

Spell Borg - Advanced Character Creation

While options for custom character creation are available in a limited form, it is best to use a randomized method to generate characters. As we do not choose the nature of our existence, neither do the characters we play in the world of a Spell Borg. We have few choices in how we grow up, but as when our adventures begin in the real world, your character will make their first few meaningful choices when the game begins.

The randomness of the dice may produce anachronistic results. And that's okay. Because life can be filled with strange anachronisms. So rather than re-roll or ignore results that seem to not make sense together, try thinking of ways that they can work. Sometimes you may think of deep and complex reasons for the anachronism, sometimes you think of a funny joke that makes it work. Both are acceptable.

You may not always like the results at first. And you may even hate playing the characters you first make, and that's okay too. This is one of the few reasons why it's best to have 3 to 5 characters prepared before a game, so everyone has room to work with each other to have a fun time together.

Quick Reference - Roll for Character

- Step 1
 - Composition: D20
 - Simple Mutation: D20
 - Advanced Mutation: D12
- Step 2
 - Condition of Birth: D10
 - Birthplace: D8
 - Origins: D6
 - Occupation: D6
- Step 3
 - See Methods

Step 1: Composition

Choose (or roll D20 for) your starting composition

- 1 to 6 = Simple Mutant
- 7 to 10 = Advanced Mutant
- 11 to 14 = Simple Mutant, Cyber Level 1
- 15 to 17 = Advanced Mutant, Cyber Level 1
- 18 to 19 = Simple Mutant, Cyber Level 2
 - 18 = Cyberserker
 - 19 = Rogue Borg
- 20 = Brain in a Jar, Cyber Level 3

Mutations

Nearly everyone in the spell borg setting has a mutation. Typically a playable character can start their journeys with 1 or 2 simple mutations or 1 advanced mutation. Talk with your game master for other ideas for mutations your character may start with.

Simple Mutant	Advanced Mutant
A simple mutation may be categorized similar to a lump, a rash, or an extra set of appendages. To determine which simple mutation(s) your character receives, roll 1d20 and look up the simple mutation table or look at the example list below.	An advanced mutation refers to an abnormality so significant that it affects the person's whole body. To determine which advanced mutation your character receives, roll 1d12 and look up the advanced mutation table or look at the example list below.

Example Simple Mutants (choose 1 or 2)	Example Advanced Mutants (choose 1)
Aquatic Folk	Dwarf
Glowing One	Gaunt-Folk
Quad-Arm Folk	Giant
Webspinner	Ram-Folk (or Satyr)

Note: Some mutations may work together better than others. If two mutations seem like they should work together, a game master may allow only one bonus to apply to both, treating both as 1 mutation instead of separate mutations in this context.

Simple Mutations

D20	Simple Mutation	Description
1	Quad-Arm Folk	These humans have a mutation that either grants them an extra set of arms, an extra set of limbs, or some other extra parts. Sometimes these parts are simply vestigial, though other times they can be fully functional.
2	Fungus Carrier	A Fungus Carrier has a patch on their body that houses a fungus that grows and feeds on them due to their mutation.
3	Acid Spitter	Has a sack of acid
4	Webspinner	Has a silk spinnerette
5	Quill Shooter	Has a patch of quills
6	Lightning Folk	Has an organ that can produce high amounts of electricity
7	Aquatic Folk	The mutations these humans have grant them abilities to move through and survive underwater environments better than others.
8	Glowing One	These humans have a mutation that places bioluminescent patches on their bodies.
9	Plant Carrier	These humans host a plant species to nest within their bodies. These plants require sunlight and water in addition to the substances offered by their host. In exchange, some plants produce oxygen to both the area and occasionally the host.
10	Poison Spitter	Has a sack of venom or poison
11	Clone Host	These mutants carry a clone embryo somewhere in their bodies. Usually, the clone is a genetic duplicate of the host, but sometimes the clone can be of another human. It is not always clear how these clones spawn, and some are a mystery even to the host until either they use special equipment to identify the embryo or before the moment they die in which the embryo spawns from the host's body.
12	Living Hive	(see Table)
13 to 19	Double mutation	(roll 1d12 twice)
20	Psychic	(see Table)

D6	Living Hive	Description
1	Bees	These mutants house a Hive of Bees within their bodies. The honeycomb clusters are quite upsetting to most people, though some hives appear more subtle and waxy.
2	Ants	These mutants house a Hive of Ants within their bodies. The hive appears similar to that of a second heart or nervous system in structure, though the “fluid” of ants is more hostile.
3	Rats	These mutants house a Nest of Rats within their bodies.
4	Crows	These mutants house a Nest of Crows within their bodies. Hosts report finding random objects brought in the nest due to the crows flying out when they sleep.
5	Fish	These mutants house a Reef of Fish(such as eels) within their bodies. Hosts are in constant need of water to clean out internal wastes, much like having an extra kidney.
6	Spiders	These mutants house a Nest of Spiders within their bodies. Most of them are non-venomous, but all of them are terrifying.

