

1. Character Creation

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Characteristics

All characters have six Characteristics that describe their raw physical and psychic build.

Strength (STR): A character's brute force, Strength affects the amount of damage dealt, what weapons one can wield effectively, how much one can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he or she can sustain in combat, as well as general resistance to fatigue, disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed, Dexterity impacts many physical actions, including combat.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. Like Dexterity for physical tasks, it is the ability to put your mental energies to good use.

Willpower (WIL): Perhaps the most abstract Characteristic, Willpower is a measure of the character's life force and personal strength of will.

Charisma (CHA): This quantifies a character's general empathy and ability impress others favourably, including, but not limited to, physical attractiveness.

Determining Characteristics

Roll four six-sided dice and drop one of them, then total the three remaining results. For one single Characteristic of your choice, you can roll five dice and drop two of them instead. You may then swap any result below 9 or any result above 13 with another die result if you wish. This procedure will give you a strong but not flawless character.

If you prefer a more "aimed" approach at character creation, simply distribute the following pre-determined values among the Characteristics: 17, 15, 13, 12, 10, 8. This may produce characters who are all very similar to each other.

Finally, if you have a precise idea of how your character should be, just write down his or her Characteristics and check with the Narrator if he or she approves those values.

Characteristic Bonus

The Bonus your character gains because of a Characteristic is equal to the Characteristic divided by five, rounding mathematically, minus two. Here are the values for the most common Characteristic ranges.

Characteristic range	Bonus
0-2	-2
3-7	-1
8-12	0
13-17	+1
18-22	+2
Each +5	further +1

Size Class

Each creature has a Size Class, depending on its race. Size Class is expressed as a number, but for ease of understanding we will frequently describe it with the size codes used for clothing (S, M, L, XL, XXL...) All humans and most humanoid monsters are of Medium size, that is they are Size Class 3.

Table: Size Class Modifiers

Size Class	Size Class Name	Mass	Base Might	Base Toughness
0	Tiny	1-6 kg	-3	-
1	Compact (C, or XS)	1-20kg	-2	2
2	Small (S)	25-60kg	-1	4
3	Medium (M)	50-120kg	-	6
4	Large (L)	100-240kg	+2	8
5	X-Large (XL)	200-500kg	+4	10
6	XX-Large (XXL)	400-1000kg	+6	12
7	XXX-Large (XXXL)	1-2 tons	+8	14
+1		+5 tons	+2 each	+2 each

Derived Attributes

Derived Attributes are a set of secondary scores that detail what the character can do.

Age: The character may start out at any age between 15 and 30. Some non-humans live longer, so your character can start at an older age if he or she belongs to one of those races.

Fate Points: Every character has zero Fate Points at the start of an Adventure, but can gain some during it.

Life Points (LP): These determine how much stress the character can endure before suffering a drawback to combat skills, or even unconsciousness, in Advanced Combat. Life Points are equal to a character's CON plus his or her WIL. Life Points can also be used to fuel paranormal powers in games that allow them.

Might: This represents the sheer strength with which your character can swing a weapon or throw a missile. Your character's Might is equal to his or her STR Bonus, plus two for each Size Class above medium, minus one for each Size Class below Medium. When using a weapon with two hands Might is increased by one. Thus an average human adventurer has a Might of zero when using a one-handed weapon.**Move:** Humanoid characters have a Move rate of 5 metres (5m). Some races have a better movement score. In general, each Size Class above Medium grants a +1 to Move, each size class below Medium imposes a -1 for bipedal creatures. Quadrupeds add half against that value to their Movement.

Melee Strike Rank (SR): This determines how quickly the character acts in Advanced Combat. There are different values for Strike Rank, depending on what action your character wishes to perform in a round. The value for Melee is calculated on the average of STR and DEX, rounded up. The Advanced Combat section in Chapter 4 describes how to use this and other advanced variables.

Toughness: Determines the minimum amount of physical damage that can actually hurt a character. It is equal to double your character's Size class plus his or her STR and CON Bonuses. Only damage above this threshold can really hurt the character; anything less will only cause bruises, scratches and minor burns. An average human adventurer has a Toughness of 6.

Skills

Every character has a range of Skills scores that allows him or her to perform a variety of actions with varying degrees of expertise. Skill scores are percentile values, which correspond to the raw chance of succeeding with that skill in a dangerous situation. Determine the starting score for each skill by adding up the two Characteristics listed in the Starting Skill Table.

The Starting Skills table lists all the Basic skills every character possesses and the Characteristics used to determine the skill's base score.

