

Pegasus Engine Character Guide

Version 1.0

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Introduction

To become the hero you were born to be, you need to first forge them out of your imagination. This book provides you with all the tools necessary to give birth to your hero. This information is the lifeblood of the character and will let you know what the character's strengths and weaknesses are and how good they will be at performing certain tasks.

You will need a printed copy of the Character Sheet, to note all your character's details. The Character Sheet can be photocopied or printed out and can be found at the rear of this book. Also, you can download it from our website for free. Some CORE Worlds will have their own unique Character Sheet, designed for use with that CORE World.

The first thing you need to do is understand all the elements of the Character Sheet.

The Character Sheet

Characters are made up of a variety of Statistics, Status Scores and Descriptive details, which are all noted on the Character Record Sheet, used to keep track of the hero's current status between games.

A character Sheet contains the following details:

- Statistics.
- Status.
- Specialisations.
- Perks.

- Applied Effects
- Powers
- Abilities
- Equipment
- Biography

Statistics

All CORE RPG characters are defined by ten different Statistics. These Statistics are used to test a character's effectiveness at overcoming obstacles they will face during an adventure.

Statistics are measured using Dice Types and therefore given a Dice Result. Characters gain these values during character creation and can develop these statistics during the course of their story.

Agility [AGI]

Agility measures how agile and dexterous a character is. It is used for acrobatic manoeuvres, piloting, driving and for ranged attack too.

Mind [MND]

This statistic measures the character's intelligence, education and common sense. Your character will know things that you do not know and therefore a quick roll will determine if your character can recall certain information. This statistic is also used with some powers. This statistic also measures the mental strength of a character, known as Delirium, see page xxx.

Social [SOC]

Social measures the character's social standing, charm, presence, how well they are received in society. Social based specialisations rely on this statistic, see Specialisations on page xxx. Social is also the base of a Character's Social Health, see page xxx.

Strength [STR]

This is self explanatory and is important for the amount of damage dealt in hand-to-hand combat as well as heroic feats of Strength.

Physique [PHY]

This is the character's physical resilience, their ability to deal with physical pain. It provides the character with their Health points, see page xxx. It is also used to resist poisons, disease and physical damage.

Combat [COM]

Not everyone is a trained ninja! But everyone is capable of defending themselves, even if it is just slapping wildly. This statistic is used in hand-to-hand combat to make a physical melee attack.

Defence [DEF]

The opposite of Combat. Defence is the character's ability to avoid being hit. Used for avoiding all physical attacks.

Stealth [STL]

Sometimes, caution is the only option of getting past the sleeping dragon, rather than brute force! Stealth measures a character's ability to avoid being seen. It also provides Stealth Health, see page xxx. For stealth scenes, see page xxx.

Perception [PER]

Measures how perceptive a character is at noticing objects out of place, or creatures lurking in the shadows, or strange smells filling the room, or the taste of poisoned wine! Such a waste of good wine! Perception is also used for ranged damage to determine how precise a hit was.

Focus [FOC]

Lastly, we have Focus. This statistic measures the character's spirit, power, chi, inner force, psychic energy, super power, magical energy, whatever you wish to call it. Focus is used with some Powers, Power Damage and how much NRG a character has at their disposal, see page xxx.

But how do we know what ability a character has in each of these statistics?

Statistics are measured by Dice Values, which are assigned during character creation and can be improved during the course of the story.

Movement & Reaction [MR]

Movement and Range have been purposely kept abstract to maintain a more cinematic feel to the action. This is to prevent the game being bogged down into discussions about realism and allows the players to focus on the excitement and story.

- [MR] is used to determine combat initiative and perform manoeuvre actions.

See page xxx for working out your [MR] value.

Status

Statuses represent the character's current condition during the current scene of the story. Depending on how low the statuses get will determine any penalties or benefits a character has, or even if the character has been defeated or failed to overcome the current objective.

In Pegasus Engine CORE RPG there are seven statuses to keep track of:

- Health.
- Delirium.
- Stealth Health.
- Social Health.
- NRG.
- Momentum.
- Stun.
- Knockback Value.

Health

Health measures a character's physical state. The lower the score, the less physical health the character has. The Higher a character's Physique score, the higher their health score will be. While some NPCs are defeated once they reach 0 Health (see page xxx), Player Characters and Villains can suffer up to negative their Health score, before being defeated.

See page xxx on how to work out your Health Value.

Delirium

Delirium measures a character's Mental state. The lower the score, the less sane the character is. Characters use their Mind Statistic to work out their Delirium Score.

While some NPCs are defeated once they reach 0 Delirium (see page xxx), Player Characters and Villains can suffer up to negative their Delirium score, before being defeated.

See page xxx on how to work out your Delirium Value.

Stealth Health

Stealth Health measures the Character's chances of success in detecting foes, or being detected while trying not to be seen, during exciting stealth scenes. Stealth Health uses Stealth Statistics to determine a character's value.

Stealth Health is used during Stealth Scenes and all Characters are defeated once their Stealth Health is reduced to 0. See page xxx.

See page xxx on how to work out your Stealth Health Value.

Social Health

Social Health is the character's social standing during intense drama scenes. When this value starts to drop, the character has lost face in an argument, debate or plea. A Character's Social Dice determines how much the Social Health Value is.

Social Health is used during Social Scenes and all Characters are defeated once their Social Health is reduced to 0. See page xxx.

See page xxx on how to work out your Social Health Value.

Energy [NRG]

Energy [NRG] is the amount of Energy Points a character has available to use for activating Powers, Abilities, move extra movement in a turn, recover from a variety of effects, etc. If you wish to create a character that uses powers or magic etc, then a High Focus Dice might be required.

Characters can use Energy [NRG] for powering spells, superpowers or wondrous alien devices, all known as Powers. See Powers Guide for full details regarding Powers; also check out Power Attacks on page xxx for using Powers during combat.

Energy can also be used for the following purposes during combat scenes

See page xxx on how to work out your Energy Value.

Momentum

Momentum is gained as the characters perform well during an adventure, see CORE Rules page xxx.

See page xxx on how to work out your Momentum Values.

Stun

- All Characters start with 0 Stun Levels.

Stun Levels are received as characters make Damage Resistance Rolls as well as other factors. See CORE Rules page xxx.

See page xxx on how to work out your Stun Threshold Value.

Knockback Value [KBV]

During cinematic combat we often see opponents being sent flying backwards as a result of an attack. This really isn't that realistic in most cases, but it is cinematic and dramatic and I want to simulate this with Pegasus Engine!

See Pegasus Engine CORE Rules on page xxx for Knockback rules.

- A character's Knockback Value is equal to their Physique Level plus any Statistic Modifiers.

Example a character with D6 Physique will have a Knockback value of 2.

Specialisations

Characters may have Specialisations to represent skills they have learned over the years. On the back of the Character Sheet is a space to record what Specialisations a character has. Specialisations provide a character with extra dice to roll in their Dice Pool see CORE Rules page xxx.

These will be listed on the character sheet in the following way:

Name of Specialisation [STATISTIC] Specialisation Dice Value Statistic Dice Value Any Bonus Dice Statistic Modifiers

Example: Amara has the Inspire Specialisation at D10 and her Social is D12+1

This would be noted on her character sheet as shown below:

Inspire [SOC] D10 D12 -- +1

Noting the Specialisation this way makes it quicker to establish your character's dice pool from one location on their character record sheet.

How Characters obtain Specialisations will be explained during the character creation process.

Perks

Perks are abilities and special manoeuvres that can be activated to gain benefits, grant benefits to allies, or place hindrances on enemies. How Perks work depends on the Perks, see CORE Rules page xxx and the Perks Guide.

How a character obtains Perks will be explained in the character creation process.

On the back of the Character Sheet is a space to record what Perks a character has. There is also space to track Perk states during combat.

Applied Effects

During the course of a character's adventures they will have a variety of effects applied to them. This can be as a result from Specialisations, Perks, Powers, Abilities, Items, the Environment or special circumstances.

Whatever the reason, a character will note this on the front of their character sheet with any levels and rules for quick referencing.

How a character comes by these will be explained throughout the rules.

Powers

On the back of the Character Sheet is a space to record what Powers a character has. Powers are explained in more Detail in the Power Guide on page xxx, along with a full list of Powers.

Abilities

Races and Roles provide Characters with abilities.

- Abilities are always on, which means the Character will gain the benefit from the ability at all times, unless stated otherwise.
- Some abilities will only give benefits during a given circumstance.

The character creation process will explain how characters obtain abilities.

Equipment

Characters gain equipment and funds to spend throughout the course of the story. These are noted here. More information can be found on equipment in the Gear Guide and Starting funds on page xxx.

Biography

Characters are not just a combination of numbers and dice. They have backstories and descriptions, these are noted in the Character Biography section of the Character Sheet.

Character Development Points (CDP)

Characters earn CDP during their adventures by overcoming objectives and roleplaying during scenes. How to earn CDP is detailed on page xxx. Characters Spend CDP to improve every element of their characters record sheet. See page xxx on how and when to spend CDP.

Character Value (CV)

A Character Value records how many CDPs have been spent to improve the character.

Threat Level (TL)

Threat Level is used by the Games Master to help balance encounters.

The Games Master will work these out after Character Creation has been done, if the Games Master needs to know these values.

Hero Levels

Hero Levels provide the player character the chance to manipulate the chances of success throughout the course of the story.

See page xxx for in-depth details on how these work and how to work out your Hero Level Value.

Morality & Morality Threshold

For details about Morality and how it works, see the CORE Rules on page xxx.

Characters' Morality may be challenged on the course of their adventures and, if the Games Master is using this rule, then their actions could be their downfall!
Morality keeps heroes on the straight and narrow and is the line between hero and villain.

