Name: _____   Concept: _____

ST ☐   HP ☐
DX ☐   Will ☐
IQ ☐   Per ☐
HT ☐   FP ☐

Damage **R**esistance
Eyes	Arms
Neck	Hands
Skull	Legs
Face	Feet
Torso	Groin

Move: _____   Speed: _____   Sw/Thr: _____
Dodge: _____   Parry: _____   Block: _____

Advantages   Disadvantages

Skills
Name	Level	Name	Level

Hand Weapons/Attacks
Weapon	Skill	Damage	Reach	Parry

Ranged Weapons/Attacks
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions

Character Creation (Notable)

• Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")

• Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
   "I am super _____ and slightly _____, but otherwise average." (One 15, one 11, two 10s)
   "I am very _____ and very _____, but otherwise average." (Two 13s, two 10s)
   "I am reasonably _____ and _____, and almost as _____ and _____." (Two 12s, two 11s)

• By default, **HP** = **ST**, **Will** and **Per** = **IQ**, and **FP** = **HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).

• Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky, "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)

• Choose a *wildcard* **Skill**. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)

• Choose three non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know one at DX+2 or IQ+2, and two at DX+1 or IQ+1 (again, with GM discussion.)

• Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ([HT+DX]/4), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.

• Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.

A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.