

CREATION SUMMARY

1 Characteristics (Attributes) - Page 16

1. Decide at least one descriptor for every attributes. You can have as many descriptors as you want but the **sum of all the Attributes must equal 1** at the end of this step. The valid values are -2, -1, 1 and 2 but only one value can be at 2 and another one at -2. Do not add the age, height and weight to the calculation for the total of Attributes.

2 Lifepath (Skills) - Page 26

1. Decide an **Occupation** for your character. It's associated with **3 skills** and a specialization.
2. Decide an **Hobby** for your character. It will be associated with **2 skills** and a specialization.
3. Decide a **Childhood** for your character. It will be associated with **3 skills** and a specialization.
4. Distribute the **Skill Levels** among the previously associated skills; You can start with 3 Lifepath Skills at Novice level (1) and 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 of level 1 in that specialization.

3 Identity - Page 58

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 (Edges and Hindrance) - Page 64

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 (Masteries and Powers) - Page 78

1. Decide a **Source of Power** and the **associated Masteries**. For some **Source of Power**, you will have a choice of Masteries.
2. Decide **1 Power of Level 1** in the two masteries selected. At the end of this step, you should have 3 masteries, one being a Specialization chosen with your Lifepath.

6 Assets - Page 98

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

7 Background Story - Page 110

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

SHEET SUMMARY

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



Characteristics - Page 16

- 1 Descriptor for every attributes. The total attribute points must equals 1. Attributes must range between -2 and 2 with only one value of 2 and only one at -2.



Lifepath - Page 26

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



Identity - Page 58

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



Quirks - Page 64

- Decide a few Edges
- Same amount of Hindrances



Source of Power - Page 78

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



Assets - Page 98

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



Background Story - Page 110

ANTAGONIST CHARACTER SHEET

Name: Source of Power:

ATTRIBUTES						
STR	CON	AGI	REF	INT	PER	CHA
4	4	4	4	4	4	4
3	3	3	3	3	3	3
2	2	2	2	2	2	2
1	1	1	1	1	1	1
-1	-1	-1	-1	-1	-1	-1
-2	-2	-2	-2	-2	-2	-2

IDENTITY

Gender: _____ Age: _____

Ethnicity: _____

Religion: _____

Sexual Preference: _____

Unused XP: _____ Handedness: ☐ Right ☐ Left

Total XP: _____ Height: _____ Weight: _____

CHARACTERISTICS

LIFEPATH

Occupation: _____

Expertise or Hobby: _____

Childhood: _____

QUIRKS

Edges: _____ Hindrances: _____

SKILLS			LEVEL	RATING	
Long Arms	AGI	PER			ACTION
	AGI	REF			
	PER	REF			
Sleight of Hands	AGI	REF			ACTION
	PER	REF			
	PER	REF			
Small Arms	PER	REF			ACTION
	AGI	INT			
	AGI	INT			
Stealth	AGI	INT			ACTION
	INT	PER			
	INT	PER			
Investigate	INT	PER			MENTAL
	INT	REF			
	CON	PER			
Knowledge	INT	REF			MENTAL
	CON	PER			
	CON	PER			
Survival	CON	PER			MENTAL
	INT	PER			
	INT	PER			
Technical	INT	PER			MENTAL
	CON	PER			
	CON	PER			
Acrobatics	CON	PER			PHYSICAL
	AGI	CON			
	AGI	CON			
Athletics	AGI	CON			PHYSICAL
	CON	STR			
	CON	STR			
Brutal Fighting	CON	STR			PHYSICAL
	AGI	STR			
	AGI	STR			
Finesse Fighting	AGI	STR			PHYSICAL
	CHA	REF			
	CHA	REF			
Charm	CHA	REF			SOCIAL
	CHA	INT			
	CHA	INT			
Deception	CHA	INT			SOCIAL
	CHA	PER			
	CHA	PER			
Insight	CHA	PER			SOCIAL
	CHA	STR			
	CHA	STR			
Intimidate	CHA	STR			SOCIAL
	CHA	REF			
	CHA	REF			
Persuade	CHA	REF			SOCIAL
	CHA	REF			
	CHA	REF			

Disadvantage: -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 Advantage

MASTERY Name: _____ Cost: _____ Level: _____

CONTACTS

EQUIPMENT

CLOTHING STYLE AND ARMORS

Slugs: _____ Scraps: _____ Equipment Weight: _____

BACKPACK

1 _____

2 _____

3 _____

STACKABLE (10 ITEMS = 1 WEIGHT)

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

LARGE ITEMS (Max 2)

14 _____

15 _____

AMMUNITION

WEAPONS

SKILL	LEVEL	RANGE	AMMO	FEATURES
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

COMBAT STATISTICS

Initiative: _____

Dodge: _____

Resistance: _____

Health: _____

Long Arms: _____

Small Arms: _____

Brutal Fighting: _____

Finesse Fighting: _____

WOUNDS

Eyes: _____

Head: _____

Throat: _____

Vitals: _____

Abdomen: _____

Pelvis: _____

Right Arm: _____

Left Arm: _____

Right Leg: _____

Left Leg: _____

CONDITIONS

Exhausted: _____

Privation: _____

Infected: _____

Bleeding: _____

Unconscious: _____

Dying: _____

STATUS

Blinded: _____

Burning: _____

Deafened: _____

Grappled: _____

Poisoned: _____

Stunned: _____

Unbalanced: _____