Flashback RPG Alpha Part 2

[Author's Note: Hi everyone, this is an alpha version of the second chapter for Flashback! We'd love to get your comments on anything that is hard to read, has contradictions or doesn't make sense. This is just the first part, so be aware that there is a lot more coming! If you'd like to get updates, subscribe to our subreddit r/flashbackrpg and our Facebook page!]

CLICK HERE FOR PART 1

Character Creation

Step 1: Starting Personality

A personality is like a charioteer with two headstrong horses, each wanting to go in different directions.
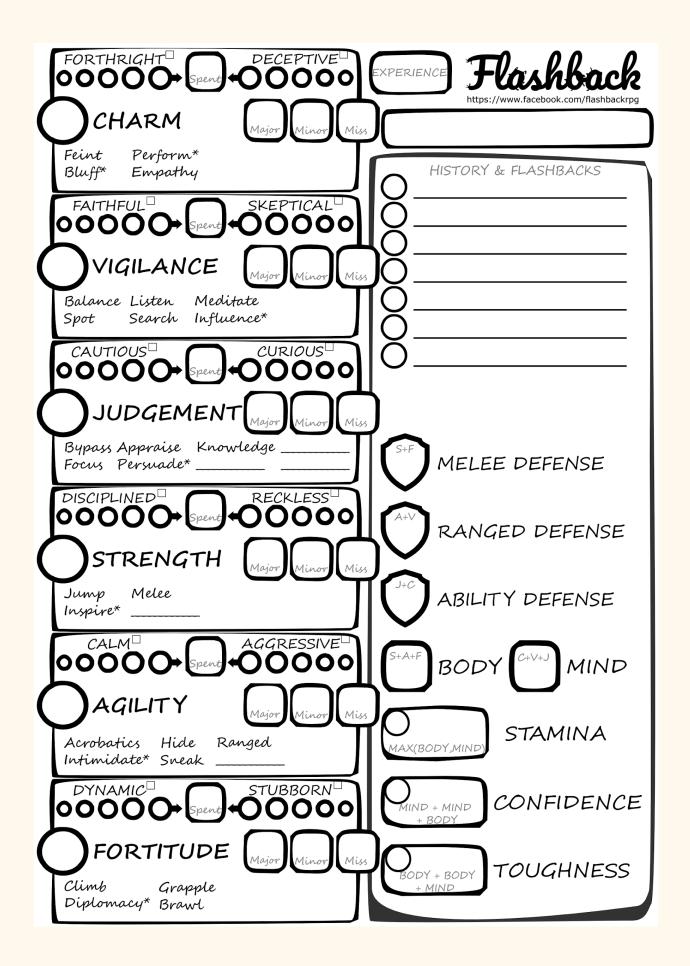
Choose Dominant Traits

Each pair of personality Traits represents how effective a character can be when performing the corresponding skills. A Dominant personality Trait is the term given to the aspect of a character's identity that comes naturally to them. The opposing Trait in the pair is called the Lesser Trait - it takes a character more focus to evoke these aspects.

A character's Dominant Trait simply refers to the Trait with more points, while the Lesser Trait is the one with a lower value. If both Traits have an equal number of points assigned, then the player can choose. Traits cannot have a value less than zero.

For each pair below, players select one Trait to be their Dominant Personality Trait:
- Deceptive vs Forthright
- Faithful vs Skeptical
- Cautious vs Curious
- Reckless vs Disciplined
- Calm vs Aggressive
- Dynamic vs Stubborn

Starting characters assign 0 to all their Lesser Traits and initial value of 2 to each of their Dominant Traits.

EXPERIENCE

FORTHRIGHT ☐ — DECEPTIVE ☐
○○○○○ → Spent ← ○○○○○

CHARM
Major   Minor   Miss

Feint   Perform*
Bluff*   Empathy

FAITHFUL ☐ — SKEPTICAL ☐
○○○○○ → Spent ← ○○○○○

VIGILANCE
Major   Minor   Miss

Balance Listen   Meditate
Spot   Search   Influence*

CAUTIOUS ☐ — CURIOUS ☐
○○○○○ → Spent ← ○○○○○

JUDGEMENT
Major   Minor   Miss

Bypass Appraise Knowledge _____
Focus   Persuade* _____ _____

DISCIPLINED ☐ — RECKLESS ☐
○○○○○ → Spent ← ○○○○○

STRENGTH
Major   Minor   Miss

Jump   Melee
Inspire* _____

CALM ☐ — AGGRESSIVE ☐
○○○○○ → Spent ← ○○○○○

AGILITY
Major   Minor   Miss

Acrobatics Hide   Ranged
Intimidate* Sneak _____

DYNAMIC ☐ — STUBBORN ☐
○○○○○ → Spent ← ○○○○○

FORTITUDE
Major   Minor   Miss

Climb   Grapple
Diplomacy* Brawl

HISTORY & FLASHBACKS
○ _____
○ _____
○ _____
○ _____
○ _____
○ _____
○ _____
○ _____
○ _____

S+F   MELEE DEFENSE

A+V   RANGED DEFENSE

J+C   ABILITY DEFENSE

S+A+F BODY   C+V+J MIND

STAMINA
MAX(BODY,MIND)

CONFIDENCE
MIND + MIND + BODY

TOUGHNESS
BODY + BODY + MIND

What makes your character special?