Character Creation Process

Now that you are armed with your Character Sheet, let's start creating your character!
Before we dive in it is important to note that all Statistics start at D4. Statistics are abbreviated as follows:

AGILITY [AGI]: Measures a character's nimbleness, dexterity and quickness.

MIND [MND]: Represents knowledge, intelligence and mental resilience.

SOCIAL [SOC]: A character's charm, social influence and presence.

STRENGTH [STR]: Measures a character's raw power and physical strength.

PHYSIQUE [PHY]: How tough or physically fit a character is and ability to resist pain.

COMBAT [COM]: Represents a character's natural fighting ability.

DEFENCE [DEF]: The ability to avoid being physically hit.

STEALTH [STL]: This measures the ability to avoid being seen, or move silently.

PERCEPTION [PER]: Represents the five senses and natural awareness.

FOCUS [FOC]: How attuned to the arcane or supernatural world the character is.

All characters start as an idea. Come up with a concept for your character and then follow the Character Creation Rules below to bring your character to life.

- Before we go any further it is important to note that no Statistic or Specialisation can be above D12 during Character Creation; but can be raised beyond this value with CDP during game play.

How to Build a Character

Once you have a concept idea for your character, follow the Character creation process in the following order:

Step 1 - Choose a Race, see page xxx.

Step 2 - Choose a Role, see page xxx.

Step 3 - Gain 5 Specialisation Levels, see page xxx.

Step 4 - Gain 5 Statistic Levels, see page xxx.

Step 5 - Gain 1 New Perk or Perk Upgrade, see page xxx.

Step 6 - +1 Status Modifier, see page xxx.

Step 7- Bonus Selection, see page xxx.

Step 8 - Virtues & Vices, see page xxx.

Step 9 - Record your Status Totals, see page xxx.

Step 10 - Final Touches, see page xxx.

Step 11 - Choose Starting Gear, see page xxx.

Character Creation Step 1 - Choose a Race

The Games Master will provide the players with a list of available races to choose from, including any custom races the Games Master has developed (*see below*).

Races provide a character with statistical modifications (*the only time a player will have a modifier to add to a dice roll*) and some racial abilities.

In most of the CORE Worlds, humans are the most common race; some CORE Worlds will have strange and exotic races for your hero to be.

All races are set out in exactly the same way, so that you may compare which provides the best statistics and challenges for your character.

Description: This will describe how the race looks, it's average height, weight, age, etc.

Environment: The race's ideal environment and home region. This can be a location in a singular game world, or a planet dominated by a certain terrain type.

Society & Culture: This is the race's culture and society details.

Outlook: The race's outlook towards other races and even themselves.

Abilities: All races will have an ability of some sort. Even humans gain abilities. These abilities make the races stand out from each other.

Statistics: Races will grant a modifier to certain stats and some races may even have some penalties. These modifiers are added to the Dice Rolls when using that statistic.

- Once you have decided on the race, make the appropriate adjustments to your Character Sheet, noting any Perks, modifiers or abilities.

Custom Built Races

Games Masters who want to include races that are not found here in the Stock Races List can build their own using the Custom Races rules that can be found in the Game Master's Guide on page xxx.

Stock Pre-Made Races

Cyborg

Description: Cyborgs are humans with cybernetic implants replacing parts of their body. Cyborg's cybernetics are often spray painted. Some keep their implants chrome.

Environment: Cyborgs can be found in any human environment.

Society & Culture: Cyborgs are shunned and often looked upon as an abomination. Outlook: Cyborgs struggle with their humanity as they transplant their biological anatomy for mechanical parts.

Abilities/Disabilities

Shunned: Cyborgs are normally shunned by society; as a result of this all Cyborgs suffer a -1 Modifier to [SOC].

Cybernetic Implants: Choose three of the following cybernetic Implants: (Each Cyberware reduces the Cyborg's NRG permanently).

- **Brain CPU:** Enhances thinking speed, granting a +1 Modifier to [MND]. Reduce NRG by -1.
- **Reactive Nerve Wiring:** Enhances the speed and reaction of the cyborg, granting a +1 Modifier to [MR]. Reduce NRG by -1.
- **Cybernetic Senses:** The perceptive receptors of a cyborg have been enhanced, granting a +1 Modifier to [PER]. Reduce NRG by -1.
- **Thermal Ocular Enhancer:** These Iris implants grant the Cyborg Thermal Vision allowing them to see clearly in Darkness. Reduce NRG by -1.
- **Metal Carapace:** Cyborg's Torso is replaced with a metal housing, providing the Cyborg with D8 Bonus Dice to [DMG RES] when struck in the body. Reduce NRG by -3.
- **Cybernetic Arms:** Both or a singular limb is replaced with bionic limb replacement which provides a +2 Modifier to [STR]. Reduce NRG by -2.
- **Cybernetic Legs:** The Cyborg's legs have been replaced with bionic replacements, which provide a +1 Modifier to [MR]. Reduce NRG by -1.
- **Dexterity Gyro:** The cyborg has a dexterity gyro system wired throughout its body. This provides a +1 Modifier to [AGI]. Reduce NRG by -1.

Dwarf

Description: Dwarves are short and stout, between 4 to 5 feet in height. Eyes tend to be grey or brown. Dwarves live between 200-300 years.

Environment: Dwarves, in most mythology, can be found deep within their mountain lairs; preferring their vast halls carved out of stone.

Society & Culture: Dwarves are natural miners and smiths, working their forges and crafting out of stone. They trade with the surface dwellers for food and fur, with precious stones and ores. Dwarves are hard working and are a proud race. They defend their lands and kin with their lives. Dwarves rarely invite, or allow, strangers into their kingdom and keep themselves to themselves.

Outlook: Dwarves do not concern themselves with the affairs of the surface dwellers. They have their own enemies, who reside in the dark beneath the earth. Dwarves have a hatred of goblins who constantly raid their kingdoms murdering their folk.

Statistics Enhancements: Dwarves gain +1 Modifier:

- [PHY]: Dwarves are hardy and tough.
- [COM]: Dwarves have learned that life underground is full of peril. They battle constantly with the other denizens of the dark.
- [STR]: Dwarves work hard in their mines or building their great halls.

Abilities:

- **Dark Vision:** Dwarves live their lives underground and their eyesight has become accustomed to the dark environment that they inhabit. Dwarves are able to see as clearly in darkness as they can in daylight.
- **Reduced Move:** Dwarves cannot take two Soft Move actions in one initiative phase. They must use a FULL action to Sprint. This gets them to Medium Range instead of Long.

Elf

Description: Elves are fey folk that are tall, slender, with almond eyes and pointed ears. They are ageless, graceful. Their life is only ended by violence or disease. Elves have lived in the magical realms since time began and are incredibly knowledgeable. Their keen eyes allow them to see at night as if it was clear as day. Their eyes are normally brown or green, with hair that is golden, silver or black; all colours have a sheen about it, giving off a soft radiant glow.

Environment: Elves are commonly found deep within ancient forests, secreted away from the prying eyes of the mortal races; but this may change depending on the CORE World you choose to set your game in.

Society & Culture: Elves value life and knowledge and spend most of their time seeking it. They study the nature that surrounds them and their histories. Elves are monogamous and couple for life. Their diet is vegetarian.

Outlook: Elves regard themselves superior to other races, as they believe they are wiser due to their longevity, looking at other races as reckless and chaotic.

Statistics Enhancements: Elves gain +1 Modifier to:

- [AGI] - Elves are nimble and graceful.
- [MND] - Elves have lived long in years and have had plenty of time to expand their education.
- [STL] - Elves can move quietly and avoid being seen, as they are a secretive race and reveal themselves only when they desire to be found.

Abilities:

- **Night Vision:** Elves have the ability to see at night as if it was clear as day; but there must be moonlight or some other form of illumination to see by to gain advantage of this ability. If they are underground, or in dark confined places, they are capable of seeing twice as far with assisted torch light.

Halfling

Description: Halflings are small humanoids that stand approximately 3 to 4 feet tall. Their feet are hairy and often bare, due to their tough soles. Their ears are slightly pointed. Halflings hair colours are commonly browns and blacks.

Environment: Because they live in a world surrounded by the 'Big Folk', halflings tend to reside in hidden vales away from the larger world.

Society & Culture: Halflings have a high sense of community and the elder of their family rules their immediate family community. They have a love of stories and working the land that surrounds their community. Halflings do not have kings, but have a Council of Elders.

Outlook: Halflings are a joyful race, happy and content. They are wary of outsiders, but form strong friendships easily. Halflings are curious but cautious at the same time and will use stealth to keep hidden until they are sure that it is safe to be seen.

Statistics Enhancements: Halflings gain +1 Modifier.

- [STL]: Halflings are sure-footed and can conceal themselves easily from the big folk.
- [SOC]: Halflings are joyous and likeable.
- [PER]: Halflings are alert and aware of danger.

Abilities:

- Small: Halflings are difficult to attack due to their small stature. Halflings are Size -1. See page 37.
- Reduced Move: Halflings cannot take two Soft Move actions in one initiative phase. They must use a FULL Action to Sprint. This gets them to Medium Range instead of Long.
- Concealment: When Halflings are behind cover, they are considered out of line of sight and cannot be targeted, unless the halfling attacks from cover.

Human

Description: Humans come in a variety of shapes, sizes, skin, hair and eye colours depending on CORE World.

Environment: Humans are capable of surviving in most climates and adapt to their surroundings; they can be found anywhere.

Society & Culture: Human culture is diverse and can contain many beliefs and ways of life.

Outlook: Humans tend to be insular to their culture and community. They will rise up and unite, if they feel their lands are threatened by an outside force, even other humans. They are quick to dismiss the beliefs of others, claiming their beliefs to be the true way of the world.

Statistics Enhancements:

- Multicultural: Due to the diverse cultural upbringing of human society, Humans gain +1 Modifier in three separate Statistics of choice.

