The Dark Crystal Cortex Build

To play **THE DARK CRYSTAL**, you need:

- **♦ CORTEX PRIME GAME HANDBOOK**
- printed or on-screen <u>Character Files</u>
- friends to play with
- ♦ dice to roll (can be a dice-bot)

CORTEX MODS

Doom Pool (p32) — renamed
 THE DARKENING

CHARACTER TRAITS

Prime Trait Sets:

- DISTINCTIONS (p50)
 three basic D8 phrases, each with the Hinder
 SFX written through leading questions
- ♦ **ROLES** (p58) renamed **SONGS**

CONFLICT INFLUENCE LORE
NATURE TECHNOLOGY

♦ VALUES (p60) with STATEMENTS (p65)

Ambition Community Discovery
Prophecy Tradition

Secondary Trait Sets:

- **♦ TALENTS** (p66)
- SPECIALTIES (p59)
 attached to Songs
- ♦ **RESOURCES** (p56)

Attrition:

♦ Stress (p39) and Pushing Stress (p40)

AFRAID ANGRY EXHAUSTED INJURED INSECURE

Advancement:

GROWTH (p83)
 from challenging STATEMENTS
 and recovering STRESS

CHARACTER CREATION

Example character

In (almost) any order:

- ♦ NAME your character
- choose your GELFLING CLAN
 (in a more complete build, this would highlight SONGS and VALUES)
- write your **DISTINCTIONS**, prompted:
 - describe your relationship with the World of Thra
 - describe your relationship with the Crystal Masters
 - how do you want the tales and legends to remember you?
- rate your **Songs** as such:
 1x **D10**, 1x **D8**, 2x **D6**, 1x **D4**
- rate your VALUES as such:
 1x D10, 1x D8, 2x D6, 1x D4
- write one D6 SPECIALTY for your D10 SONG and one for any SONG rated at D6 or higher
- write one TALENT related to your highest-rated SONG
- write one TALENT related to your highest-rated VALUE
- choose one RESOURCE rated at 2D8, and one rated at 2D6

When writing **TALENTS**, take a look at the ones in **TRACE 2.0** (p166) — they're strongly related to **ROLES**, **STRESS**, and **RESOURCES** so similar ones will fit in with **THE DARK CRYSTAL**. Don't forget **THE DARKENING**.

This is a build that would benefit from a more integrated character creation process, with a library of suggested **TALENTS** and **RESOURCES**.