Starting Skill Table

Skill	Base Characteristic(s)	Notes
Agility	CON+DEX	
Close Combat	DEX+STR	
Communication	CHA+INT	
Craft	DEX+INT	
Drive	DEX+INT	For settings where vehicles are present
Knowledge	INT*2	
Concentration	INT+WIL	
Operate	DEX+INT	For settings where machinery is present
Perception	INT+WIL	
Perform	CHA*2	
Pilot	DEX+INT	For settings where ships or aircraft are present
Ranged Combat	DEX*2	
Ride	DEX+WIL	For settings where mounts are present
Stealth	DEX+INT	
Survival	CON+INT	

Besides its score, each skill also has a number of Slots. This number is equal to one point per 10% or fraction the character has in the skill. A character cannot have more Traits in a given skill than he or she has Slots available. This limitation may influence the Skill under which you decide to list a Trait (see below).

Traits

While Skills define what your character can do, Traits define what he or she is. Unlike skills, which have a numeric score, Traits are binary attributes (either you have them, or you do not), and are usually chosen among a list of possible Traits significant to your game world.

All characters have the basic sensory Traits of Vision and Hearing, unless they belong to a species that has abnormally weak senses. These Traits do not occupy Skill Slots (see Chapter 2a).

Character Creation Example

Tim is playing in a game where Susan will be the Narrator. She informs the players that the game takes place in an imaginary version of the planet Mars inspired by pulp novels from the early 20th Century. They can play humanoid Red Martians, who are essentially the equivalent of Earth humans with regard to Characteristics, or huge Green Martians, who are one size class bigger. Tim goes for the Red Martian option and selects the following Characteristics for his hero, Jor Vargàs of Zorana: STR 8 CON 13 DEX 15 INT 17 WIL 10 CHA 12

Jor's Attributes are thus Life Points 23, Melee Strike Rank 12, Might -, Move 5, Toughness 7. A small but sturdy hero, he is nimble and quick-witted, but unable to handle big weapons. We will see how this affects his adventurer career in a world where hand-to-hand combat is still common.

We could also evaluate Jor's base skill scores at this time, but we will skip this step and calculate them on the spot once we start acquiring Traits that permit him to use his skills at full effectiveness. At present, we only know that he has Perception [Hearing, Vision] 67% like all humanoids. Note also that we will include the +30% bonus for the Trait whenever we list a Skill/Trait pair.

Motivations

A Motivation is a short phrase that expresses what your character believes in, wants to achieve, what is important, what haunts his or her dreams. The desire to overcome an enemy or to protect one's community is a good starting Motivation, but you should also provide ones that are more personal in order to make your character a real three-dimensional hero. Keep in mind that you will be able to take full advantage of your Motivations only if the Narrator and the other players willingly cooperate with you, so try to pick those Motivations that will make your character interesting. A Motivation like "I am the coolest and bravest guy in the party" may sound great, but it will be less effective than "I am grateful to other party members because they accepted a dark elf among them", because the former will not stimulate help and collaboration from other players, while the latter will!

Phrase Motivations as something more than simple adjectives like “Brave” or “Loyal”. Link the Motivation to something concrete that will show up in the game, encouraging the Narrator and other players to co-operate with you when you bring the Motivation into play. For instance, you could re-phrase “Brave” as “I never turn my back to danger”, or “Loyal” as “Loyal to the King” or “Devoted to the cause of the Kingdom”. In general, the longer the sentence, the better for you, but keep it within a two-line limit. The Narrator may ask players to re-phrase a Motivation so that it is more usable during play, but cannot simply veto a Motivation, unless it is disturbing to the other players (see below).

We recommend that you phrase a Motivation so that it contains at least two major themes, so that the Narrator and the other players have a wider choice of options to interact with your Motivation if you activate it. For instance, “Hatred for Orks” is an allowed Motivation, but “Hates the Orks for killing her beloved Patrick” is much more interesting and useful in game terms. The Narrator is in charge of asking questions about Motivations before play begins (“What are your actual reasons to hate the Orks? Do you have anything personal or is it just that they are the enemy?”), and inviting them to better specify all details about them.

Avoid Motivations that are unpleasant to other characters. A Motivation like “Always makes a pass at any girl he encounters” may be fun in some games, but if the rest of your group is not interested in listening to sex or seduction scenes, the player who wishes to have such a Motivation should reconsider it. The Narrator may always ask a player to rephrase a Motivation that might make other players uncomfortable.

Motivations should always be phrased in order to represent some positive force that drives your character to improve his or her situation or towards a goal, but they can also reference a problem or handicap the character has to overcome. For instance, “Addicted to alcohol” is not a good Motivation, while “I want to overcome my addiction to alcohol” is valid. Please note that you are equally encouraged to depict your character failing to pursue his or her Motivations, and this gives you the same mechanical advantages as representing him or her succeeding, so you can still play a character who gets drunk before an important mission, if you wish! A sense of guilt for some past event is another good example of a negative feeling that can provide a positive stimulus for your character.

Other examples of Motivations that are not entirely positive but can surely make your character interesting:

- I have always been a hothead in need of some discipline
- My father sees me as a loser, so I must prove myself to him
- I will succeed in spite of my physical handicap of [insert disability]

Note that all of these Motivations also contains two different themes (impulsiveness and discipline, father's disapproval and desire to excel, etc.), so there are always two ways of injecting them into the narration!

