

# Republic Character Creation

Character creation for this event is very similar to creating a character in the main campaign. Players will decide on a concept, spend character points (though in this case it is 125 CP instead of 60), and then purchase starting equipment from a list. Each step is detailed below.

## Step 1: Concept

You are a soldier in the grand Republic of Anduine's army, braving dangerous new locales for the benefit and glory of your people. Having long since populated and tamed a large section of the place known as "The Garden" the Republic has now set its sights on other worlds. With world-transport becoming more feasible and the ability to locate potential targets to "jump" to, the Republic continues to march forward and explore the unknown.

The three "classic" species that comprise the Republic are still available: Humans, Voidborn, and Clockwerken. Anduinian humans are hardy and tend to be long-lived, with some living to be as old as 300 years. Otherwise, they are similar to typical real-world humans. Voidborn only feel one emotion at a time, and tend to be deadpan except during appropriately intense moments where they show a singular emotion. They also have a makeup requirement - each Voidborn must represent having liquid shadow coming from their eyes. These can be any color ([for example click here](#)). Finally, Clockwerken are clockwork humanoids, who with adequate care, will outlive almost all others in Anduine. Clockwerken characters also have a makeup requirement and each player should have some combination of marionette lines, exaggerated lashes, and rosy cheeks ([for example click here](#)). If you choose to play a Clockwerken for this game, you are one of the newer Clockwerken born from the efforts of Deidrich Ingotson Engineswell many centuries ago, and are probably no more than about a century old.

In particular, Humans can have a tendency to retain small portions of older cultures, a result of many of them having traditions from other worlds before joining the Republic. A few choose to follow ancient religions, such as the Father or the Divine Order. These fragments tend to be secondary to the Republic's culture, emphasizing Unity, Duty, and Valor.

Over the centuries, many others have also joined the Republic; Orben, Beta, and even a few Honored Dead. These options may be allowed as concepts that will be raffled off, but are not available by default.

It should be noted that one of the main purposes of this event is to allow us all a chance to have battles with Rival blasters which we don't normally use (though it should be noted that there will be roleplaying encounters and modules, just as there are at normal events!). In short, this is not an appropriate event to play a character who is a pacifist or otherwise avoids battle unless it is necessary for out of play reasons. The enemies that your character will encounter cannot be reasoned with and will never be your friend; attempts to do these things are guaranteed to fail and soldiers who do not have the nerve to fight would not be selected for this mission.

When selecting Feats and Skills, keep in mind that this event is a one-shot game with no player-accessible melee combat; additionally, there will be no Magic present whatsoever. This means that certain Feats and Knacks will be of limited or no use.

If you need to be an orange-headbanded noncombatant at this event, please contact us for special accommodations in the character creation process.

## Step 2: Choose 3 Feats

You choose three Feats for your character, just as during normal character creation. Note however that you **automatically receive the Augmented Feat for free** as a bonus!

*Augmented:* The character has received some Augments made from Exalted Steel, and has the knowledge of how to properly care for and maintain them. The character chooses two limbs to be replaced with Augment versions; these Augments can have helpful effects when using the Republic's Cosmic Power, and the character's knowledge of their care removes any need for maintenance. Finally, these inorganic parts toughen the character, granting them +2 to their maximum Vitality. Augmented limbs superficially resemble the real thing (no phys rep or makeup is required to represent them, unless the player wishes to), though they are easy to detect by anyone specifically looking for them (such as someone asking if you have Augments as they are looting your body).

Other than this free Feat, there are no Homeworld Feats to worry about for this event.

## Step 3: Spend 125 Character Points

Your character **automatically receives three levels of the Exalted Augments of the Sovereign Cosmic Power and three levels of any one Combat Skill for free!** You can purchase levels 4+ with your starting character points if you wish.

A link to this Cosmic Power can be found here: [Exalted Augments of the Sovereign](#)

A link to the special Combat Skills can be found here: [Republic Combat Skills \(PC Version\)](#)

Be aware that your character at this event will never have Downtime Cycles to take advantage of, which may render some abilities (particularly some Knacks) of little or no use.

The following restrictions are in effect:

- The Adventuring Skill is unavailable.
- The Diplomacy Skill is restricted. Content for it will be limited so we want to give the first opportunity for it to players who may have difficulty engaging in combat. Please contact us if you are interested in having it.
- All of the old Combat Skills (Bladed, Subtle, etc) are unavailable. Melee combat at this event will be extremely limited and exclusively performed by specific monsters.

- While most people are familiar with the Cosmic Powers of Antiquity, such as the Sacred Words of the Ennead, Machinations of Synthesis, or the Father's Hallowed Wisdom, advances in technology have rendered their benefits a bit less wondrous than they used to be. Practitioners still exist, but they are less common. **No characters at this event may purchase levels in any Cosmic Power outside of the Exalted Augments of the Sovereign.**

## Step 4: Purchase Equipment

Your character automatically receives the following items for free:

- One blaster
- One suit of Light or Heavy Armor, if the character does not possess a Barrier Suit or Gravity Suit

You have ten points that you can spend to purchase additional items, representing equipment that your character has requested for themselves to use on this mission. Unless otherwise noted, you may only purchase two instances of each item (two packs of Invigoratives, etc), and all of your purchases must be things that you can use yourself. For example, you cannot purchase Armor Repair Kits if you are not a Smith.

### 1 Point

- Anti-Wither (x3)
- Armor Repair Kit
- Coagulant (x3)
- Firebomb Cluster/Incendiary Shot (x3)
- Healing Dose (x3)
- Invigorative (x3)
- Lesser Healing Elixir (x3)
- Lesser Panacea (x3)
- Stimulant (x3)

### 2 Points

- Auto-Translator
- Basic Healer's Kit
- Buckler (if proficient) - Limit 1
- Elixir of Might/Tenacity/Thaumaturgy
- Extra blaster
- Greater Panacea
- Radio

### 3 Points

- Greater Healing Dose (x3) - Limit 1
- Transmundane Arcanum - Limit 1

## Step 5: Calculate Resource Pools and Resilience

Calculating Focus, Prowess, and Charges is done in the usual way, but as a quick reference:

- Focus = Highest General Skill Level + 1 per General Skill Lore
- Prowess = Highest Combat Skill Level + 1 per Battle Lore
- Charges = One Charge per level of Exalted Augments of the Sovereign

Resilience is also calculated normally, strictly speaking. As there are some unusual sources of Resilience present at this event however, we have provided a quick reference list here:

- 2 Vitality: All characters have 2 base Vitality from the Augmented Feat. This number can increase depending on your Skills and Feats.
- 3 Protection: All characters have a shielding unit that provides 3 Protection. This number can increase depending on your Skills.
- Armor Varies: You most likely have either 3 Armor (Gravity Suit) or 8 Armor (Barrier Suit). You may also have a suit of standard armor instead (such as if you don't take either Suit mentioned above), which is probably worth either 3 or 6 Armor. This number can vary a bit based on your Skills, just as with Vitality and Protection.
- A typical soldier with a Barrier Suit and no other Resilience-boosting abilities from their Skills will have 13 Resilience (2 Vitality, 3 Protection, 8 Armor).