

Player Primer

Character Creation

Choose Schtick and Name

The two most important aspects of any character are their `Name` and their `Schtick`. A character's Name defines who they are, and their `Schtick` defines what they are.

The examples in this Primer will work with 2 characters, Darius Graymane and Boozy. Darius' Schtick is 'Teleporting Sniper', and Boozy's is 'Alcohol Elemental'.

Select Traits and Calculate Base Skills

There are 3 `Traits` that characters have: `Physical`, `Mental` and `Social`. All characters start with 1 point in each, and then have 3 more points to distribute between them. This allows for a character to have 3 2 1, 2 2 2 or 4 1 1. Once the Trait points have been assigned, you can calculate your Base Skills.

- Athletics: 10 x Physical
 - Your ability to perform physical tasks and exert yourself.
 - Examples: Running Scared, Swordsmanship, Gunslinger, Dance Master, Pick Locks.
- Knowledge: 10 x Mental
 - Your understanding of things, information, and mental based abilities.
 - Examples: Fountain of Trivia, Telekenesis, Physics, Dominate Mind, I've Seen That Before.
- Persuasion: 10 x Social
 - The ability to convince others, or them to do what you want.
 - Examples: Deceive, The Long Con, Dominate Mind, I'm Innocent, Logical Argument.
- Resistance: (5 x Physical) + (5 x Mental)
 - The ability to resist against external forces.
 - Examples: Iron Skin, Mental Shield, Stubborn As A Mule, Not Where You Think I Am, Electromagnetic Shielding.
- Awareness: (5 x Mental) + (5 x Social)
 - The ability to notice things, or perceive things at a distance.
 - Examples: Eagle Eye, Sniping, Know Motives, Detect Invisible Threats, Precognition.
- Presence: (5 x Social) + (5 x Physical)
 - The ability to present yourself as you wish.
 - Examples: Look At Me, Animal Magnetism, Shadow In The Night, Face In The Crowd, Grotesque.

For our example characters, Darius takes 3 Social, 2 Mental and 1 Social. Boozy, on the other hand, opts for 2 in each.

Choose Skills and Assign Points

A characters' skills help define what the character can do, and they can be anything you desire. It is

just important to remember these guidelines when designing skills for your character:

- Skill names are subject to interpretation from the Facilitator.
- No skill, under any circumstance, can alter or affect the Destiny and Doom of another character.

The skills that a character can take are entirely up to your discretion, as is the name of the skill. For example, Darius wants a skill for shooting his sniper rifle. He could take a skill called "shooting", or "firearms", but instead opts for "Deadly Sniper". In some ways it might restrict the skill, as a Facilitator might only allow him to use it with sniper rifles, but it also implies that the skill is intended for one shot, one kill. Character can have any number of skills, provided they have at least one skill for each `Base Skill`. If a character has a skill listed on their character sheet, regardless of how good they are at the skill, it means that the character has the capacity to be able to perform that skill. This includes having the required equipment to use that skill. For the example above, it means that Darius would be able to have a Sniper Rifle without any issues.

Once you have decided on which skills you want the character to have, you need to assign points to those skills. When making a skill roll, you will combine the value assigned to the `Base Skill` as well as the value assigned to the actual `Skill`. (See the Rule Primer for a more detailed explanation of making rolls.)

Each character is given 180 points to be distributed between their skills, according to the following rules.

- Every `Base Skill` needs to have at least 1 `Skill` associated with it.
- The value assigned to a single `Skill` can never be higher than the `Base Skill` it is connected to.
 - Boozy has an `Athletics` value of 20, this means that no one `Skill` in `Athletics` can be higher than 20.
- The total number of points assigned to `Skills` connected to a `Base Skill` must equal at least the value of the `Base Skill`.
 - Boozy has a skill called `Amorphous Blob` under `Athletics` at a value of 10. Because their `Athletics` is 20, they must spend at least 10 more of their 180 points on other `Skills` under `Athletics`.

Select Focus Skill

Every character has one thing that they are particularly good at, something that stands them apart from others. This `Skill` should be tied to the character's `Schtick`, but it is not a requirement. A `Focus Skill` is denoted by filling in the circle next to the skill. A character can have only 1 `Focus Skill`.

A `Focus Skill` allows a character to alter the dice that they roll for that particular skill, by allowing the character to swap the tens and units of the roll. For example, a roll of 91 can be changed into a 19. There are more details around rolling the dice in the `Rules Primer`.

Darius takes the focus skill `Short Range Teleport`.

Define Perks and Penalties (Optional)

Character's may optionally have `Perks` and `Penalties`. These define things about your character, which don't necessarily get represented very well as skills, as well as things which are a core component of your character. A character can have a combination of `Perks` and `Penalties`, but cannot have more than 3 in total. This means a character could have at most 3 `Perks` or `Penalties`, or 2 of one and 1 of the other. They may have less, or even none. For each `Perk` that a character has, they start with an extra point of `Doom`. For each `Penalty` that a character has, they start with an extra point of `Destiny`.

For Example: Boozy takes the `Perk` "Practically Indestructable", as well as the `Penalty` "Extremely Flammable".