Player Characters do not become too “powerful” because of Motivations. Be liberal with Motivations, experiment, and try to find the combination of Motivations and scores that will provide the best game experience for your group.

Choosing Motivations for your Character

When generating your character, you will be asked to think of three Motivations devised along the guidelines provided above. The character generation procedure will guide you into this choice, suggesting Motivations in line with your choices. You should pick at least one Background or Profession related Motivation, but you are free to extend, re-phrase or change the suggested ones or make up new ones with the only limit of being somehow "in tune" with your character's background. In the last step of character generation you will determine the percentile score assigned to each Motivation.

Previous Experience

There are three steps to determining the character’s previous experience. First, pick the character’s cultural Background, which provides Traits that reflect upbringing. Second, pick a Profession and gain skill increases and Traits associated with that Profession. Finally, spend free skill points.

The tables for Backgrounds and Professions given in this section are examples for a very generic fantasy environment, a colonial setting usable for both steampunk or sword & planet, a modern environment usable also for cyberpunk or near future, and a space opera setting. We recommend that you make up your own tables or use a published setting that provide more detailed ones. At the very least, you will want to replace the names in italics with ones fitting your setting, chosen by either the Narrator or the character.

Background

The first responsibility a Narrator has before a game starts is to adapt the Background tables to the game world he or she has in mind, or to choose a published setting that provides a complete list of available Backgrounds. Choose a Background from this list to determine the character's starting Traits and money. The Background list shows the Traits that each Background grants. You can also add one Motivation connected to the background, chosen among the suggested ones or made up on the spot. Please note that the suggested motivations are sketchy for reasons of space, we recommend that you expand the description when assigning one of them to your hero.

As you can see from the examples, your Background can also coincide with the non-human species your character belongs to, assuming that the species exhibits only one kind of culture. This is not always the case. For each sentient species described in Chapter 7 that you can use as a Player Character, there is one or more sample Background entries and a list of suggested Professions. Again, your setting will probably include more detailed Backgrounds for playable non-humans.

Fantasy/Historical Background

Fantasy/Historical Background Table			
Background	Traits (and applicable skills)	Starting Money per Status/Wealth *	Sample Motivations
 Barbarian Tribe of <i>Kothar</i>	Agility [Brawn] or Ride [Mount] Close Combat [Brawl or Axe or Hammer or Spear] Communication [Language: <i>Kothar</i>] Knowledge [<i>Kothar</i> Religion or <i>Kothar</i> folklore] Survival [<i>Kothar</i> Home Region]	Rich: 3d6x100 Affluent: 3d6x50 Average: 3d6x25 Poor: 3d6x5	Loyalty to <i>Kothar</i> tribe and chieftain. Honour and fear supernatural forces.
 Nomad Horde of <i>Zotai</i>	Communication [Language: <i>Zotai</i>] Knowledge [Animism or <i>Zotai</i> Folklore] Ride [Mount] Ranged Combat [Bow] Survival [Steppe or Desert]	Rich: 3d6x50 + 1d6 mounts Affluent: 3d6x20 + 2 mounts Average: 3d6x10 + 1 mount Poor: - an escaped slave	Love freedom and independence. Honour and fear supernatural forces.
 Civilised Kingdom of <i>New Vangaria</i>	[pick any one non-combat-related Trait] Close Combat [Brawl or Dagger or Staff] Communication [Language: <i>Vangar</i>] Knowledge [<i>Vangar</i> Religion or <i>Vangar</i> Folklore] Survival [<i>New Vangaria</i>]	Rich: 3d6x300 Affluent: 3d6x100 Average: 3d6x30 Poor: 3d6	For the glory of Lost Vangaria! Contempt for those pitiful savages.
 Dwarf Clan of <i>Deepburrrow</i>	Craft [pick suitable one] Close Combat [Hammer or Axe] Communication [Language: <i>Dwarven</i>] Perception [●Darkvision] Survival [Underground]	Rich: 3D6x500 Affluent: 3D6x100 Average: 3D6x50	Lust for riches. Despise Elves.
 Elven Kingdom of <i>Thousandews</i>	Knowledge [<i>Thousandews</i> Home Region or Arcane] Communication [Language: <i>Elfish</i>] Perception [●Night Vision] Ranged Combat [Bow] Survival [Forest]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25	Love Nature. Despise Dwarfs.
 Ork Clan of <i>Glorfang</i>	Agility [Brawn] Close Combat [Axe or Scimitar or Spear] Communication [Language: <i>Orkish</i>] Perception [●Night Vision] Survival [Underground or Steppe]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25 Poor: 3D6x10	Spread fear, wreak havoc. Despise all light-related creatures

[●] This Trait does not use up a Slot.

[*] Actual Status/Wealth and starting money must be determined after choosing the character's Profession.

