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: Stats:

|  |  |
| --- | --- |
| Power |  |
| Endurance |  |
| Memory |  |
| Reasoning |  |
| Insight |  |
| Connection |  |

|  |  |
| --- | --- |
| Level |  |
| 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 |  |

Equipment:

|  |  |
| --- | --- |
| Head |  |
| L arm |  |
| R arm |  |
| L leg |  |
| R leg |  |
| Body |  |

Bonuses: Storage:

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Moves:

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Name: Paul Rovasini Species: Reptus Class: Boxer Subclass: Heated palms

Attributes: Stats:

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

|  |  |
| --- | --- |
| 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 |

Equipment:

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

Bonuses: Storage:

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| 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" |

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| 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 then one, and can only activate 4 times a turn  Thick Skin: Reptus have resistance to heat and mental damage. They also cannot be poisoned |

Moves:

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| --- |
| 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) |