Abilities:

- Diverse: Humans may choose an additional Perk of choice. They are a versatile race, adapting to their surroundings or learning whatever trade is required to get the job done.

Lion Folk

Description: Lion Folk represent humanoid lions. Standing on their back legs, Lion Folk are yellow/gold furred in colour and have a tail. Males will have a mane when they come of age. Lion Folk stand approximately 6 feet tall and are graceful.

Environment: Preferring hot grasslands where they can hunt, but are equally at home in jungles and woodlands.

Society & Culture: The great prides of the Lion Folk are ruled by their Monarchy, Kings & Queens who are strong and command respect. They live in their prides across their territories.

Outlook: Distrusting of outsiders, Lion folk protect their territories savagely. Lion Folk are Proud and honourable and easy to anger. To their friends they are loyal and protective. They believe their ancestors watch over them from the great savannah in the sky and that they are being judged in this life so that they may join their ancestors in the afterlife.

Statistics Enhancements: Lion Folk gain a +1 Modifier:

- Nimble: Lion Folk gain a modifier to [AGI].
- Stalk: Lion Folk are taught from a young age how to sneak up on their prey and gain a modifier to [STL].

Abilities:

- Claws: Lionfolk have clawed hands providing unarmed Slashing Level 1 Bonus dice to [DMG] and Climbing.
- Dark Vision: Lionfolk are able to see as clearly in darkness as they can in daylight.
- Skittish: Lion Folk are cautious and suffer a Level 1 Hindrance to Fear Checks.

Lizard Folk

Description: Lizard Folk are reptilian in appearance; covered in brown/greenish scales and a long strong tail, Lizard Folk come in all shapes and sizes but tend to stand between 5'7 and 6'3. They are strong and well formed.

Environment: Lizard Folk prefer hot/arid climates best suited to their cold blooded bodies; but some breeds prefer aquatic locations such as swamplands.

Society & Culture: Lizard Folk live in tribes; but often, when they come of age, many leave the tribe and become solitary. The strongest rule the tribe and are rarely challenged; but when they are, it is to the death. It is common to eat the fallen of their kin and is considered a great honour.

Outlook: Lizard Folk are cannibalistic and struggle to be accepted in other societies. Lizard Folk, when in society, resist the urge to eat carrion. Lizard Folk do not let others know their feelings and often keep themselves to themselves; making it difficult to know what a Lizard Folk is thinking.

Statistics Enhancements: Lizard Folk gain a +1 Modifier:

- Tough: Lizard Folk are bulky and scaled, granting them a modifier to [PHY].
- Strong: Lizard Folk have great strength and gain a modifier to [STR].
- Misunderstood: Most societies and other Lizard Folk Tribes do not trust Lizard Folk and therefore suffer a -1 modifier to [SOC].

Abilities:

- Tough Skin: Provides Lizard Folk a Level 1 Bonus Dice to [DMG RES].
- Bite and Tail Attack Combo: When attacking with Unarmed Combat, Lizard Folk deal Level 1 Crushing [DMG].
- Aquatic: Lizard Folk are unhindered in Aquatic environments and can breathe underwater for hours equal to their [PHY] Dice Value.

Mutants

Description: Mutants are humans that have been mutated due to the toxic environment they live in. Their appearance is boiled or melted skin, pock-marked and leathery. Their height is standard human height. Hair does not grow on a mutant. Mutants do not tend to live beyond 40, due to their condition.

Environment: Mutants live in harsh environments, either nuclear wasteland or some sort of arcane destroyed land.

Society & Culture: Mutants are shunned by other races who fear them and fail to understand them. Mutants live in a savage and barbaric community, where the strongest rule. Life is harsh and tough for mutants.

Outlook: Mutants have lived their life being hated and feared or misunderstood. This takes its toll on anyone; especially mutants, who just want to be left alone and live a peaceful life.

Statistics Enhancements:

- [SOC] -1 Modifier: Mutants are outcast from most societies.
- Varied Mutation: Mutants choose two statistic of choice to gain +1 Modifier, this can be applied to the same statistic to gain +2, due to a mutation.
- Low Profile: Mutants have learned to lay low to avoid persecution and receive a +1 [STL].

Abilities: Choose one of the following mutations:

- Skin of Scales: This provides the mutant with a Level 2 Bonus Dice to [DMG RES].
- Red Eyes: This mutation gives the mutant Dark Vision, which allows it to see as clearly in darkness as they can in daylight.
- Extra Arm: The mutant has an extra arm, which allows for an extra Hard or Soft Action each turn.
- Razor gmd
- Claws: The mutant has long talons, gaining a Level 2 Bonus Dice to [DMG] when making Unarmed Attacks and to Climbing [STR] Checks.
- Radioactive Spit: The mutant can perform an Acid Attack at the cost of 3 [NRG] and, on a successful Ranged Attack, apply Burn & Poison effect at Level 1 to target. Optimal Range: Close.
- Horns or Spikes: The mutant has Horns or some form of Spikes sticking out of its skin. This provides a Level 1 Bonus Dice to [DMG RES] and to Unarmed [DMG].
- Tail: The mutant has a Tail. The mutant gains a Level 1 Bonus Dice to Acrobatic [AGI] Checks and to Wrestling [COM] Checks and all opponents suffer a Level 1 Hindrance to [COM] when attacking from the mutant's Threat Zone.
- Wings: Mutants have some form of leathery Wings, which provide Flight at [MR] and can travel at Close Range per soft action.

Robots/AI (Artificial Intelligence)

Description: Robots are available in all shapes, sizes and colours; some can even have a humanoid appearance. They are normally built for a specific purpose and are programmed accordingly. As player characters, robots are sentient with advanced artificial intelligence programming. If you wish for your robot to be different from the bipedal version, for example fly or hover, then the appropriate Power will need to be purchased as a Specialisation.

Environment: Robots can be found in all environments.

Society & Culture: Robots do not have a society and are either tools, servants or pets. All robots have a master who they serve faithfully.

Outlook: A robot's AI software dictates its outlook, often the same as its master's.

Statistics Enhancements:

- Logical: Robotic minds are logical and therefore gain a +1 Modifier in [MND].

- Programmable: +3 Modifier to be placed in Statistics of choice. May use this increase to remove the [SOC] penalty. This can be three separate statistics or into a single statistic, or split into +1/+2.
- Artificial: Robots are considered property and therefore are not considered equal in non-robotic society. [SOC] -2 Modifier.

Abilities:

- Mechanical: Cannot be healed with healing; requires Mechanical Lore to fix.
- Metal body: Robots gain a D6 Bonus Dice to [DMG RES] Pool.
- Does Not Breathe: Robots have no need to breathe and therefore are unaffected by toxic fumes, atmosphere or drowning.
- Master: All robots have a master and must serve and protect their master, even at the cost of their own existence.

Safety Protocols:

- Because Robots do not necessarily have morality and cannot suffer corruption because safety protocols are in place to prevent them from doing so, Morality will instead represent the purity of a Robot's code and Corruption will represent the breakdown of that code.
 - Robots cannot redeem themselves and cannot visit a Therapist to recover morality.

Instead, Robots must have their code fixed by a programmer:

Making a Robotics [MND] Check:

- Statistic Dice: Mind.
- Specialisation Dice: Robotics.
- Bonus Dice: Any appropriate bonus dice.

GM Rolls the Difficulty:

- Difficulty Level is equal to the total Corruption points the Robot has suffered.
- Hindrance Dice: Any Hindrance dice on the therapist.

Learned Behaviour:

Due to the safety protocols in place that prevent robots from performing acts listed in Corruption on CORE Rules, page xxx, a robot simply cannot just perform these acts. It requires the Robot to push beyond their programming.

To Perform any of the acts listed in the Corruption rules requires the Robot to make the following check:

Robot Rolls:

- Statistic: Focus.
- Specialisation: None.
- Bonus Dice: Any appropriate Bonus Dice the Robot currently has.
- Hindrance Dice: None.

Against the Difficulty Roll:

- Statistic: Level 5 Difficulty D12.

- Hindrance: Any Hindrance Dice applied to the character.

On a success, the Robot may perform the act and suffer the corruption.

Once a Robot has managed to perform the act, it has learned the necessary subroutines to bypass the Safety Protocols. Therefore, the Robot no longer needs to roll again to perform that specific task.

Unless a Robot recovers Morality points as above, it is considered that the breach is repaired and the Robot requires a roll to bypass the Safety Protocols once more.

Thanks to Sarah for this in-depth rules suggestion!

Winged Folk

Description: Winged Folk have large feathered wings sprouting from their back, arms and clawed feet. Their birdlike heads have large eyes and sharp beaks. They tend to have Black, brown and white feathers. Standing about 5'5 to 5'9.

Environment: Winged Folk live up high in eyries, normally on cliff edges, depending on tech level or floating towns in a sci-fi setting.

Society & Culture: Winged Folk live in congregations, often peaceful and an elder is chosen to rule above congregation councils. Winged folk peacefulness should not be mistaken for weakness, they are savage and territorial when it comes to defending their Eyries!

Outlook: Winged folk love to soar and feel the wind in their feathers. Having a flock to swarm with excites them and is deemed a great honour to be included in such flights. Winged Folk love to explore but always feel a tie to home and return often to their kin.

Statistics Enhancements: Winged Folk gain a +1 Modifier to:

- Agile: Winged Folk are agile and gain a Modifier to [AGI].
- Strong Willed: Winged Folk have focused minds and gain a modifier to [FOC].
- Keen Sight: Winged Folk have great eyesight and gain a modifier to [PER].

Abilities:

- Flight: Sporting magnificent wings, this proud race can fly at Close Range as a Soft action. Any manoeuvres required whilst in flight is an [AGI] Roll and therefore starts with the Specialisation Flight [AGI].