Colonial or Modern Background Table

Colonial or Modern Background Table			
Background	Trait s (and applicable skills)	Starting Money per Status/Wealth *	Sample Motivations (expand the description!)
 Native Nation of <i>Sepang</i>	Agility [any] or Ride [Mount] Close Combat [Brawl or Dagger or Axe or Spear] Communication [Language: <i>Sepang</i>] Knowledge [<i>Sepang</i> Religion or <i>Sepang</i> Folklore] Ranged Combat [Bow or Javelin] Survival [<i>Sepang jungle</i>]	Affluent: 3d6x50 Average: 3d6x25 Poor: 3d6x5	Loyalty to Sandar Khan. Honour and fear supernatural forces.
 Colonial Nation of <i>Britannia</i>	[pick any one non-combat Trait] Close Combat [Brawl] Communication [Language: <i>Britannian</i>] Knowledge [Literacy: <i>Britannian</i>] Operate [culturally appropriate machinery**] Ranged Combat [Firearm]	Rich: 3d6x300 Affluent: 3d6x100 Average: 3d6x30 Poor: 3d6	For queen and country! Science and technology trump savage superstition.

[*] Actual Status/Wealth and starting money must be determined after choosing the character's Profession.

[**] What kind and level of machinery is appropriate depends on the era and setting.

Modern, Steampunk and Cyberpunk Background

 Steampunk	 Modern	 Cyberpunk
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Use the Human Background from the Space Opera, replacing Beam Weapon with Firearm.

Space Opera Background

Space Opera Background Table			
Background	Trait s (and applicable skills)	Starting Money per Status/Wealth*	Sample Motivations (expand the description!)
 Primitive Alien Race of <i>Yor</i>	Agility [any Trait] Close Combat [Brawl or any 1H weapon] Communication [Language: <i>Yor</i>] Knowledge [<i>Yor</i> Religion or <i>Yor</i> Folklore] Ranged Combat [Bow or Crossbow] Survival [<i>Yor</i> Planetary Environment] ●One innate Perception or Concentration Trait (from powers in Chapter 6)	Affluent: 3d6x50 Average: 3d6x25 Poor: 3d6x5	Loyalty to clan and chieftain. Honour and fear supernatural forces.
 Warlike Alien Race of <i>Overlords</i>	Agility [Dodge or Take Cover] Close Combat [Brawl, Axe, Dagger or Sword] Communication [Language: <i>Overlord</i>] Knowledge [<i>Overlord</i> Religion or <i>Overlord</i> Folklore, Literacy**] Operate [Electronics or Computer] Ranged Combat [Beam Weapon]	Rich: 3d6x1000 Affluent: 3d6x200 Average: 3d6x50 Poor: - (you might be an escaped slave)	Prove individual valour in combat. Other species are our natural subjects, save for the few individuals who can exhibit valour in combat.
 Terran Federation of Planets	[pick any one non-combat Trait] Close Combat [Brawl] Communication [Language: <i>Terran</i>] Knowledge [<i>Terran</i> culture, Literacy**] Operate [Electronics] Ranged Combat [Beam Weapon]	Rich: 3d6x300 Affluent: 3d6x100 Average: 3d6x30 Poor: 3d6x10	To boldly go where... well, you know. Improve personal wealth or fame.
 Invertebrate Alien Race of <i>the Hive</i>	Close Combat [Natural Weapon] Communication [Non-verbal Language: <i>Hive</i>] Knowledge [<i>Hive</i> culture, Literacy: <i>Hive</i> **] Survival [<i>Hive</i> planet environment] ●Two innate Perception or Concentration Trait s (from Powers in Chapter 6)	Rich: 3D6x200 Affluent: 3D6x100 Average: 3D6x50	Expand the power of the Hive. The elders told us that all other races are food, so what to do now that I must cooperate with them?

 Elder Alien Race of the <i>Ephestan</i>	Close Combat [<i>Ephestan</i> Martial Arts] Communication [Language: <i>Ephestan</i>] Knowledge [<i>Ephestan</i> philosophy, Literacy: <i>Ephestan</i> **] Operate [Electronics] Ranged Combat [Beam weapon] ●One innate Perception or Concentration Trait (from powers in Chapter 6)	Rich: 3D6x500 Affluent: 3D6x250 Average: 3D6x100	Enforce Balance and Tradition. Other species need guidance.
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[●] This Trait does not use up a Slot.

[*] Actual Status/Wealth and starting money will be determined after choosing the character's Profession.

[**] Literacy is in addition to the other knowledge Trait (s), not alternative to it.

Character Creation Example

Susan explains that her version of Mars will lean towards the planetary romance genre rather than hard sci-fi. Red Martians thus use the Colonial Background entry and Green Martians the Native Background entry.

This gives us a list of Traits that Jor acquires just because of his birth in Zorana, a Red Martian city-state. Three of them (a non-combat Trait, Machinery and a Firearm) require that Tim makes choices. For the firearm, he selects a powerful Radium Pistol, and the Machinery is the mysterious Eighth Ray that allows Martian airships to fly.

