

## CREATION SUMMARY

### 1 Characteristics (Attributes) - Page 16

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 10** at the end of this step. All Attributes must be modified by at least one Descriptor. You cannot have more than one attribute at 0 and one at 3. Do not add the age, height and weight to the calculation.

### 2 Lifepath (Skills) - Page 26

1. Decide an **Occupation** for your character. It will be associated with **3 skills**.
2. Decide an **Hobby** for you character. It will be associated with **2 skills**.
3. Decide a **Childhood** for your character. It will be associated with **3 skills**.
4. Distribute the **Skill Levels** among the previously associated skills; 3 Lifepath Skills at Novice level (1), 3 Lifepath Skills at Competent level (2). There are also other ways to distribute skill level so check the Lifepath section in the Protagonists section.
5. Choose a **Specialization** related to one of your Life Paths. Choose one power in that specialization.

### 3 Identity - Page 55

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.

### 4 Quirks - Page 68

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.

### 5 Source of Power - Page 75

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 - Page 92

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

### 7 Background Story - Page 104

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



# PROTAGONIST