Wolfen

Description: Wolfen resemble large wolf-like humanoids with a mix of black, grey, brown furs. They are slightly hunched and stand at between 5'6 to 6'2, but gain at least 6 inches if they stand tall.

Environment: Wolfen tend to prefer to live in wooded locations where they can hunt either near mountains or cold regions.

Society & Culture: Packs are ruled by Alphas, the strongest of them all. They will have their Beta second in command and Gammas who are their group leaders during hunt and war. The pack is nomadic, moving from location to location looking for suitable hunting grounds. They stay for several months and move on, normally settling for longer periods in the winter.

Outlook: Wolfen respect the strong and have no time for the weak. Wolfen who become lame are often abandoned to their fate, if they cannot keep up with the pack. These become Omegas

and live on the outskirts of the pack. The rare Lonewolves, known as Sigmas, are as strong as Alphas, but generally do not stay with the pack but venture out on their own.

Statistics Enhancements: Wolfen gain a +1 Modifier:

- Keen Senses: Wolfen gain a modifier to [PER].
- Tough: Wolfen gain a modifier to [PHY].

Abilities:

- Bite: Wolfen have powerful jaws, granting them a Level 1 Bonus Dice to Unarmed Damage Rolls.
- Fearsome Howl/Growl: Wolfen are fearsome and intimidating and start with D4 in Intimidation Specialisation.

Character Creation Step 2 - Choose a Role

Each Role has a unique set of Statistics, Specialisations, and Perks the player can choose from during this step. Also, the player gains a unique Role Ability too.

- The Role Ability can only be acquired during this step of Character Creation.

Role Abilities

Each Role has a unique ability. This Ability is considered always on and the character gains the effects from the ability while conscious.

Make a note of the ability and its effects on your character sheet.

The abilities are described in each Role Section below.

Statistic & Specialisation Cap

- No Statistic or Specialisation can be increased beyond Level 5 (D12) during this part of the Character Creation Process.

Agitator

Agitators are characters that just know what to do or say to annoy the enemy to the point of distraction. These characters are either intimidating or sharp-tongued. They are crowd controllers, or inflict penalties upon their enemies, giving their allies and themselves a tactical advantage.

To create an Agitator Character, follow these steps:

Step 1 - Agitator Unique Ability

Note the Agitator Ability on the Character Sheets.

Agitator – Agitators specialise in harassing the enemy, therefore all Targets within CLOSE Range of the Agitator suffer a Level 1 Hindrance Dice to all rolls until the target is no longer within range.

Step 2 - Agitator Starting Statistic Enhancements

Agitators gain +1 Level increase to the following two statistics:

- [PHY].
- [SOC].

Step 3 - Gain Agitator Starting Specialisations

Agitators gain two separate Specialisations at Level 1 (D4) (or increase the Specialisation by 1 Level if it already exists on the character) from the following lists:

- [PHY] page xxx of the Specialisations Guide.
- [SOC] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 4 - Agitator's Additional Statistic Enhancements

Agitators chose two separate Statistics from the following list and increase them by +1 Level:

- Agility [AGI].
- Focus [FOC].
- Mind [MND].
- Physique [PHY].
- Social [SOC].

You cannot choose the same Statistic twice, must be two separate Specialisations!

Step 5 - Agitator's Primary Specialisation Enhancement

Agitators gain +2 Levels to Choose 1 Specialisation from the following Specialisation lists:

- [AGI] page xxx of the Specialisations Guide.
- [FOC] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.
- [PHY] page xxx of the Specialisations Guide.
- [SOC] page xxx of the Specialisations Guide.

Step 6 - Agitator's Additional Specialisation Enhancement

Agitators gain +1 Level in two separate Specialisations from the following Specialisation lists:

- [AGI] page xxx of the Specialisations Guide.
- [FOC] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.
- [PHY] page xxx of the Specialisations Guide.

- [SOC] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 7 - Agitators Starting Perks

- Agitators choose 2 Perks from the Agitator Perk list on page xxx of the Perks Guide.

Defender

Defenders dedicate their lives to protecting those weaker than themselves. They are specialised in front-line combat, either with weapons or Arcane Powers. Their stats are orientated around taking damage, avoiding attacks, and taunting the enemy to attack them. Defenders are the first to rush to someone's aid.

To create a Defender Character, follow these steps:

Step 1 - Defender Unique Ability

Note the Defender Ability on the Character Sheets.

Defender – Defenders enter a bracing stance during combat situations that grants them a Level 1 Bonus Dice to all [DMG RES] checks.

Step 2 - Defender Starting Statistic Enhancements

Defenders gain +1 Level increase to the following two statistics:

- [DEF].
- [PHY].

Step 3 - Gain Defender Starting Specialisations

Defenders gain two separate Specialisations at Level 1 (D4) (or increase the Specialisation by 1 Level if it already exists on the character) from the following lists:

- [DEF] page xxx of the Specialisations Guide.
- [PHY] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 4 - Defender's Additional Statistic Enhancements

Defenders chose two separate Statistics from the following list and increase them by +1 Level:

- Combat [COM].
- Defence [DEF].
- Focus [FOC].
- Physique [PHY].
- Social [SOC].

You cannot choose the same Statistic twice, must be two separate Specialisations!

Step 5 - Defender's Primary Specialisation Enhancement

Defenders gain +2 Levels to Choose 1 Specialisation from the following Specialisation lists:

- [COM] page xxx of the Specialisations Guide.
- [DEF] page xxx of the Specialisations Guide.
- [FOC] page xxx of the Specialisations Guide.
- [PHY] page xxx of the Specialisations Guide.
- [SOC] page xxx of the Specialisations Guide.

Step 6 - Defender's Additional Specialisation Enhancement

Defenders gain +1 Level in two separate Specialisations from the following Specialisation lists:

- [COM] page xxx of the Specialisations Guide.
- [DEF] page xxx of the Specialisations Guide.
- [FOC] page xxx of the Specialisations Guide.
- [PHY] page xxx of the Specialisations Guide.
- [SOC] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 7 - Defender's Starting Perks

- Defenders choose 2 Perks from the Defender Perk list on page xxx of the Perks Guide.

Enhancer

Enhancers are characters who inspire or enhance those around them; filling allies with courage or magically enhancing their Abilities to give allies an advantage over their enemies. The Enhancer role is dedicated to providing their allies with 'buffs' and enhancement effects during a variety of Scenes and situations. This can be in a variety of ways, from removing negative modifiers and effects, healing damage or stun, or providing a Bonus to their statistics and Specialisations.

To create an Enhancer Character, follow these steps:

Step 1 - Enhancer Unique Ability

Note the Enhancer Ability on the Character Sheets.

Enhancer – Enhancers provide all allies within Close Range a Level 1 Bonus Dice to all actions, providing the ally remains within range of the Enhancer.

Step 2 - Enhancer Starting Statistic Enhancements

Enhancers gain +1 Level increase to the following two statistics:

- [MND].
- [SOC].

Step 3 - Gain Enhancer Starting Specialisations

Enhancers gain two separate Specialisations at Level 1 (D4) (or increase the Specialisation by 1 Level if it already exists on the character) from the following lists:

- [MND] page xxx of the Specialisations Guide.
- [SOC] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 4 - Enhancer's Additional Statistic Enhancements

Enhancers chose two separate Statistics from the following list and increase them by +1 Level:

- Agility [AGI].
- Defence [DEF].
- Focus [FOC].
- Mind [MND].
- Social [SOC].

You cannot choose the same Statistic twice, must be two separate Specialisations!

Step 5 - Enhancer's Primary Specialisation Enhancement

Enhancers gain +2 Levels to Choose 1 Specialisation from the following Specialisation lists:

- [AGI] page xxx of the Specialisations Guide.
- [DEF] page xxx of the Specialisations Guide.
- [FOC] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.
- [SOC] page xxx of the Specialisations Guide.

Step 6 - Enhancer's Additional Specialisation Enhancement

Enhancers gain +1 Level in two separate Specialisations from the following Specialisation lists:

- [AGI] page xxx of the Specialisations Guide.
- [DEF] page xxx of the Specialisations Guide.
- [FOC] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.
- [SOC] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 7 - Enhancer's Starting Perks

- Enhancers choose 2 Perks from the Enhancer Perk list on page xxx of the Perks Guide.

Ranged

Ranged characters have mastered the art of Ranged Combat. They prefer to strike at their enemies from a safe distance. These characters support front-line allies by bombarding enemies with Ranged Weapons. They are capable of inflicting a lot of damage, but are vulnerable to damage themselves. Ranged characters tend to be agile with keen senses.

To create a Ranged Character follow these steps:

Step 1 - Ranged Unique Ability

Note the Ranged Ability on the Character Sheets.

Ranged – Ranged characters specialise in ranged precision hits, therefore gain a Level 1 Bonus Dice to all Ranged Damage Rolls.

Step 2 - Ranged Starting Statistic Enhancements

Ranged characters gain +1 Level increase to the following two statistics:

- [AGI].
- [PER].

Step 3 - Gain Ranged Starting Specialisations

Ranged characters gain two separate Specialisations at Level 1 (D4) (or increase the Specialisation by 1 Level if it already exists on the character) from the following lists:

- [AGI] page xxx of the Specialisations Guide.
- [PER] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 4 - Ranged Additional Statistic Enhancements

Ranged characters chose two separate Statistics from the following list and increase them by +1 Level:

- Agility [AGI].
- Defence [DEF].
- Focus [FOC].
- Perception [PER].
- Stealth [STL].

You cannot choose the same Statistic twice, must be two separate Specialisations!

Step 5 - Ranged Primary Specialisation Enhancement

Ranged characters gain +2 Levels to Choose 1 Specialisation from the following Specialisation lists:

- [AGI] page xxx of the Specialisations Guide.
- [DEF] page xxx of the Specialisations Guide.
- [FOC] page xxx of the Specialisations Guide.
- [PER] page xxx of the Specialisations Guide.
- [STL] page xxx of the Specialisations Guide.