D6	Psychic Ability	Description
1 to 2	Telekinesis	Able to manipulate objects mentally
3 to 4	Telepathy	Able to transmit or receive thoughts from one mind to another
5 to 6	Teleportation	Able to transport from one location to another within a typically impossible timeframe

Advanced Mutations

D12	Advanced Mutation	Description
1	Gaunt-Folk	The Gaunt-folk are a unique branch of humanity that have long and tall proportions, granting them great reach and height. However, this unique size comes at the cost of their strength, rendering them weaker than a standard human despite their height rivaling that of the giants.
2	Giant	Giants are as massive as they are strong and typically dull minded. Greater giants sacrifice most of their human intelligence for their colossal forms.
3	Dwarf	Dwarves are much smaller than a standard human. Their diminutive size allows accessibility to smaller spaces at the cost of mobility, strength, and accessibility to larger spaces.
4	Beast-Folk	(See Hybrid table)
5	Skinless Being	These mutants appear as humans without skin, exposing the underlying muscles, tendons, and ligaments underneath.
6	Doll Folk	These mutants have the unique ability to detach and modulate parts of their bodies.
7	Rotten One	These mutants suffer from a defect that forces their bodies to rot and become skeletal, with many of them appearing as walking corpses.
8	Pyro Folk*	Capable of producing flames. Prone to ignitions.
9	Cryo Folk*	These mutants retain no heat whatsoever and are capable of freezing water by touch alone.
10	Crystal Folk	These mutants are completely crystalized due to their defects. Some crystal folk are capable of broadcasting radio waves.
11	Metal Folk*	These mutants have metal plating covering most, if not all, of their skin. This mutation seems to offer some resistance to lightning strikes and most kinds of slashing or piercing attacks, but the plating also renders them vulnerable to blunt force trauma and extreme heat and cold.
12	Stone Folk	These mutants appear as humans carved from stone, and with proper hygiene they almost do appear that way. The stone material that grows on their bodies can be carved into various forms. However, the aesthetics require constant and specialized grooming, and leaving the material to grow can result in some visually upsetting forms.

*These mutants are often excluded to high security or temperature regulated zones.

D12	Beast Folk	
1	Bull*	Humanoid form resembles that of a Bull. These mutants are sometimes conflated with Monstrous Minotaurs. Few people care for the distinction.
2	Elk*	Humanoid form resembles that of an Elk.
3	Tiger*	Humanoid form resembles that of a Tiger. The Tiger is the most respected icon in all Way of the Beast Tribes, and mutants of this appearance are usually respected by them. Powerful members of the tribe will occasionally hunt down tigers and tiger-like mutants as a display of dominance.
4	Ram*	Humanoid form resembles that of a Ram or similar small bovid. These mutants are sometimes conflated with Monstrous Satyrs. Few people care for the distinction.
5	Boar	Humanoid form resembles that of a Boar. The Boar is a major icon in the Tusk tribes, though they are usually indifferent to mutants of a similar appearance. The Tusk Tribes are especially suspicious of Male Boar Folk as they are often the sign of ill-omen and psychic influence in their culture.
6	Horse	Humanoid form resembles that of a Horse. These mutants are sometimes conflated with Monstrous Centaurs. Few people care for the distinction.
7	Rat**	Humanoid form resembles that of a Rat.
8	Wolf**	Humanoid form resembles that of a Wolf.
9	Alligator**	Humanoid form resembles that of an Alligator.
10	Frog**	Humanoid form resembles that of a Frog.
11	Hyena**	Humanoid form resembles that of a Hyena.
12	Vulture	Humanoid form resembles that of a Vulture or similar raptor bird. These mutants are sometimes conflated with Monstrous Harpies. Few people care for the distinction.

*Usually respected by the Way of the Beast tribes.

