CREATION SUMMARY



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 0 at the end of this step and no attributes can be higher than 1 or lower than -1. Do not add the age, height and weight to the calculation for the total of Attributes.



Lifepath (Skills) - Page 26

- 1. Decide an Occupation for your character. It will be associated with 3 skills.
- 2. Decide an Hobby for your 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.



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.



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.



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.



Assets - Page 92

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



Background Story - Page 104

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

Attribute1 + Attribute2

SHEET SUMMARY



Characteristics (Attributes)

• Total attribute points must equals 0. Attributes must range between -1 and 1.



Lifepath (Skills) - Page 26

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



Identity - Page 55

- Name, Ethnicity, Religion, Sexual **Preferences**
- Language and Literacy: 1 language, illiterate
- Value: 1 value or 1 "despise" value



Quirks - Page 68

- Decide a few Edges
- Same amount of Hindrances



Source of Power - Page 75

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



Assets - Page 92

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



Background Story - Page 104

+ Level = Rating CHARACTER S. 3 (5) ATTRIBUTES STR CON AGI REF INT PER CHA Sleight of Hands AGI IDENTITY Religion Unused XP Right Left Survival CON PER Total XP CHARACTERISTICS Athletics AGI LIFEPATH Finesse Fighting AGI Deception CHA QUIRKS Intimidate CHA STR Persuade CHA REF 0 1 2 3 4 5 6 7 8 9 10 CONTACTS EQUIPMENT CLOTHING STYLE AND ARMORS MASTERY