Step 6 - Ranged Additional Specialisation Enhancement

Ranged characters gain +1 Level in two separate Specialisations from the following Specialisation lists:

- [AGI] page xxx of the Specialisations Guide.
- [DEF] page xxx of the Specialisations Guide.
- [FOC] page xxx of the Specialisations Guide.
- [PER] page xxx of the Specialisations Guide.
- [STL] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 7 - Ranged Starting Perks

- Ranged characters choose 2 Perks from the Ranged Perk list on page xxx of the Perks Guide.

Scrapper

A Scrapper's role is to get up close and personal. They are characters who do not shy from a fight and itch to get their fists dirty. They specialise in taking out their enemies quickly with a direct assault, face to face. They have a limited amount of defence but their strength is in hitting the enemy and causing damage.

To create a Scrapper Character follow these steps:

Step 1 - Scrapper Unique Ability

Note the Scrapper's Ability on the Character Sheets.

Scrapper – Scrappers specialise in close quarter combat, therefore Scrappers gain a Level 1 Bonus Dice to all Combat [COM] rolls.

Step 2 - Scrapper Starting Statistic Enhancements

Scrappers gain +1 Level increase to the following two statistics:

- [STR].

- [COM].

Step 3 - Gain Scrapper Starting Specialisations

Scrappers gain two separate Specialisations at Level 1 (D4) (or increase the Specialisation by 1 Level if it already exists on the character) from the following lists:

- [STR] page xxx of the Specialisations Guide.
- [COM] page xxx of the Specialisations Guide.

You cannot choose the same Specialisation twice, must be two separate Specialisations!

Step 4 - Scrapper's Additional Statistic Enhancements

Scrappers chose two separate Statistics from the following list and increase them by +1 Level:

- Combat [COM].
- Mind [MND].
- Physique [PHY].
- Stealth [STL].
- Strength [STR].

Step 5 - Scrapper's Primary Specialisation Enhancement

Scrappers gain +2 Levels to Choose 1 Specialisation from the following Specialisation lists:

- [COM] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.
- [PHY] page xxx of the Specialisations Guide.
- [STL] page xxx of the Specialisations Guide.
- [STR] page xxx of the Specialisations Guide.

Step 6 - Scrapper's Additional Specialisation Enhancement

Scrappers gain +1 Level in two separate Specialisations from the following Specialisation lists:

- [COM] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.
- [PHY] page xxx of the Specialisations Guide.
- [STL] page xxx of the Specialisations Guide.
- [STR] page xxx of the Specialisations Guide.

Step 7 - Scrapper Starting Perks

- Scrappers choose 2 Perks from the Scrapper Perk list on page xxx of the Perks Guide.

Tactician

Tacticians are born leaders, their words carry weight and people tend to listen and respect them. Tacticians are capable of gaining tactical advantage and commanding those about them to outmanoeuvre the enemy.

To create a Tactician Character follow these steps:

Step 1 - Tactician Unique Ability

Note the Tactician Ability on the Character Sheets.

Tactician – Tacticians specialise in command and organising allies, therefore they grant all allies who can hear or see the Tactician a Level 1 Bonus Dice to their Initiative [MR] rolls.

Step 2 - Tactician Starting Statistic Enhancements

Tacticians gain +1 Level increase to the following two statistics:

- [COM].
- [MND].

Step 3 - Gain Tactician Starting Specialisations

Tacticians gain two separate Specialisations at Level 1 (D4) (or increase the Specialisation by 1 Level if it already exists on the character) from the following lists:

- [COM] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.

Step 4 - Tactician's Additional Statistic Enhancements

Tacticians choose two separate Statistics from the following list and increase them by +1 Level:

- Combat [COM].
- Defence [DEF].
- Mind [MND].
- Perception [PER].
- Stealth [STL].

Step 5 - Tactician's Primary Specialisation Enhancement

Tacticians gain +2 Levels to choose 1 Specialisation from the following Specialisation lists:

- [COM] page xxx of the Specialisations Guide.
- [DEF] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.
- [PER] page xxx of the Specialisations Guide.
- [STL] page xxx of the Specialisations Guide.

Step 6 - Tactician's Additional Specialisation Enhancement

Tacticians gain +1 Level in two separate Specialisations from the following Specialisation lists:

- [COM] page xxx of the Specialisations Guide.
- [DEF] page xxx of the Specialisations Guide.
- [MND] page xxx of the Specialisations Guide.
- [PER] page xxx of the Specialisations Guide.
- [STL] page xxx of the Specialisations Guide.

Step 7 - Tactician Starting Perks

- Tacticians choose 2 Perks from the Tactician Perk list on page xxx of the Perks Guide.

Character Creation Step 3 - Specialisation Selection

You now gain 5 Levels to advance your current Specialisations that your Character has on your character sheet.

You can spend these 5 Levels any way you wish, as long as no Specialisation is advanced over Level 5 (D12).

You may also use the Levels to obtain new specialisations to add to your character sheet at Level 1 (D4) and if you wish to, you may advance them, with your available levels to spend.

Add these/amend your Specialisations list on the Character sheet.

Character Creation Step 4 - Statistic Selection

During this step, you are able to further develop your stats.

You are not restricted to which statistic you can develop. You may develop any of the 10 Statistics on your character sheet.

- However, players cannot increase Statistics or Specialisations beyond Level 5 (D12) during character creation, but may do so with Character Development Points during the course of a game. See page xxx.

You have 5 Levels to spread among your ten statistics.

Note the adjustments on your character sheet.

Character Creation Step 5 - Perk Selection

You may now do one of the following:

- Upgrade an existing Perk to Level 2, if the Perk is upgradable. See the Perk description in the Perks Guide.
- Or, add a new Perk from ANY of the seven Categories listed in the Perks Guide on page xxx.

Note the new Perk, or Perk Upgrade, on your character sheet.

Character Creation Step 6 - Status Modifier

You now must choose which Status will gain a +1 modification.

Choose one of the following:

- Health.
- Delirium.
- Social Health.
- Stealth Health.
- Or, Energy.

Increase your Maximum Value for the selected Status on your character sheet.

Character Creation Step 7- Bonus Selection

This section is a wild card step that allows you to choose from a variety of character upgrades.

Choose one of the following and update your character sheet accordingly:

- Statistics.
- Specialisations.
- Perks.
- Status Increase.
- Role Ability Level Increase.
- Powers.
- Wealthy.
- Family Heirloom.
- Starting Vehicle.
- Starting Mount.
- Starting Sidekick.
- Ambidextrous.

Statistics

Your character may spend two levels to increase Statistics.

- No statistic can be increased beyond level 5 (D12) at this stage.
- Can be on the same statistic, or two separate statistics.

Specialisations

Gain 4 additional Levels to increase/obtain new Specialisation as in step 3 on page xxx.

- No Specialisation can be taken beyond Level 5 (D12) at this stage.

Perks

Choose two additional Perks, or upgrade an upgradeable Perk, as per Step 5 on page xxx.

Status Increase

Gain +5 to split amongst the following:

- Health.
- Delirium.
- Social Health.
- Stealth Health.
- Or, Energy.

Cannot add more than +3 to a single status during this step.

Role Ability Level Increase

Your character may increase their starting Role Ability obtained during Role Selection. See choosing a Role on page xxx.

All Role Abilities start at Level 1. Increasing this increases the Level of the Ability one step.

Example: Enhancer has the Enhancer Ability that provides their allies a D4 Bonus Dice if they meet the conditions outlined on page xxx. Increasing this ability to Level 2 will grant a D6 instead.

Powers

Your character may gain 5 Power Purchase Points (PPP) to spend obtaining Powers. See Purchasing Powers on page xxx.

Wealthy

Your character is wealthy and starts with double the Starting Funds obtained during Step 11 of Character Creation see page xxx.

Family Heirloom

Your character has been handed down a family heirloom. But this is no ordinary trinket, it is special and grants a Level 1 Bonus Dice to a certain Statistic when used.

- Firstly, choose an Item, which must be approved by the Games Master.
- Secondly, choose which statistic is granted a Level 1 Bonus Dice when used.

- Thirdly, give it a name.

Add the item to your gear list on your character sheet noting all the details.

Starting Vehicle

You may start with a vehicle of choice which must be approved by the Games Master.

The Vehicle must be appropriate to the setting and the Games Master may disallow this option from character creation if they feel that vehicles have no place in the story or may disrupt the flow of the story.

Note the Vehicle on your character sheet.

The value of the vehicle is equal to Social Dice Value x 1000

Starting Mount

If you wish you may start with a mount of choice which must be approved by the Games Master.

The Mount must be appropriate to the setting and the Games Master may disallow this option from character creation, if they feel that mounts have no place in the story or may disrupt the flow of the story.

Note the Mount and give it a name on your character sheet.

The value of the mount is (Social Dice Value x 100) + 100

Starting Sidekick

Some heroes have a trusty travelling companion, or a loved one that travels with them on their adventures. Now so can you! This option allows you to start with a Sidekick character to join you on your adventures if the GM allows sidekicks to be included during the character creation process.

Use a new character sheet for the sidekick and follow the following Steps in Character Creation:

- Step 1 - Choose a Race.
- Step 2 - Choose a Role.
- Step 3 - Specialisations Selection.
- Step 4 - Statistics Selection.
- Step 5 - Perk Selection.
- Step 6 - Status Modifier.
- Step 9 - Record Status Values - remember these are worked out differently for Sidekicks, see page xxx.
- Step 10 - Final Touches.
- Step 11 - Starting Gear.

Ambidextrous

Your character starts with the Ambidextrous ability. This means that your character does not suffer an off-hand penalty when using a weapon or device in that hand. Also a character may use a FULL Attack to make an attack with each weapon, this can be against different foes. Also your character does not have a Flank Hindrance, only a Blind Spot. See page xxx.