**Many are disturbed or disguised by them

Cybernetics

Cyber Level 1

Cyborg Hacker
All cybernetic implants are invasive, but the threshold qualifications for first level cyborgs are the least invasive. While not all cyborgs qualify for hacking, a typical low level cyborg has some capabilities for interacting with hardware and software thanks to certain cybernetic implants. At Cyber Level 1, your character gains the Hacking Trait

Cyber Level 2

Cyberserker, Path of Technological Brutality	Rogue Borg, Path of Technological Stealth
Cyberserkers are specialized level 2 cyborgs who's implants are optimized for mobility and combat. They are significantly stronger and are far less responsive to pain than most humans, all thanks to their full body modifications. At Cyber Level 2 and as a Cyberserker, your character gains the Hacking and Brutality Traits Typically 1 simple mutation is allowed. Advanced Mutations and Extra Simple mutations tend to be overshadowed by the excessive cybernetics implanted in the skin and body.	Rogue Borks are an advanced form of hacker with implants that are best suited for espionage and assassination. At Cyber Level 2 and as a Rogue Borg, your character gains the Hacking and Stealth Traits Typically 1 simple mutation is allowed. Advanced Mutations and Extra Simple mutations tend to be overshadowed by the excessive cybernetics implanted in the skin and body.

Cyber Level 3

Brain in a Jar
These cyborgs have most of their bodies replaced with cybernetic implants to the point that all that remains are their brains and the most vital organs. At the cost of their bodies, these level 3 cyborgs have gained incredible mobility, weaponry, and diverse tools of utility. Indeed, these cyborgs can outperform almost anyone else in their field at the expense of their ownership over their own bodies turned over to the very companies that commissioned them. At Cyber Level 3, your character gains the Hacking, Brutality, and Stealth Trait Typically no benefits are gained from mutations as they are completely overshadowed by the metallic shell that is the cyborg's body.

Step 2: Backstory

Conditions of Your Birth

Born as

- 1 to 5 = Organic Birth
 - Were you planned or the result of an unfortunate accident? Were you the product of a one night stand? Were you raised by your biological parents that struggled to maintain a stable home? Were you left upon the doorstep of an orphanage? Whatever the case, you were born of simple intercourse, which has its own horrid implications related to whatever mutations you possess and what level of cybernetics you require to even function.
- 6 to 9 = Cloned (9 = Implanted Memories)
 - Clones in this world are in the binary of being implanted with the memories of another being or not. The latter type is the most common for a few reasons. For one, implanting memories of any kind is a laborious and expensive process, and it is more convenient to generate a clone quickly without dealing with such a hassle. On another note, memory implanting is far from perfect for even a moment to moment recreation of a person's memories can never take into account the living matter of a clone. For even when a clone is a genetic copy of the original, it can never be a true replacement and will inevitably form its own persona. This isn't to say there's no purpose to the implants, as they can be a means of storing, recalling, and delivering vital information with nearly no risk of electronic tampering. However, the psychological toll of these implants are always difficult to measure.
 - With all that said, it is usually more convenient for companies to mass produce clones without these implants. Such mass production has its own problems. Much like an implanted clone, non-implanted clones are almost assured to have their own personalities unique not only from each other but from the original. In addition, the clones have to be raised in a controlled and/or repeatable environment compared to those of an organic birth as per the specifications of the company that commissioned their existence.
- 10 = Lab experiment
 - Your very conception was for a specific purpose. Indeed, your very existence may even be modified down to the genetic level to ensure this purpose. But a troubling question may be asked, were you part of the control group or a variation?
 - Some companies may attempt to disguise projects as new and innovative inventions while in reality, it is but a poor and abused human that has to work behind the scenes to make the magic happen. Perhaps, this is your fate as well?
 - You may draw inspiration from the Possible Experiments section under Optional Character Details.

Where you were Born

1. Ancient Forge
 - A volcanic island whose stone foundation is hollowed out with mining passages and industrial factories. Your character was either raised as a single child, had one or more siblings in secret, or was sent away due to your character's family housing too many children.
2. Trade Strait
 - The waterway city state is home to several cultures from all over mixing and trading with one another. Your character is one of its many citizens.
3. Delta City
 - A jungle of steel and concrete that is home to the many conquered by the city state. Your character being one of many of its civilians.
4. Basin of Beasts
 - A swampy woodland that was home to many hunting tribes and now dominated by industrial cities and monstrous experiments. Your character either comes from one of these small tribes, one of the industrial cities, or a secret lab hidden in the bog.
5. Fields of Steel and Bones
 - A flat plane of red grassland flattened by hooves, boots, bodies, and treds. Your character either comes from the protected cities, the fortresses on the border, or one of the "Way of the Bull" camps.
6. Warrior Steppe
 - The jagged pillars that make up the badlands divide the splintering rule of the many "Way of the Beast" tribes. Your character either comes from a territory ruled by an official tribe or one of the many bands of the "banished".
7. Frozen Wastes
 - A harsh land where the inhabitants are colder than the climate. Your character might have been raised within one of the seclusion zones either due to a genetic connection with a former prisoner or under the supervision of one of the science research organizations. Alternatively, you could also have been raised under one of the Cannibal Cults or White Bear Tribes local to the wastes.
8. Other
 - There are several places outside of the previous options that your character can originate from. There's several islands surrounding the peninsula and a long stretch of desert coastline opposite the mountains. If you're still unsure, you can simply go with one of the standard options.