The Trait marked as [any non-combat] is a bit more problematic. Since the description rules out combat Traits but not powers, and having read in the inspirational fiction that all Martians use telepathy, Tim asks the Narrator if he can choose Telepathy as Jor's free Trait. Susan concedes that Telepathy is appropriate and Jor can have it. However, she warns Tim that the rules for psionics will severely impair Jor's use of Telepathy until he develops his mental abilities (see chapter 6c). Tim is okay with this and records Telepathy among Jor's Concentration Traits.

We have now an initial range of Skills/Traits that describe what Jor is able to do as a native of Zorana: Close Combat [Brawl] 53%, Communication [Language: Red Martian] 59%, Concentration [Telepathy] 57%, Knowledge [Literacy: Red Martian] 60%, Operate [Eighth Ray] 62%, Perception [Hearing, Vision] 57%, Ranged Combat [Radium Pistol] 60%.

Tim also wishes to take advantage of the Background to define his character's first Motivation. He determines that his character is a fallen noble in search of restoration of his family name. The motivation is thus phrased as "I will put my family back in its rightful place among Zoranan nobility".

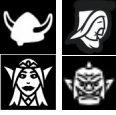
Professions

The Profession table shows the bonuses each Profession bestows on a character. Add the listed Skill Bonuses to the character's Basic skill scores to obtain a new, improved score for these skills. Add the listed Traits under the relevant skill. If a Trait is in brackets, you need to choose a specific instance of the subject (art, mount, weapon, language, etc.). If your character already has a Trait because of his or her Background, then ignore the Trait, and add another 5% to the relevant Skill instead. Add one Motivation connected to the Profession, chosen among the suggested ones, or made up on the spot. If there is no Motivation connected to his or her Background, then choosing one connected to the Profession is mandatory.

The following Profession tables are suitable for the proposed Backgrounds. The icons specify for what cultural Background(or genre) they are best suited. The actual table used will vary according to your setting, and we recommend that you expand these tables on your own if you are not using a setting that provides its own tables.

Fantasy/Historical Profession table

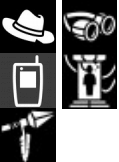
Profession	Status/ Wealth	Skill Bonuses	Traits	Sample Motivations (expand the description!)
Bard (Courtier, Troubadour)   	Poor	Communication +10%, Knowledge +10%, Perform +10%	Dagger, Dodge, Insight, [Musical instrument], Sing. Pick three: Art, Balance, [Spoken or written language], any Communication, Perform or Knowledge Trait, Sleight, Streetwise, Throw	Become the most famous Bard in the world Win the love of sweet Kirin. Embarrass the tyrant of Zorantia.

Hunter (Ranger, Trapper) 	Poor or Average	Perception +15% Stealth +10% Survival +5%	Bow or other Ranged Weapon, Forest, Steppe or other Environment, Sneak, Hide, Tracking Pick three: Acute Hearing, Acute Sight, Dagger, Endurance, First Aid, Nature, Traps/Mechanisms.	Preserve the forest of Leewyn. Kill orks/elves. Find the lost Cemetery of Unicorns.
Fighter (Mercenary, Town Guard) 	Average	Close Combat +10% Ranged Combat +10% (add 10% more to one of the above, or to Ride)	Dodge, Brawl, one weapon Stunt Pick Three: any suitable Close Combat or Ranged Weapon or Shield Pick two: Armourer, Camouflage, Command, [Mount], Streetwise, Weaponsmith	Become a hero of great renown. Avenge the massacre of the people of Zhiltar. Rescue the Prophetess of Carugan from the Tyrant of Zorantia.
Merchant (Crafter, Sailor) 	Average to Rich	Communication +10% Craft +10% (add 10% more to one of the above, or to Knowledge, player's choice)	Any one Craft or Knowledge Trait, Insight, [Language], Persuasion Pick four: Any number of Craft or Knowledge Traits, Bargain, Evaluate, Deceive, Ship, Swim, [Vehicle]	Gain as much wealth as possible Corner the <i>Narrativium</i> market Become Guildmaster of the Merchant League of Vangaria.
Priest of Ymele (Shaman, Druid) 	Poor to Affluent	Communication +10% Knowledge +5%, Allegiance or Concentration +15%	Four among cult cantrips (described in Chapter 6) and cult-related Traits Pick four: either Dagger or Staff, First Aid, Healing, Literacy, Oratory, Willpower, any Knowledge Trait	Uphold the faith in Ymele Crusade against the worshippers of the Spider Goddess. Recover the lost Silver Bracelet of Ymele.
Thief (Rogue, Spy) 	Poor	Agility +10% Craft or Operate +10% Stealth +10%	Brawl or Dagger, Hide, Sneak, Streetwise Pick four: Climb, Disguise, Jump, Lockpicking, Mechanisms, Sleight	Earn enough money to retire Take revenge upon the evil tyrant of Zorantia. Be accepted into the Guild of the Dark Hand
Wizard (Warlock, Witch) 	Poor to Affluent	Knowledge +10% Concentration +20%	Knowledge [Literacy, Magic], four among Arcane spells (see Chapter 6) and Manipulation Traits Pick two: Enchanting, Dagger or Staff, Willpower, any Craft or Knowledge Trait, another Arcane spell	Become the Supreme Wizard of Vangaria/Leewyn. Learn as much as possible about the Lost People of Farshore. Recover the lost Amulet of Zartheke.