Character Creation Step 8 - Virtues & Vices

Virtues & Vices

During character development, Player Characters are limited to the number of Virtues and Vices they may purchase.

While Virtues show the character's positive personality trait, a Vice is the opposite and shows the character's negative personality type.

Virtues

Virtues provide a benefit when a certain situation arises. Each Virtue is listed with the benefits as well as how these benefits are triggered.

- Benefits can only be used once per session.

Invoking a Virtue

It is up to the character when they would like to use the Virtue benefit in a game. Virtues are foremost a roleplaying tool which will allow the character to immerse within the story and help the player envision how the character will interact with certain situations in a positive way.

When the situation arises, a character may opt to use the benefit of their Virtue; but once used, it can no longer be used during the game.

- A player MUST roleplay a Virtue if they wish to obtain the benefit from it!

Vices

Vices provide hindrances when a certain situation arises. Each Vice is listed with the hindrance, as well as how these hindrances are triggered.

- Hindrance can only be used once per session.

Invoking a Vice

It is up to the character when they would like to use the Vice in a game. Vices are foremost a roleplaying tool which will allow the character to immerse within the story and help the player envision how the character will interact with certain situations in a negative way.

Vices are invoked slightly differently from Virtues. When the situation arises, the character can opt to suffer the Hindrance provided by the Vice.

By doing so, if the character survives the scene they will gain an additional +3 Character Development Point (CDP) for using the Vice, providing they roleplayed the hindrance during the scene.

- The player MUST Roleplay the Vice to earn the +3 CDP!

Also, the danger of Vices is that characters may suffer Corruption when roleplayed. See CORE Rules, page xxx.

Choosing Virtues and Vices

- Characters must choose 1 Virtue and 1 Vice.

However, a Player may decide to choose an additional Vice to obtain either:

- 5 Character Development Points (CDP) or
- Another Virtue.

An additional Vice can be selected only once.

- You may not choose opposing Virtues/Vices.

Example: A Character cannot be both Brave and Cowardly.

List of Virtues & Vices

Some Virtues and Vices grant additional Catchphrase bonuses. See page XXX for Catchphrases.

Virtues

1. Brave.
2. Temperate.
3. Generous.
4. Truthful.
5. Witty.
6. Friendly.
7. Optimistic.
8. High spirited.
9. Considerate.
10. Admirable.
11. Benevolent.
12. Hard Working.
13. Stoic.
14. Lovable.
15. Forgivable.

Brave

Personality Type: Virtue.

Unavailable Vice: Cowardly.

Description: Your character is courageous in the face of danger.

Benefits: Gain a Level 2 Bonus Dice to a Fear roll once per session.

Temperate

Personality Type: Virtue.

Unavailable Vice: Addictive.

Description: Your character can show great restraint and remain calm in difficult situations.

Benefits: Gain a Level 1 Bonus Dice to any Difficulty roll once per session.

Generous

Personality Type: Virtue.

Unavailable Vice: Greedy.

Description: Your character is generous and likes to share with others.

Benefits: Your character may transfer 1 Momentum to another Character including your Comrades and Sidekicks once per session. This can be performed at any time during the game.

Truthful

Personality Type: Virtue.

Unavailable Vice: Liar.

Description: Your character cannot help it, they just do not like to lie.

Benefits: Your character gains a Level 2 Bonus Dice to a Social based roll once per session.

Witty

Personality Type: Virtue.

Unavailable Vice: Boorish.

Description: Your character is witty and funny and generally likeable. People you encounter have a tendency to laugh along with your character.

Benefits: Your character gains 2 Momentum from using their Catchphrase instead of 1.

Friendly

Personality Type: Virtue.

Unavailable Vice: Quarrelsome.

Description: Your character is a friendly individual and gains friends easily.

Benefits: One extra character may assist you with one task this session..

Optimistic

Personality Type: Virtue.

Unavailable Vice: Pessimistic.

Description: Your character looks on the bright side of a situation.

Benefits: Your Character provides a level 2 Bonus Dice when using their Catchphrase, instead of 1.

High Spirited

Personality Type: Virtue.

Unavailable Vice: Melancholy.

Description: Your character has a bubbly personality.

Benefits: Once per session, whenever you gain Momentum using [SOC] statistics, all players in the scene also gain 1 Momentum.

Considerate

Personality Type: Virtue.

Unavailable Vice: Inconsiderate.

Description: Your character is very thoughtful.

Benefits: Once per session, whenever assisting another character, you provide a Level 2 Bonus Dice.

Admirable

Personality Type: Virtue.

Unavailable Vice: Envious.

Description: Your character has a presence that is deserving of respect and approval.

Benefits: Recover +1 Social Health. Can be used once per session.

Benevolent

Personality Type: Virtue.

Unavailable Vice: Mean.

Description: Your character is kind and caring.

Benefits: Gain a Level 2 Bonus Dice to a Calm or First Aid roll once per session.

Hard Working

Personality Type: Virtue.

Unavailable Vice: Lazy.

Description: Your character puts in the extra effort and is determined to get the job done.

Benefits: Gain a Level 1 Bonus Dice to any task check once per session.

Stoic

Personality Type: Virtue.

Unavailable Vice: Stubborn.

Description: Your character knows pain and suffering and you shoulder it well.

Benefits: Gain a Level 2 Bonus Dice to a Physique check once per session.

Lovable

Personality Type: Virtue.

Unavailable Vice: Hateful.

Description: Your character is inspiring and deserving of love and affection.

Benefits: When using your Catchphrase, give all allies 1 Momentum as well as a Catchphrase

Bonus dice once per session.

Forgivable

Personality Type: Virtue.

Unavailable Vice: Angry.

Description: Your character has the tendency to be forgiven or tolerated for their behaviour.

Benefits: When invoked during a Social Scene regain 1 Delirium and Morality Point. Can only be used once per session.

Vices

1. Cowardly.
2. Addictive.
3. Greedy.
4. Liar.
5. Boorish.
6. Quarrelsome.
7. Pessimistic.
8. Melancholy.
9. Inconsiderate.
10. Envious.
11. Mean.
12. Lazy.
13. Stubborn.
14. Hateful.
15. Angry.

Cowardly

Personality Type: Vice.

Unavailable Virtue: Brave.

Description: Your character does not have what it takes to face fearful situations. When your character is faced with a Fear Check you may invoke this Vice.

Hindrances: Character suffers a Level 3 Hindrance to all Fear Checks during this scene when invoked. Can only be invoked once per session.

Addictive

Personality Type: Vice.

Unavailable Virtue: Temperate.

Description: Your character is compulsive and prone to addiction/is addicted to a particular substance, habit or task. Choose what your character is addicted to. When your character's addiction is present you may invoke this Vice.

Hindrances: Character suffers a Level 2 Hindrance to all Dice Checks during this scene when invoked. Can only be invoked once per session.

Greedy

Personality Type: Vice.

Unavailable Virtue: Generous.

Description: Your character has a selfish desire for things such as money, power or food.

Hindrances: Character may steal the next Momentum gained when invoked; in doing so, your character suffers a Level 3 Hindrance to all Dice Checks for the rest of the scene. Can only be invoked once per session.

If your character is the character to roll Momentum then the Vice has been satisfied.

Liar

Personality Type: Vice.

Unavailable Virtue: Truthful.

Description: Your character cannot tell the truth, they are a compulsive Liar.

Hindrances: Character suffers a Level 3 Hindrance to all [SOC] Checks during this scene when invoked. Can only be invoked once per session.

Boorish

Personality Type: Vice.

Unavailable Virtue: Witty.

Description: Your character is bad mannered and coarse.

Hindrances: If your character has not yet used their Catchphrase, you may invoke this Vice. You gain no Momentum from your Catchphrase for this session when invoked. Can only be invoked once per session.

Quarrelsome

Personality Type: Vice.

Unavailable Virtue: Friendly.

Description: Your character just loves to argue and can rarely see eye to eye with others.

Hindrances: Can only be used in a non-combat scene. Character suffers a Level 3 Hindrance to all non-combat checks during this scene when invoked. Can only be invoked once per session.

Pessimistic

Personality Type: Vice.

Unavailable Virtue: Optimistic.

Description: Your character has the knack of seeing the worst aspect of things, or the worst is going to happen.

Hindrances: If your character has not yet used their catchphrase, they may Invoke this Vice. All allies do not gain any Bonus Dice when you use your Catchphrase this session, when invoked. Can only be invoked once per session.

Melancholy

Personality Type: Vice.

Unavailable Virtue: High Spirited.

Description: Your character feels a pensive sadness with no apparent cause.

Hindrances: When this Vice is invoked, your character and your allies cannot gain momentum for the duration of the scene. Can only be invoked once per session.

Inconsiderate

Personality Type: Vice.

Unavailable Virtue: Considerate.

Description: Your character tends to cause hurt or inconvenience to others.

Hindrances: When this Vice is invoked, whenever your Character assists others you also provide a Level 2 Hindrance, as well as the assistance Bonus, to their Check Can only be invoked once per session.

Envious

Personality Type: Vice.

Unavailable Virtue: Admirable.

Description: Your character is prone to bouts of envy and jealousy.

Hindrances: Invoke this Vice during a Social Scene with another that the character is envious of. Your character suffers an immediate -1 Social Health Loss.

Mean

Personality Type: Vice.

Unavailable Virtue: Benevolent.

Description: Your character has a nasty streak and is prone to harsh words and outbursts.

Hindrances: Character suffers a Level 3 Hindrance to all [SOC] Checks during this scene when invoked. Can only be invoked once per session.

Lazy

Personality Type: Vice.

Unavailable Virtue: Hard Working.

Description: Your character just cannot be bothered! It takes great effort for your character to perform tasks. You would rather others did it instead.