Your Origins and Growing Up

1. An outcast from a tribe
 - Perhaps your character was a threat to the ruling parties of the tribe they were raised in, maybe your character performed a great taboo that led to their exile, or your character's leaving may just be part of a rite of passage that all in their tribe go through. Other reasons for leaving a tribe may be possible, but they are all up to you to consider.
2. A runaway slave or prisoner
 - The cards were not in your character's favor, but they managed to get away. Where your character was born may shape the nature of their initial imprisonment, perhaps as an indentured worker in the mines of the Ancient Forge, A slave soldier in the Fields of Steel and Bones, or a citizen of the secluded zones within the Frozen Wastes. Whether the imprisonment was justified or not is up to you, but in the world of Spell Borg, vindication for imprisonment is a bonus for captors, not a requirement.
3. A psychic, either removed or awakened. (If awakened, roll 1D6 and see Psychics Table)
 - Removed means your character had their psychic mutation removed at a young age. Awakened means your character gained the use of a psychic mutation at a young age and kept it.
 - In some locations, developing a psychic mutation will result in permanent banishment from tribal territories until the mutation is removed. While in others, it may be embraced as part of a grander ritual for a cult.
4. A lab experiment
 - Assuming this was not already part of their birth, your character was brought into a facility (hidden or otherwise) as part of a trial run for a likely unethical experiment. Perhaps they were sold off to a company at a young age or one of their caretakers brought them in to work one day and your character never really left the project until they were old enough to make their own choices.
 - You may draw inspiration from the Possible Experiments section under Optional Character Details.
5. A displaced refugee
 - A war occurred where your character was born and they had to move elsewhere. You may consider rolling the location table again to determine where you moved if that's something you'd like to know about the character.
 - Typically wars in Delta City, Trade Strait, and Ancient Forge are rare, but not impossible, to occur within.
6. Other
 - You might have a chance to customize your character's upbringing by talking through some ideas with your game master. Otherwise, the standard options are still available.

Your Occupation

1. A monster hunter
 - A monster in this world is an artificial organism that is considered dangerous to human society and the natural ecosystem. Specialized hunters are organized to deal with these monsters, typically to kill them but some contractors will occasionally specify live capturing in their orders.
 - Your character, as a hunter, may have their own methods of dealing with monsters, both physically and ethically. They may have had specialized training, genetic modifications, and/or unique equipment to assist in their hunts. They may also have personal guidelines in determining what counts as a monster, which may involve more than what's skin deep or simply drawing the line between beast and human (either idea has its own complications).
2. A mercenary for hire
 - In a violent world, sometimes it's good to capitalize on it. Your character is a contract soldier that works with militias, companies, or organized gangs.
 - While your character may specialize in combat, you could employ a standard moral code, such as refusing contracts that involve killing children for example. Such morals aren't necessary, but perhaps drawing some lines will prevent diving too deep into dark territories and possibly expand upon more interesting character-driven story dynamics.
3. A mechanic and technician
 - Your character works with machines and computerized equipment on a regular basis. Such work may even overlap with cybernetics.
4. A confidence artist or grifter
 - Your character gets by through dubious means, making more promises than what you intend to deliver. These false promises may even extend to your qualifications for missions in the game or perhaps the missions are a means to promote your character's schemes. Whether your character believes their own lies or is completely lucid when performing their cons is entirely up to you.
 - You may draw inspiration from the Favorite Schemes and Sample Products sections under Optional Character Details.
5. A generalist freelancer
 - Your character takes work wherever they go, not limiting themselves to a single carrier option. They may not be great at any single skill, but your character tries to be good at most skills.
6. Other
 - You may consider other lines of work that can motivate your character to pursue missions. Otherwise, the standard options are still available.

Optional Character Details

Possible Experiments

- Developing Super Soldiers
- Faking Artificial Intelligence
- Imprinting Propaganda or other Psychological Torment
- Testing for Cosmetic, Edible, Pharmacological, or other Consumable Products
- Resistance testing for Pathogens, Chemicals, or Radiation
- Online Network Moderation

Favorite Schemes

- "Feed Blood, Get Blood!", Which requires getting new investors to gather payments to existing investors.
- "Getting Four with Two!", Which requires getting two investors to each gather two additional investors.
- "Buy and Sell!" Which requires getting unpaid clients to sell products for you.
- "Blood Letters", a virtual IOU currency stored away at some environmental destroying drone somewhere.
- "Flood Tank", which involves getting investors to donate to a single, unstable tank filled with untold gallons of blood.
- "Promise Pending!", Which involves getting investors with the promise of a return but without intention of delivering.