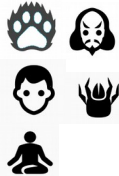
Colonial, Steampunk, Modern and Cyberpunk Profession table

Unlike the other tables, this one does not reference just the culture but, in the case of civilised Background, it specifies also in what kind of settings it is usable (you will not find many jet pilots in a colonial setting).

Profession	Status/ Wealth	Skill Bonuses	Trait s	Sample Motivations (expand the description!)
Detective  	Poor to Affluent	Communication +10% Knowledge +10% Stealth +10%	Any one Knowledge Trait , Insight, Persuasion, Sneak, Hide Pick three: Climb, Computer, Disguise, [Firearm], First Aid, Lockpicking, Mechanisms, Sleight, [Vehicle]	It is all about money, isn't it? This lonely bastard will find someone who loves him, in the end Bring down the Fancy Street Gang.
Hunter (Explorer, Resistant)  	Poor or Average	Perception +15% Stealth +10% Survival +5%	[Ranged Weapon], [Environment], Sneak, Hide, Tracking Pick three: Acute Hearing, Acute Sight, Dagger, Endurance, First Aid, Nature, Traps/Mechanisms.	Preserve the natural environment of Sepang. Kill all subjects of evil Queen Virginia. Explore the lost Island of Mokoko.
Journalist  	Average to Affluent	Communication +10% Knowledge +10% (add 10% more to one of the above, or to Drive)	Two Knowledge Traits, Computer, Streetwise Pick four: First Aid, Teach, [Vehicle], Willpower, any number of Craft, Operate or Knowledge Traits	Become famous Reveal the hidden conspiracy of the Illuminati. Discover the secret of the noble Shannon DeVries.
Merchant (Smuggler, Diplomat)  	Average to Rich	Communication +20% Knowledge +5% Drive or Pilot +5%	Any one Craft or Knowledge Trait, Bargain, Insight, Persuasion, [Vehicle] Pick three: Any Craft, Knowledge or Operate Trait, Computer, Deceive, [Language], [Ship Type], [Ship Weapon]	Gain as much wealth as possible Corner the Narrativium market. Ensure the financial/political stability of the Archduchy of Carpathia
Pilot  	Average to Rich	Operate +10%, Pilot +20%	Navigation, [Craft Type], Radar/Sensors, [Craft Weapon] Pick four: Command, any Knowledge Trait, [Craft Type], [Craft Weapon], Mechanics, Streetwise	Become a world-famous pilot Win the love of the noble Shannon DeVries. Fight for the freedom of the Archduchy of Carpathia.
Sailor (Corsair, Airship sailor)  	Poor to Average	Agility +10%, Operate +10%, Pilot +10%	Balance, [Ship Type], [Ship Weapon], Swim Pick four: Climb, Command, any Knowledge Trait, Engine, Jump, [Language], Navigation, Sea/Coastal, Streetwise, [Ship Type], [Ship Weapon]	Accumulate riches untold Explore corners of the world no one has ever seen Fight for the freedom of the Archduchy of Carpathia.

Scientist (Doctor, Mad Scientist) 	Average to Affluent	Knowledge +20% Craft or Operate +10%	Two Knowledge Traits Pick six Any number of Craft, Operate or Knowledge Traits, First Aid, Healing Insight, Surgery, Teach, Willpower. Up to four Gadgets if the setting allows Weird Science	Become the Supreme Scientist of Britannia. Learn as much as possible about the Wormholes in Time. Discover the secret of <i>Narrativium</i> .
Soldier (Mercenary, Policeman) 	Average	Close Combat +10% Ranged Combat +10% (add 10% more to one of the above, or to Drive)	Dodge, Brawl, Take Cover Pick two: 1H Axe, 1H Mace, 1H Sword, Dagger, [Firearm], Martial Arts, Polearm, Shield, [weapon Stunt] Pick three: Camouflage, Command, Insight, [Vehicle], First Aid, Law Enforcement, Streetwise, Throw, Weaponsmith	Uphold law, justice or democracy Avenge the people of the Island of Mokoko. Fight for the independence of Sepang / the Archduchy of Carpathia.
Thief (Assassin, Spy) 	Poor to Average	Agility +10% Operate +10% Stealth +10%	Brawl or Martial Arts, Hide, Sneak, Streetwise Pick four: Climb, Dagger, Disguise, [Firearm], Jump, Lockpicking, Mechanisms, Sleight	Earn enough money to retire Overthrow the evil tyrant of the Archduchy of Carpathia. I am the best in this job
Warrior 	Use the Fantasy Fighter			

