

A quick guide to making characters for **Entropy**, a new TTRPG

Step 1:

The start of a character is what makes them role-playable, first decide:

- Their name
- Their personality
- Their backstory and current goals

Let's make an example character together: his name is Paul Rovasini, an aggressive and brutal son of a mob boss, trying to prove his ability so that his mum will make him an underboss in her regime.

Step 2:

Then the beginnings of what lets them fight! Decide each on a scale of -5 to +4 (0 is average human level):

- **Power**, both physical strength and ability to cast strong spells
- **Endurance**, both how long you'll fight and how much trouble you'll push through
- **Memory**, how much you remember when fighting and how easily you recall techniques
 - **Reasoning**, precision with body movements and solving problems
 - **Insight**, emotional intelligence and control over one's mind
- **Connection**, a measure of luck and how easily you connect with natural forces

Paul Rovasini is violent and direct, so his attribute scores would look something like:

Pow: +3, End: +2, Mem: -1, Rea: -3, Ins: 0, Con: +1

Step 3:

And finally, how they really fight, a class and a species! I advise picking a class based on your two strongest attribute scores and a species however you want:

Classes:

Doctor: Rea & Mem	Witch: Mem & Pow	Boxer: Pow & End	Knight: End & Con
Smith: End & Mem	Champion: Con & Rea	Trapper: Con & Pow	Dancer: Ins & End
Soldier: End & Pow	Sniper: Rea & End	Thief: Pow & Rea	Duellist: Ins & Rea
Spellslinger: Mem & Con	Beastmaster: Con & Ins	Trickster: Ins & Mem	Zealot: Pow & Ins

Species:

Human: Basic all-rounder that will persist death
Elf: Low utilities with strong knowledge on enemies
Dwarf: Enduring warriors with great combat potential
Sparach: Arachnids with 8 limbs and an arcane mind
Gefelan: Felines with a talent for acrobatics and sharp claws
Dafall: Mistook for demons hidden in shadows
Ocham: Merfolk with a reliable plan of attack and environmental pension
Lemen: Elemental beings of emotion and light flare out when exhausted
Reptus: Scaly folk that survive many great tragedies
Incanus: Loyal canines with a great bite and strong bonds
Terraque: Oversized and intimidating warriors of the earth
Avas: Flying above their enemies, falling to end their fights

Paully has strong power and endurance and since he's a brutal mobster I read him as a boxer, if I want him to intimidate and punch real hard he's gonna be a Terraque too.

Name:_____

Species:_____

Class:_____ Subclass:_____

Attributes:

Power	
Endurance	
Memory	
Reasoning	
Insight	
Connection	

Equipment:

Head	
L arm	
R arm	
L leg	
R leg	
Body	

Stats:

HP	
EP (Lvl x (10 + End))	
AP	
Melee Range	
Action List Size (15 + Lvl x 2 + Mem x 2)	
Armour proficiency	
Dodge (Rea x 2 + Armour proficiency)	
Critical Modifier (5 + Con x 2)	
Max Carry weight (Lvl x (10 + Power))	
Current Carry Load	

Bonuses:

--

Storage:

--

Moves:

--

Name: Paul Rovasini

Species: Reptus Class: Boxer Subclass: Heated palms

Attributes:

Power	+3
Endurance	+2
Memory	-1
Reasoning	-3
Insight	0
Connection	+1

Equipment:

Head	
L arm	
R arm	
L leg	
R leg	
Body	Chain scraps

Stats:

Level	1
HP	13
EP (Lvl x (10 + End))	42
AP	8
Melee Range	3m
Action List Size (15 + Lvl x 2 + Mem x 2)	15
Armour proficiency	+2
Dodge (Rea x 2 + Armour proficiency)	-4
Critical Modifier (5 + Con x 2)	+7
Max Carry weight (Lvl x (10 + Power))	13 Kg
Current Carry Load	7Kg

Bonuses:

Relentless beating: Whenever an unarmed attack or an attack you make with a glove hits, your next move costs 1 AP less to activate, this cannot reduce an AP cost to less than one, and can only activate 4 times a turn
Thick Skin: Reptus have resistance to heat and mental damage. They also cannot be poisoned

Storage:

Leather scrap gauntlet (+3 Proficiency)
Insulator: While a player has this equipped they cannot cast spells from their hands
One handed:
Two handed: -1 AP cost for "Hook" and "Uppercut"

Moves:

Move action: 1 AP, move 1 meter in any direction
Swap item action: 2 AP, swap any one equipment from either hand to storage, or from storage to hand
Pick up action: 1 AP, equip target unequipped item within Melee range or place target unequipped item within Melee range into storage
Speak action: 1 AP, you may speak up to three sentences verbally
Unarmed action: 2 AP, Melee range, 1d4 slashing damage; Accuracy: +17; Critical: +3
Gloves off: 1 AP, put an equipped glove into storage, the next spell you cast has a +2 to it's minimum roll, this may only be activated once per turn
Leap: 2 AP, move 5m in any direction, ignoring anything on the floor, your next attack this turn has +20 accuracy, this may only be activated up to twice per turn
Surprise elbow: 3 AP, Melee Range + 1m, 1d6 bludgeoning damage, if this is not the first attack action you made this turn the target is immobilised until your next turn; Accuracy: +30; Critical: 0
Straight jab: 2 AP, Melee Range, 1d4 bludgeoning damage; Accuracy: +25; Critical: +5 + Power
Hook: 3 AP, Melee Range, 1d6 bludgeoning damage, on critical hit target gets -1 EP; Accuracy: +45; Critical: 0 + Power * 2
Uppercut: 4 AP, Melee Range, 3d4 + Power * 2 bludgeoning damage, on critical hit give 2m of knockback and stun the target; Accuracy: +10; Critical: +5
Force insulation: 4 AP, target creature in melee range + 2m cannot cast spells from their hands, this effect lasts until that creature attacks you; Avoidance type: Power; Roll minimum: 5 + Power (Your Power)