Sample Products

- Manticore Acupuncture, It hurts to look good! Also comes with Hydra Skin Cream and Lamia Eyeliner!
- Minotaur Green, The Best Burgers from the Common Cloth! Now sells Delta Fried Harpy!
- Security Scan, Artificial Services with an Artificial Smile! Get your AI security drones today! Ammunition sold separately.
- Bot Buddies, your ideal pet in AI form. Now comes in chrome!
- Chrome Domes, your only protection from the psychic invasion! (Verification of functional protection is still pending authentication from the Psychic Sciences Institute)

Step 3: Statistics

Method 1: The Cube Method

- Roll 1d6+1 for low level play (recommended)
- Roll 1d6+3 for mid level play
- Roll 1d6+6 for high level play
- Roll 2d6 for pure chaos play

	2	3	4	5	6	7	8	9	10	11	12
Melee & Bows (STRENGTH)	-2	-1	+1	+2	0	+3	+5	+7	+6	+4	+8
Crossbows & Firearms (DEXTERITY)	-2	+2	0	-1	+1	+3	+6	+4	+5	+7	+8
Evasion	8	12	10	9	11	13	16	14	15	17	18
Hits	1	1	2	3	2	3	3	4	4	4	5
Actions	1	2	2	2	3	3	4	3	4	5	5
Saving Throw (IMMUNITY)	12	10	9	8	11	7	5	3	4	6	2
Movement	2	4	4	4	4	6	10	8	8	10	12
Damage	1	1	1	1	1	1	2	1	1	2	2
1st Mutation	-2	-1	+2	0	+1	+3	+4	+6	+7	+5	+8
2nd Mutation (if any)	-2	+2	-1	0	+1	+3	+7	+5	+4	+6	+8
Hacking	-2	+1	+2	+1	+2	+3	+7	+5	+4	+6	+8
Brutality	-2	0	+1	+2	0	+3	+5	+7	+6	+4	+8
Stealth	-2	+2	0	0	+1	+3	+6	+4	+5	+7	+8

Method 2: The “Down-The-Line” Method

A truly chaotic and almost unpredictable method of generating statistics, Down-The-Line allows the player the potential to create a truly unique character. This method can be prone to imbalance, and will likely result in creating either super efficient or under equipped characters (though either case would be extremely rare and probably unfortunate).

	Base Value	Added Value	Min Result	Average Result	Max Result
Melee & Bows (STRENGTH)	-4	+2d6	-2	+3	8
Crossbows & Firearms (DEXTERITY)	-4	+2d6	-2	+3	8
Evasion	6	+2d6	8	13	18
Hits	0	1d6	1	3	5
Actions	0	1d6	1	3	5
Saving Throw (IMMUNITY)	14	-2d6	12	7	2
Movement	0	1d6 x2	2	6	12
Damage	0	1d6 /3	1	1	2
1st Mutation	-4	+2d6	-2	+3	8
2nd Mutation (if any)	-4	+2d6	-2	+3	8
Hacking	-4	+2d6	-2	+3	8
Brutality	-4	+2d6	-2	+3	8
Stealth	-4	+2d6	-2	+3	8

Stats and their Meanings

Statistics	Meanings
Melee & Bows (STRENGTH)	The modifier to attacks with such weapons base on strength
Crossbows & Firearms (DEXTERITY)	The modifier to attacks with such weapons base on precision and accuracy
Evasion	The minimum D20 roll an opponent needs to meet or beat to hit your character For example, if your Evasion was 12, an opponent would need to roll a 12 or higher to hit you and deal damage.
Hits	The number of hits one can take before death
Actions	The number of action one can perform in a combat round
Saving Throw (IMMUNITY)	The minimum D20 roll your character needs to succeed in a reaction against poisons, paralysis, instant death, and other ailments For example, if your Saving Throw was 8, you need to roll an 8 or lower on a D20 roll to resist a poison's effect. Some powers may augment this score.
Movement	The number of yards one can move per action used
Damage	The total damage your character deals with a successful attack
1st Mutation	The modifier to the first mutation generated
2nd Mutation (if any)	The modifier to the second mutation generated, if one is present.
Hacking	Ability to interact with Hardware or Software
Brutality	Ability to use tech in combat (crushing grip, hidden weapons, explosives, etc...)
Stealth	Ability to use tech to hide, disguise, steal, or assassinate