Space Opera Profession table

Profession	Status/Wealth	Skill Bonuses	Trait s	Sample Motivations (expand the description!)
Spaceman (Pilot, Ship Officer) 	Average to Rich	Knowledge +5%, Operate +10%, Pilot +15%	Astrogation, [Ship Type], Sensors, [Ship Weapon] Pick four: Alien Language, Command, any Knowledge Trait, Planetology, [Ship Type], [Ship Weapon], Stardrive, Streetwise	Become the most famous pilot in the galaxy. Win the love of the noble Shannon DeVries. Free the planet of Yor.
Hunter (Explorer) 	Poor or Average	Perception +15% Stealth +10% Survival +5%	[Ranged Weapon], [Environment], Sneak, Hide, Tracking Pick three: Acute Hearing, Acute Sight, Dagger, Endurance, First Aid, Natural History, Traps/Mechanisms.	Preserve the jungle of Yor. Kill Terrans/Overlords/Hive members. Explore the lost Temple of Gar.

Soldier (Mercenary, Policeman)     	Average	Close Combat +10% Ranged Combat +10% (add 10% more to one of the above, or to Drive)	Dodge, Brawl, Take Cover Pick Three: 1H Axe, 1H Sword, [Beam Weapon], Dagger, [Firearm], Martial Arts, Polearm, Shield, Shuriken, [weapon Stunt] Pick two: Camouflage, Command, [Vehicle], First Aid, Streetwise, Throw, Weaponsmith	Become a hero of great renown. Avenge the people of Yuno. Free the race of Yor.
Merchant (Smuggler, Diplomat)  	Average to Rich	Communication +20% Knowledge +5% Pilot +5%	Any one Craft or Knowledge Trait, Bargain, Computer, Insight, Persuasion, [Ship Type] Pick two: Any one Craft, Knowledge or Operate Trait, Deceive, [Language], [Ship Weapon]	Gain as much wealth as possible Corner the <i>Narrativium</i> market. Retire to the world of Yor.
Mentalist   	Poor to Affluent	Concentration +20% Knowledge +10%	Insight, four Psionic Traits Pick three: Healing, Persuasion, Willpower, any Knowledge or Operate Trait	Found a school Discover the lost secret of Cosmilocation Protect the race of Yor
Thief (Assassin, Spy)  	Poor to Average	Agility +10% Operate +10% Stealth +10%	Brawl or Martial Arts, Hide, Sneak, Streetwise Pick four: Climb, Dagger, Disguise, Jump, Lockpicking, Mechanisms, Sleight	Earn enough money to retire Overthrow the evil tyrant of Zorant World Be accepted into the Guild of Starshades.
Scientist    	Average to Affluent	Knowledge +20% Operate +10%	Two Knowledge Traits, Computer, Sensors Pick four: First Aid, Teach, Willpower, any number of Craft, Operate or Knowledge Trait	Become the Supreme Scientist of the Galaxy. Learn as much as possible about the Multicurbs in Space/Time Discover the secret of the Ancestor Race

Status

The player selects or randomly determines a Status Trait . Not all Backgrounds allow all Status Traits, and some Professions will limit your Status. If a Status Trait is not listed, then that culture or Profession does not permit your character to have that Status. Before determining your Status, you must determine both Background and Profession.

A Status Trait is also used to determine the character's Wealth level, so you can sometimes also call it a Wealth Trait. If your setting does not include a specific list of social classes you can use as Statuses (like Slaves, Plebeians and Patricians in ancient Rome, for example), use the four standard wealth levels of Poor, Average, Affluent and Rich, which will suit any civilised environment. The Backgrounds and Professions provided in the sample tables use these standard wealth levels as Statuses. Please note that item and service lists might still refer to Wealth levels even if your setting has a more complex Status system, so it is always a good idea to write down the standard Wealth levels which better corresponds to your Status on your character sheet for those times when your character will go shopping.

Status Traits apply to a character's Communication skill, although you can decide to list the Average or Poor Trait under the Survival skill if you lack Slots in Communication.

Character Creation Example

Having understood that there are airships in this world, Tim wishes Jor to be an airship pirate by Profession. The rules suggest that the Sailor Profession be used for an airship sailor. This gives Jor a +10% in three skills (Agility, Operate and Pilot) and possession of eight Traits, some of which require choices.

Tim notices that the standard Trait list includes Swim, a skill that is not so common for the desert environment of Mars. He asks the Narrator whether the Take Cover Trait can replace Swim, and Susan agrees that this is appropriate. Tim also notices that the Engine in the optional Trait list is already included in his initial choice of the Eighth Ray, so he discards this optional Trait. After clarifying these points, Tim selects the eight Traits: Balance, Airship, Radium Cannon, Take Cover, Climb, Jump, Streetwise, Individual Flier.

