

Name:

Concept:

ST	<input type="text"/>	HP	<input type="text"/>	Damage Resistance Eyes Arms Neck Hands Skull Legs Face Feet Torso Groin
DX	<input type="text"/>	Will	<input type="text"/>	
IQ	<input type="text"/>	Per	<input type="text"/>	
HT	<input type="text"/>	FP	<input type="text"/>	

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

Advantages	Disadvantages
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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 (Heroic)

- 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 really _____, but otherwise average." (One 15, one 13, two 10s)
"I am very _____ and very _____, but otherwise average." (Two 14s, two 10s)
"I am reasonably _____ and _____, and almost as _____ and _____." (Two 13s, 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 five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three 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.