Hindrances: Character suffers a Level 2 Hindrance to all Checks during this scene when invoked. Can only be invoked once per session.

Stubborn

Personality Type: Vice.

Unavailable Virtue: Stoic.

Description: Your character's attitude is hard to change even in the face of a good argument. Your mind is set regardless of what others say.

Hindrances: Once this Vice has been Invoked, your Character cannot be assisted with task rolls or gain outnumbered bonus dice in combat for the remainder of the session. Can only be invoked once per session.

Hateful

Personality Type: Vice.

Unavailable Virtue: Loveable.

Description: Your character tends to be full of hate towards others.

Hindrances: If you have not yet used your Catchphrase this turn, when you invoke this Vice, when allies activate their Catchphrase, you gain no Momentum or Bonus Dice, neither does the activating character. Also, when you activate your character's Catchphrase, no one gains bonus dice. The invoking lasts for the rest of the session and can only be used once per session.

Angry

Personality Type: Vice.

Unavailable Virtue: Forgivable.

Description: Your character is prone to angry outbursts and can be full of rage.

Hindrances: When invoked during a Social Scene, immediately suffer 1 Social Health loss and gain a Corruption point.

Make sure to note all your Virtues and Vices on your character sheet.

Character Creation Step 9 - Record your Status Totals

Once you have completed the previous steps, it is now time to update your Status Totals. Each Status is provided a Maximum Value as well as a Current Value. The status represents the state your character is in during the course of the adventure. These values will go up and down throughout the course of their story.

Maximum Value

The Maximum Value of a Status is the highest value it can go to when recovering Status loss. A character's Maximum Score will only change when Character Development Points (CDP) have been spent to increase their values.

Current Value

The Current value of a status represents what the character's current state is in the given moment. A character's Current Value will decrease as they suffer Status Loss due to consequences of their actions and failed dice rolls; but the Current Value will also increase as a character recovers these values. Some Items, Perks, Abilities and Powers may take the Current Value above the Maximum Value, but this is rare and will be outlined in the rules governing the cause of this.

Whenever a Character suffers a negative score in a Status they will most likely begin to become hindered in some way. The CORE Rules explain when this happens.

Health

Character Health score measures their physical resistance to pain. It is mainly used in combat but other circumstances might reduce a character's health such as disease, poison etc.

A Character's Maximum Health Value

- Maximum Health is equal to a character's Physique [PHY] Dice Value (+/- Modifiers). Health measures a character's physical state. The lower the score the less physical health the character has.

While some NPCs are defeated once they reach 0 Health, (see page xxx), Player Characters and Villains can suffer up to negative their Health score before being defeated.

Example: Dorian Star has D6 +1 Physique. This Gives Dorian a Health Score of 7. Dorian is defeated once his Health reaches -7.

- Characters will have two Health scores, Current & Maximum.

Current Health: This keeps track of the character's current state of Health.

Maximum Health: Characters cannot be healed above their Maximum Health unless a Perk, Power or Item states otherwise.

Knocked-Out Value (KOV)

- A Character's KOV is equal to Negative their Maximum Health Score.

Example, Draglen has a Health score of 9, therefore his KOV is equal to -9.

Delirium

Delirium measures how much mental trauma a character can suffer before becoming defeated. Fear and psychic combat is the most likely way a character will suffer Delirium loss. But other factors such as Stun can also be a threat.

A Character's Maximum Delirium Value

- Maximum Delirium is equal to a character's Mind [MND] Dice Value (+/- Modifiers).

Delirium measures a character's Mental state. The lower the score, the less sane the character is.

While some NPCs are defeated once they reach 0 Delirium, (see page xxx), Player Characters and Villains can suffer up to negative their Delirium score before being defeated.

Example: Beast has D4 Mind. This Gives Beast a Delirium Score of 4. Beast is defeated once his Delirium reaches -4.

- Characters will have two Delirium Values, Current & Maximum.

Current Delirium: This keeps track of the character's current state of Mind.

Maximum Delirium: Characters cannot be healed above their Maximum Delirium unless a Perk, Power or Item states otherwise.

Madness

Madness Value [MV].

A character's Madness Value provides the point when a character's mind is defeated (see Pegasus Engine CORE Rules page xxx).

- A Character's MV is equal to Negative their Maximum Delirium Score.

Example, Kroom has a Delirium score of 6, therefore his MV is equal to -6.

Madness Threshold [MT]

A character's madness value measures the stability of their mind when faced with impossible situations such as facing elder gods, or watching the dead rise from a grave.

In games that use the optional Madness rules, a character will require a Madness Threshold.

See Pegasus Engine CORE Rules page xxx.

- A Character's Madness Threshold is equal to their Mind Dice Value play any Mind Modifiers.

Social Health

Social Health is the character's social standing during intense drama scenes. When this value starts to drop, the character has lost face in an argument, debate or plea.

A Character's Maximum Social Health Value

- Maximum Social Health is equal to a character's Social [SOC] Dice Value (+/- Modifiers).

Social Health is used during Social Scenes and all Characters are defeated once their Social Health is reduced to 0. See page xxx.

Stealth Health

Stealth Health measures the Character's chances of success of detecting foes or being detected while trying not to be seen during exciting stealth scenes.

A Character's Maximum Stealth Health Value

- Stealth Health is equal to a character's stealth [STL] Dice Value (+/- Modifiers).

Stealth Health is used during Stealth Scenes and all Characters are defeated once their Stealth Health is reduced to 0. See page xxx.

Energy [NRG]

Energy [NRG] is the amount of Energy Points a character has available to use for activating Powers, Abilities, move extra movement in a turn, recover from a variety of effects, etc.

A Character's Maximum [NRG] Value

- A character's starting [NRG] is equal to their [FOC] Dice Type (+/- Modifiers). If your Focus Statistic has a modifier, you also add this modifier to your available [NRG].

Characters can use Energy [NRG] for powering spells, superpowers or wondrous alien devices, all known as Powers. See Powers Guide for full details regarding Powers; also check out Power Attacks on page xxx, for using Powers during combat.

Energy can also be used for the following purposes during combat scenes as a Free Action:

A Free Action can be used at any time during Combat, even during other player's and the GM's turn.

- 1 [NRG]: Attempt to remove 1 Level of applied effects as a Free Action (see Effects on page xxx).
- 1 [NRG]/Stun Level: [NRG] can be used to remove Stun.
- 1 [NRG]/Bonus Level: [NRG] can be spent to gain Bonus Dice as a result of extra effort. Each [NRG] provides a Bonus Dice Level. Maximum [NRG] that can be used this way in a single action is equal to a character's [PHY] Level (see Levels on page xxx). *Example: A character with [PHY] D6 can only use 2 [NRG] to gain up to 2 Bonus Levels.*

- 1 [NRG]/Hindrane Level: Reduce Hindrance Penalty for one Dice Roll. Maximum [NRG] that can be used this way in a single action is equal to a character's [FOC] Level (see Levels on page xxx). *Example: Indira is suffering 4 levels of Stun and tries to shake off the effects temporarily as she makes a jump check. Her [FOC] is D8, so she can only spend a maximum of 3 [NRG] to reduce the Hindrance Levels applied this turn. Therefore, her Stun is reduced from Level 4 to Level 1.*
- 3 [NRG]: Gain extra movement, as a character pushes themselves to the limit. A character can make an extra Close Range movement.
- 4 [NRG]: A character can spend [NRG] to recover 1 Health. This can only be used once per day.

Recovering NRG

NRG recovers at different rates depending on the Character's current scene. During Scenes that have Rounds with initiative rolls (see page xxx) then the character's adrenaline will kick in and recover 1 NRG a turn (see page xxx). During other scenes, the Character will recover their [FOC] Level per Scene.

- During Round-based Scenes, NRG recovers 1 NRG per Turn.
- During all Scenes that do not roll Initiative, Characters recover their [FOC] Level per scene.

Character Creation Step 10 - Final Touches

The character is almost complete!

Just some final touches to add to your character sheet...

Each character in CORE RPG is required to choose a Handedness, Desire, Worst Fear, Catchphrase, calculate a Character's Movement & Reaction Dice [MR], Hero Level, Encumbrance Capacity, Momentum and Morality.

Handedness

It is now time to decide what Handedness is your character's preferred Handedness. This is important for determining Combat Arcs.

Note which hand is your character's favoured hand on your Character Sheet.

See page xxx for Combat Arc Rules.

- Using Off-hand Attack suffers a Level 1 Hindrance.

If your character has the Ambidextrous Ability chosen in Step 7 of the Character Creation Process, then your character does not suffer Flank penalties.

Desires

Everyone desires something.

Your character is no different. Their Desire is something they want above all else. It can be obvious, or something personal and secretive. The character could desire treasure, to become rich, to be accepted by their people, for peace, or to be loved.

Make a note of this as it can be a powerful drive, regardless of the actual Desire.

In Game Terms:

Whenever a character is within the presence or promise of their Desire, they will gain their [FOC] Level as a Bonus Dice to all actions during that scene. This lasts until the end of the current Scene. The character then loses the bonus for the time being and cannot gain the benefits of the Desire for the rest of the session.

A character may only have one Desire at a time. They can want many things, but only truly desire one thing above all else. This can change however. A character may change their Desire at the end of a successful mission. The Games Master will announce when this is.

Worst Fear

What is your character's Worst Fear?

This can be anything, but should make sense to the character. It could be spiders, snakes, heights, being locked in a dark room, whatever your imagination can think of.

Whatever you decide, your character can never be rid of it. This is deep-rooted and your character trembles at the mere thought of it!

In Game Terms:

Whenever your character is in the presence of their Worst Fear, or threatened by/with it, at the start of any scene containing the Worst Fear, the character must immediately make a Fear Check against a Difficulty Level of 5 (D12).