Tim must now choose a Status level for his character. He has already established that Jor was a Zoranan noble until his family was disgraced. However, the status/wealth upper limit for a sailor/corsair is Average, so his Status cannot be that of a wealthy noble. After a brief consultation with Susan, they determine that Jor's Status will be labelled as "Fallen Noble", meaning that his actual status and wealth is that of an Average Red Martian, and his former connections to the Zoranan nobility will not be useful to him except in very peculiar situations. Yet this still makes Jor stand against the mass of the other air pirates. Note also how the ability to "go freeform" inherent in the Trait system helps players create exactly the characters they want to play.

Tim also chooses a new Motivation connected to Jor's career as a pirate. "I will have my own airship and take it to every edge of Mars". Note how he has managed to introduce two different themes (increase in wealth and exploration) with just one Motivation.

Extra Skills, Traits and Motivations

Once you have completed your character with all the Skill and Trait bonuses coming from his or her previous life, finish in the following way:

- Pick one Characteristic of your choice. Distribute percentile points equal to the Characteristic value among the skills that have the Characteristic in their base value.
- Add two more Traits to your character. Only one of them can be a combat-related Trait, and none of them can be an Environmental Trait or a power (see Chapter 6).
- Add Motivations until there are three of them. These additional Motivations may be related to anything, and will help you make the character unique.

Once you have consolidated your Motivations, assign a percentile score to them, much like normal skills. Each Motivation starts at 30% base, and you can divide sixty more points among them. The maximum score for a given Motivation at the start of a game is 70%. The Narrator may allow players to distribute more than sixty points among their Motivations if the character are to have strong feelings in play. Alternatively, you may allow more than three Motivations at game start to create more well-rounded characters. A player can "sacrifice" 10 points from his or her additional percentile points and gain a new Motivation at 30% base instead, thus allowing a more "horizontal" development of character personality.

Character Creation Example

Tim chooses INT as the Characteristic to provide Jor's extra points, as it is the highest one and it is applicable to many skills. He adds 10 to Pilot and 7 to Operate.

While Jor is not so physically strong, the lack of any form of Close Combat Trait except Brawl might be a problem, so Tim chooses the Sword skill to complement Brawl. By checking the rules for combat equipment in chapter 5, Tim makes sure that Jor's STR is still enough to wield a sabre in combat.

The last Trait cannot be a weapon or a power. Tim is tempted to go for the standard Martian mount, as Jor will sometimes need to travel across the Martian plains without an airship. However, after checking with Susan that his Telepathy will be enough to control a mount in some circumstances, he goes for First Aid, an always useful Trait.

Finally, Tim must add a third Motivation for Jor. He wants to introduce a more personal Motivation about his past life, but at the same time keep it linked with the chosen setting. After checking that no one is playing a Green Martian, he picks "I will forever hate the Green Martians, who took my beloved Lijana from me". If someone was playing a Green Martian, the Narrator could have requested Tim to change the relationship towards the Green Martian into distrust at most, or perhaps to limit it to a specific horde that is enemy to the Green PCs. Tim then adds 30, 10 and 20, respectively, to the base value of 30 for all of Jor's Motivations.

Here is the complete write-up for Jor.

Jor Vargàs of Zorana:

STR 8 CON 13 DEX 15 INT 17 WIL 10 CHA 12

Life Points 23, Melee Strike Rank 12, Might -, Move 5, Size Class M, Toughness 7.

Skills: Agility [Climb, Jump, Take Cover] 61%, Close Combat [Brawl, Sabre] 53%, Communication [Language: Red Martian, Fallen Zoranan Noble] 59%, Concentration [Telepathy] 57%, Knowledge [Literacy: Martian] 64%, Operate [Eighth Ray, Radium Cannon] 82%, Perception [Hearing, Vision] 57%, Pilot [Airship, Individual Flier] 79%, Ranged Combat [Radium Pistol] 60%, Survival [First Aid, Streetwise] 60%.

Motivations: I will put my family back in its rightful place among the nobility of Zoran 60%, I will have my own airship and take it to every edge of Mars 40%, I hate the Green Martians, who took my beloved Lijiana from me 50%.

Combat: Sabre 53%, SR 19, uses 7/4 SR per attack/parry, damage 1d8, parry 2; Radium Pistol 60%, SR 34, uses 10 SR per attack, damage 2d8, range S; Radium Cannon (in ship combat) 82%.

Equipment

Roll the dice and consult the entry corresponding to your culture and Status in the Background table in order to learn how much “cash on hand” you have, plus any fixed equipment that a person in your community cannot go without. Once you have determined your starting wealth, you can buy equipment with it, using the equipment lists given in the Equipment chapter. If you are unable to buy the basic tools of your trade, the Narrator can grant you some basic equipment in any case, but sometimes it is more fun to struggle to get hold of what you need as play begins, depending on the group’s tastes.

Any unused money remains in your character’s possession as spare cash. Remember that some cultures do not use money, so you cannot end up with spare cash if your character comes from one of them. You have to change them into portable items.