

CREATION SUMMARY

1 Characteristics (Attributes)

1. Decide of a few descriptors that describe your character with modifications to the attributes. You can have as many descriptors as you want but the **sum of all the Attributes must equal 0** at the end of this step. Unmodified attributes start at zero. Do not add the age, height and weight to the calculation. An attribute of -4 cause the Disabled descriptor for that attribute.

2 Lifepath (Skills)

1. Decide an **Occupation** for your character and **check the box next to the 3 skills** associate with it.
2. Decide an **Hobby** for you character and **check the box next to the 2 skills** associate with it.
3. Decide a **Childhood** for your character and **check the box next to the 3 skills** associate with it.
4. Distribute the **Skill Levels** (2 checked skills at Novice level (1), 2 checked skills at Competent level (2), 2 checked skills at Proficient level (3)) to skills checked previously. There are also other ways to distribute skill level so check the Lifepath section in the Protagonists section. **Erase all the marks** in the boxes next to your skills.
5. Choose a **Specialization** related to one of your Life Paths. Choose one power in that specialization.

3 Quirks

1. Decide a few **Edges**. There is no limits on the number of edges. Remember that edges can be chosen as major one and worth 2 normal one.
2. Decide the same amount of **Hindrances** as the amount of edges you have chosen. Hindrance can also be major.

4 Identity

1. Decide a **Name**, an **Ethnicity**, a **Religion**, a **Sexual Preference** and **one Language** that talk your character.
2. Decide **one Value** or **one "Despise" value**.
3. Fill the **Derived Statistics** with the information provided in this book.

5 Source of Power

1. Decide a **Source of Power** and choose the **associated Masteries**.
2. Decide **1 Power of Level 1** in the two masteries selected.

6 Assets

1. You start your story with **35 Slugs** to buy your relationship, equipment and shelter.

7 Background Story

1. If you want, create a **Background Story** for your character.

SHEET SUMMARY

$$\text{Attribute1} + \text{Attribute2} + \text{Level} = \text{Rating}$$



Attributes

- Total attribute points must equal 0.



Lifepath

- 1 Occupation (check 3 skills)
- 1 Hobby (check 2 skills)
- 1 Childhood (check 3 skills)
- 2 checked skills at level Novice (1)
- 2 checked skills at level Competent (2)
- 2 checked skills at level Proficient (3)
- Erase all the checks
- Choose 1 specialization related to your LifePath and one power in that specialization.



Quirks

- Decide a few Edges
- Same amount of Hindrances



Identity

- Name, Ethnicity, Religion, Sexual Preferences
- Language: 1
- Value: 1 value or 1 "despise" value
- Health: (Muscular / 2) + 3 (min 3, max 16)
- Carrying Capacity: Muscular + 10
- Weight Lift: (Muscular + 10) x 2



Source of Power

- 1 Source of Power
- The Masteries related to your Source of Power
- 1 power at level 1 for the two masteries.



Assets

- Use 35 Slugs to buy relationship, equipment and shelter.



Background Story

ANTAGONIST CHARACTER SHEET

Name: **4** Source of Power: **5**

STR	CON	AGI	REF	INT	PER	CHA
			1			

IDENTITY

Ethnicity: _____ Language: _____
 Religion: _____
 Sexual Preference: **4** Business Right Left
 Unused XP: _____

ATTRIBUTES

Gender: _____ Age: _____ Size: **1** Height: _____ Weight: _____

LIFEPATH

Occupation: **2** Expertise or Hobby: _____ Childhood: _____

QUIRKS

Edges: _____ Hindrances: **3**

SKILLS	LEVEL	RATING
Drive	PER REF	
Long Arms	CON PER	
Sleight of Hands	AGI REF	
Small Arms	PER REF	
Stealth	AGI INT	
Investigate	INT PER	
Knowledge	INT REF	
Medicine	AGI INT	
Survival	CON PER	
Technicals	INT	
Acrobatics	AGI CON	2
Athletics	CON STR	
Brutal Fighting	AGI STR	
Finesse Fighting	AGI REF	
Muscular	CON STR	
Charm	CHA CON	
Deception	CHA INT	
Insight	CHA PER	
Intimidate	CHA STR	

Trained Skills

COMBAT STATISTICS	CONDITIONS	WOUNDS
Initiative: _____ Dodge: _____ Resistance: _____	<input type="checkbox"/> Exhausted <input type="checkbox"/> Privation <input type="checkbox"/> Bleeding <input type="checkbox"/> Infected <input type="checkbox"/> Unconscious <input type="checkbox"/> Dying	Eyes: _____ Head: _____ Right Arm: _____ Left Arm: _____ Chest: _____ Abdomen: _____ Right Leg: _____ Left Leg: _____
Long Arms: _____ Small Arms: _____ Brutal Fighting: _____ Finesse Fighting: _____	4 5 6	6
MASTERY Name: _____ Cost: _____ Level: _____	CONTACTS RELATIONSHIP AND DESCRIPTORS 6	EQUIPMENT CLOTHING STYLE AND ARMORS BACKPACK 1 _____ 2 _____ 3 _____ STACKABLE (10 ITEMS = 1 WEIGHT) 4 _____ 6 9 _____ 10 _____ 11 _____ 12 _____ 13 _____ LARGE ITEMS (Max 2) 14 _____ 15 _____
MASTERY Name: _____ Cost: _____ Level: _____	WEAPONS SKILL LEVEL RANGE AMMO FEATURES 6	