Pick one of your Dominant Traits that is exceptional and come up with a reason for your superior talents. Perhaps your family, race or bloodline is strong in that way, or maybe you studied and trained unusually hard. You might be above average because of an event in your past or perhaps you are just naturally gifted.

Assign a value of 3 to this Dominant Trait.

How is your character flawed?

Pick one of your Dominant Personality Traits that you are below average in. You might have acquired an injury in your past or perhaps it's an inherited characteristic.

Assign a value of 1 to this Dominant Trait.

Heroic or Gritty?

If the Director wants to make things more gritty and lethal, give the characters more flaws. For a more heroic or pulpy genre, give the characters more perks. The world, genre or adventure setting may also include additional modifiers for non-standard characters like Elves or Dwarves, Androids, genetic engineering, etc.

Starting Attributes

> *"What we think, we become."*

Starting characters simply begin with Attributes equal to the corresponding Dominant Trait.

Example:
Ubediah has a Cautious, Forthright, Faithful, Disciplined, Calm and Dynamic personality. He was orphaned at a young age and raised by monks in a secluded monastery, so he has an exceptional Faith in the teachings of his masters. However, he never really had the patience or endurance for negotiation and leadership so he finds that others are usually more outgoing and Dynamic than himself.

This makes his starting Attributes:

Dominant Trait	Lesser Trait	Starting Attribute

Forthright (2)	Deceptive (0)	Charm: 2
Cautious (2)	Curious (0)	Judgement: 2
Faithful (3)	Skeptical (0)	Vigilance: 3
Disciplined (2)	Reckless (0)	Strength: 2
Calm (2)	Aggressive (0)	Agility: 2
Dynamic (1)	Stubborn (0)	Fortitude: 1

Note that this is just the method for calculating a character's starting Abilities. Over the course of the game, Attributes and Traits will change independently as the character advances and gains experience.

Major, Minor and Miss Values

For each Attribute there are three sub-values that are used when resolving Skill Conflicts (see Basic Rules). These values are based off the Dominant and Lesser Traits that correspond to the Attribute:

Name	Value	Description
Major	Attribute + Dominant Trait	Positive roll that creates a situation that synergises with the character's strengths
Minor	Lesser Trait	Positive roll that creates a situation where the character must rely on their weaker aspects
Miss	Lesser Trait - Dominant Trait	Negative roll that falls outside of the character's personality and attributes

Whenever a character's Attributes or Traits change (including taking Wounds or using Surges), update the success values.

Step 2: Secondary Values

"Our achievements of today are but the sum total of our thoughts of yesterday."

Characters also have a number of qualities that are derived from the magnitude of their Traits and Attributes. These are calculated based on the character's current state and should be updated whenever the primary values change.

Defenses

Defenses represent a character's ability to resist both physical and psychological assaults. Is your character tough as old boots? Swift and nimble? Strong with the force? How well can they give or take a punch?

Name	Value	Description
Melee Defense	Strength + Fortitude	Resistance to strikes, blows and physical attacks.
Ranged Defense	Agility + Vigilance	Perception and reflexes to evade ranged attacks.
Ability Defense	Judgement + Charm	Mental and spiritual hardness. Protection from magical and psychological attacks as well as resistance to trickery and social pressure.

Body & Mind

A character's Body value is an intermediate number that broadly represents their size, build and height. A character's Mind value is an intermediate number that broadly represents their wit, intellect and charisma.

Name	Value
Body	Strength + Agility + Fortitude

Mind	Charm + Judgement + Vigilance

Stamina

Stamina represents how much effort, energy and concentration they can spend on actions before becoming exhausted. In game, this determines how many actions and skills they can make before resting.

A characters starting and max Stamina pool is equal to their Body or Mind score, whichever is greater.

Toughness and Confidence

> *"There are wounds that never show on the body that are deeper and more hurtful than anything that bleeds."*
> *— L. K. Hamilton*

A character's Toughness and Confidence values represent one's ability to absorb physical and emotional damage, respectively.

When a character has taken more corporeal damage than their Toughness value, or more social damage than their Confidence, they begin to accrue long-term bodily and mental wounds.

Name	Value	Description
Toughness	Body + Body + Mind	High Toughness indicates good health, fitness and vitality as well as high pain tolerance and determination to shake off hits and the will to keep fighting.
Confidence	Mind + Mind + Body	High Confidence represents good morale, a positive temperament and the ability to control your emotions during a confrontation.

[Author's Note: Hi everyone, thanks for reading this chapter for [Flashback](#)! You can add any comments, questions or suggestions to the post where you found this link or our [Facebook](#) page. This is just the first part, so be aware that there is a lot more coming! If you'd like to get updates, subscribe to our subreddit [r/flashbackrpg](#), Twitter @flashbackrpg and our [Facebook](#) page!]