \}) \quad (3.29)$$

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

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.

$$\text{Weight} = \{ \text{Average Weight} \} + (\{ \{ 2d10 - 11 \} / \{ 10 \} \} \times \{ \text{Weight Variation} \}) \quad (3.30)$$

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

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, syncophants, 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:

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

The example careers listed above would usually be fleshed out with additional detail such as a description of rank and status, etc\dots \footnote{ An important question is that of when a character is allowed to drop out of military and so on careers. } Buying Skills and Enhancements

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.

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 ~\ref{Table:SkillRanks} on page~\pageref{Table:SkillRanks}. \include{tskill9} 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 begginer 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 te 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. An 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 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 ~\ref{Table:StatCosts} on page~\pageref{Table:StatCosts}. 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. \input{tcgen4.tex}

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 : \begin{verbatim} Terran Law Enforcement Officer Package Lore: Terran Law Culture Lore: Terran LEO Weapon: Pistol Weapon: Tonfa Weapon: Taser Streetwise Interrogation Data Analysis Computer Ops Cost: 5 \end{verbatim} 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.

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.

Character Enhancements

Environmental Enhancements

Environmental Enhancements have both Depth and Scope to help govern their cost. Scope is the number of people affected by the enhancement. 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% 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 table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The amount of freedom from managing that income is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Friends, Allies, and Contacts

Another important Environmental Enhancement is that of Friends. Number of friends is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The willingness to help is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Reputation

The scale of the reputation is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The amount of recognition is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

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.

Variations

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

Chapter 4. More

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. $\text{PST} + \text{PEN} \quad (4.1)$
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. $(2 \times \text{PEN}) + \text{PAG} \quad (4.2)$
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. $(4 \times \text{PEN}) + \text{PAG} \quad (4.3)$
Physical Movement (PMV)	Physical Moment is a measure of the character's movement rate. Is derived from PST and PEN and racial modifiers. $(\text{PST} + \text{PAG}) / 5 \times \{\text{Racial Modifier}\} \quad (4.4)$
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. $((\text{MST} + \text{MEN})) \quad (4.5)$

Mental Fatigue (MFT)	The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.
	$(2 \times \text{MEN}) + \text{MAG}$ (4.6)
Mental Exhaustion (MEX)	The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.
	$(4 \times \text{MEN}) + \text{MAG}$ (4.7)
Mental Movement (MMV)	A measure of the characters rate of movement in the purely mental realms of psionics, magery, and computer interfaces.
	$((\text{MST} + \text{MAG}) / 5) \times \{\text{Racial Modifier}\}$ (4.8)
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.
	$(\text{PST} + \text{DEX}) / 2$ (4.9)
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.
	$(\text{PST} + \text{DEX} + \text{PAG}) / 3$ (4.10)
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.
	$(\text{PAG} + \text{DEX}) / 2$ (4.11)
Focus (FCS)	A measure of the character's effectiveness with focused mental actions. Derived from MST and MAG. could also be called Mental Accuracy.
	$(\text{MST} + \text{MAG}) / 2$ (4.12)
Mental Combat Ability (MCA)	A measure of a character's ability to inflict damage in Mind to Mind combat. Derived from MST, MAG, PSI
	$(\text{MST} + \text{PSI} + \text{MAG}) / 3$ (4.13)
Mental Defense (MDF)	A measure of a character's ability to avoid taking damage in mental combat or highly stressful situations. Derived from MAG.
	$(\text{MAG} + \text{PSI}) / 2$ (4.14)
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 4.1. Mental Speed Table

Mental Awareness	Speed
1--2	0

Mental Awareness	Speed
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 4.2. Physical Speed Table

Physical 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

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

Table 4.3. Summary of Calculated Statistics

Stat	Formula	Typical Range	Human Average
PBD	(PST+PEN)	(4,03)60	30
PEX	(4 x PEN) + PAG	(4,16)150	75

Stat	Formula	Typical Range	Human Average
PFT	$(2 \times \text{PEN}) + \text{PAG}$	(4,09)90	45
PMV	$(\text{PAG} + \text{PST})/5$	(4,08)12	6
MBD	$(\text{MST} + \text{MEN})$	(4,02)60	30
MEX	$(4 \times \text{MEN}) + \text{MAG}$	(4,20)150	75
MFT	$(2 \times \text{MEN}) + \text{MAG}$	(4,09)90	45
MMV	$(\text{MAG} + \text{MST})/5$	(4,02)12	6
ACC	$(\text{PST} + \text{DEX})/2$	(4,33)0	15
PCA	$(\text{PST} + \text{DEX} + \text{PAG})/3$	(4,34)0	15
PDF	$(\text{PAG} + \text{DEX})/2$	(4,35)0	15
FCS	$(\text{MST} + \text{MAG})/2$	(4,36)0	15
MCA	$(\text{MST} + \text{PSI} + \text{MAG})/3$	(4,37)0	15
MDF	$(\text{MAG} + \text{PSI})/2$	(4,38)0	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.

$$\text{Height} = \{\text{Average Height}\} + (\{ \{2d10 - 11\} / \{10\} \} \times \{\text{Height Variation}\}) \quad (4.29)$$

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.

$$\text{Weight} = \{\text{Average Weight}\} + (\{ \{2d10 - 11\} / \{10\} \} \times \{\text{Weight Variation}\}) \quad (4.30)$$

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

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

Mage Ability

Character has concious 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 ersonal 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 4.4. 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 4.5. How deeply people are affected by enhancements

Depth	DF	Cost
Low	1	1
Medium Low	2	2
Medium	4	4
Medium High	6	8
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.
Thenians	Thenians 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 Lore:Chivalry Lore:Lord and the Lady Haggling
Kothans	Lore:Herbs Lore:Megafauna Lore:TDor and Sif Tracking Melee:Spear First Aid
Thenians	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