Failure

- On a fail, they suffer a Level 5 (D12) Hindrance to all Actions until they are no longer within the presence or imminent threat of their Worst Fear.
- They suffer 1 Delirium Damage.
- They suffer 1 Corruption.

Success

The character can temporarily deal with it and can continue as normal.

- They suffer 1 Delirium Damage.

Adrenaline Surge!

It is possible that a character could gain a Burst of Adrenaline when faced with their Worst Fear. A character becomes enraged if they pass the Fear Check by a DoS of 10+.

- Character Gains a Level 2 Bonus Dice to all Actions for the entire Scene.

Catchphrase

Every Player Character Has A Catchphrase.

Only Player Characters gain Catchphrases. After all, they are the stars of the story!

A Catchphrase is a saying that a character will use at an opportune moment.

There are two parts to a Catchphrase. The Catchphrase itself and the Catchphrase Trigger.

Catchphrase

Make a note of your character's Catchphrase on your character record sheet. Make it memorable and short and sweet!

It may take a little while to figure out your Catchphrase, so a character can change their Catchphrase once per adventure until they are happy with the one they have chosen! The Games Master will announce when this is.

Examples of iconic Catchphrases:

- I have a bad feeling about this!
- Flame On!
- I can do this all day!

Catchphrase Trigger

A Catchphrase Trigger is a trigger that sets off your Catchphrase. A character cannot use their Catchphrase unless the trigger happens in game.

Make a note of the Trigger for the Catchphrase. See list below for examples:

- Entering Battle.
- Being struck in battle.
- When a task fails.
- When outnumbered.
- When trapped.
- On completion of objective.
- When a good idea is offered by another character.
- When threatened.

The Triggers for the iconic Examples above are:

- When something bad is about to happen.
- When activating Body Of Fire Power.
- When knocked down and gets back up.

In Game Rules:

- Each character may use their Catchphrase once per session and only in response to the catchphrase Trigger.
- The Character saying their Catchphrase Trigger lets everyone know they are saying their Catchphrase and then has their big moment!
- The Character then immediately gains 1 Momentum.
- Then all allies gain a Level 1 Bonus Dice to be used whenever they feel like it, they can save it between sessions but once used it is gone.

Calculate your Movement Rate Dice Value

Movement & Reaction Dice [MR]

This secondary statistic is used to determine combat initiative order and pursuit results as well as other movement checks. The CORE Rules explain when to use this in depth.

A Character's [MR] Dice is determined by:

- $[AGI] \text{ Level} + [STR] \text{ Level} - [PHY] \text{ Level}$. The number left is the Dice Type on the Dice Level Chart. Minimum D4. See page XXX.

Example: A Character with [AGI] D8 (Level 3), [STR] D4 (Level 1) and [PHY] D6 (Level 2) will have an [MR] score of $3+1-2=2$, Level 2 on the Dice Level Chart is a D6.

Hero Levels

Hero Levels provide the player character the chance to manipulate the chances of success throughout the course of the story.

- All characters start with 1 Hero Level.

Using Hero Levels

Characters may use a Hero Level to reroll **ANY** dice pool.

This includes:

- Their own Dice Pool - Great for low results.
- Another Player's Dice Pool - Especially if they rolled badly.
- The GM's Dice Pool - If the GM's Dice have rolled incredibly high.

The reroll supersedes the original roll, even if the new roll is a worse result for the Character forcing the reroll!

Player Boot Camp Tips: Do not waste these on an inconsequential goon. Hero Levels can save a character's life or be the difference between succeeding in a mission/quest or failing!

Regaining Hero Levels

Hero Levels refresh once the players have completed a mission/quest or story arc. Sometimes, a Hero will not receive any rewards for their efforts, but at least their Hero Levels refresh. The Games Master will let you know when this happens.

A mission/quest/adventure, etc, is considered complete when a hero receives acknowledgment for completing a story objective. This can be in the way of a Reward, favour or thanks. Once this happens the character recovers all their hero levels.

Note: Some stories have multiple quests or side missions to accomplish, etc. Even if a side mission has been completed the Hero Level is refreshed.

Gaining More Hero Levels

- Player Characters gain an additional Hero Level per 100 Character Value.

A Character's Value (CV) is equal to the amount of Character Development Points (CDP) spent developing their character. See page xxx.

- Character's Hero Level = 1 + 1 per CV.

Carrying Capacity

Characters can soon find themselves overburdened with treasure or gear, if they are not careful.

A Character's Carrying Capacity is equal to their STR Level plus modifiers x25.

Each time the character's Carrying Capacity goes over this threshold, they become overburdened and suffer a Level 1 Hindrance to all actions.

Here's a chart to help you remember:

Carrying Capacity Level	Penalty
0 (0-x25)	No Penalties.
1 (x25-x50)	Level 1 Hindrance.
2 (x50-x75)	Level 2 Hindrance.
3 (x75-x100)	Level 3 Hindrance.
4 (x100-x125)	Level 4 Hindrance.
5 (x125-x150)	Level 5 Hindrance & Slowed.

If the Character reaches Level 5 Carrying Capacity, they also become Slowed.

Example: Amara has Strength Level 1 (D4), therefore has a Carrying Capacity of 25. She is carrying gear with a total item capacity of 57. She suffers 2 Levels of Hindrance to all rolls while she is carrying this load.

Amara's Encumbrance Charts:

0-25 - She is fine.

26-50 - Suffers Level 1 Hindrance.

51-75 - Suffers Level 2 Hindrance.

Momentum

The Momentum Tracker is where to note how much Momentum a Character obtains through the course of their adventure, but there is a restriction to how many characters can hold onto between scenes.

- All characters start with 0 Momentum.
- The Maximum Momentum a character may carry over between scenes is equal to their Focus [FOC] Level (+/- Modifiers).

Note this is not equal to their Dice Value!

Example: The Two-Gun Kid has a Focus of D4 therefore his maximum Momentum allowed to be carried over from one scene to the next is 1 as D4 is equal to Level 1, see page xxx.

Morality & Morality Threshold

For details about Morality and how it works, see the CORE Rules on page xxx.

- All characters start with a Morality Score of 5.
- A Character's Morality threshold is equal to their Focus [FOC] Dice Value +/- Modifiers.

Note these values on your character sheet.

Character Creation Step 11 - Choose Starting Gear

Before a character can go shopping to purchase their starting gear, they need some cash!

Character starting gear depends on the campaign era being run.

The Games Master will determine what Starting Funds the characters start with.

Low Tech or Fantasy

Characters in a low technology or Fantasy era will start with the world's main currency in funds equal to:

- $250 + (250 \times [\text{SOC}] \text{ Level})$.

Example: A character with D6 [SOC] will start with $250 + (2 \times 250 = 500) = 750$ funds.

Modern

Characters in a Modern era style of game will start with the world's main currency in funds equal to:

- $500 + (500 \times [\text{SOC}] \text{ Level})$.

Example: A character with D4 [SOC] will start with $500 + (1 \times 500 = 500) = 1000$ funds.

Sci-Fi or High Tech

Characters in a Sci-Fi or High Technology era will start with the world's main currency in funds equal to:

- $1000 + (1000 \times [\text{SOC}] \text{ Level})$.

Example: A character with D8 [SOC] will start with $1000 + (3 \times 1000 = 3000) = 4000$ funds.

Powers

Some characters will be powered characters. This means the character has access to Prayers, Spells, Abilities, High Tech Devices, or Super Powers just to name a few.

Powers are described in full in the Powers Guide.

There are two ways to gain access to Powers, Power Specialisation Groups and Purchased Powers.

Power Specialisation Groups

IMPORTANT: You must have the Weaver Perk to use Power Specialisation Groups!

What is a Power Specialisation Group?

See Powers Guide on page XXX.

How to get a Power Specialisation Group?

See Powers Guide on page XXX.

How to use a Power Specialisation Group?

See Powers Guide on page XXX.

Purchased Powers

What are Purchased Powers?

Where Power Specialisation Groups are a list of Powers available to use with a single Specialisation and are limited to Level 1 Powers and require the Weaver Perk. Purchased Powers do not, see Powers Guide page xxx.

How to get Purchased Powers?

Purchased Powers are obtained by spending Power Purchase Points (PPP). See Powers Guide page xxx.

A character may purchase PPP's with their Character Development Points during Character Creation, or in the course of their adventure. See page XXX.

During a Super-Powered or High Magic style of game, characters will start with PPP's to spend on Powers, depending on the Power Level of the game.

Power Purchase Points (PPP)

Characters will require PPP's to obtain Powers for their character to use during the course of a story.

- Characters will need to choose Powers in Step 7 of the Character Creation Process to obtain PPP.
- Or will need to spend CDP to purchase PPP's, see page xxxx for CDP Cost.

Starting PPP's

Campaign's Power Level	Starting PPP
Standard	0.
Vigilante/Medium Magic	5.
High Magic/Enhanced Supers	10.
Super Powered	30.
Cosmic	50.

Spending PPP

- Each power has a PPP Cost to purchase.
- PPP Costs will be either a one-off cost (Level 1) or per level.
- Characters can add available effects to the Power by spending extra PPP. These effects are then not available after purchase and the character must use the Universal Power Effects to upgrade their Powers during gameplay. See page xxx.

Only Available Purchase Effects can be purchased during PPP Spending. See Powers Guide page xxx.

Difference Between Available Purchase Effects & Universal Power Effects:

- Available Purchase Effects are bought during Power Development with PPP.
- Universal Power Effects are purchased using NRG during activation of the Power.

Reducing the Power Level Cost (PLC) of a Power

Sometimes, a sacrifice has to be made in order to obtain a power. Perhaps you just do not have enough PPP's to get that amazing power you want. Now you can, but at a different cost! The power has some sort of reduction applied.

- No Power Level Cost can be reduced below 0. The Minimum Power Level Cost is 1 so a Power must always cost at least 1 PPP to purchase.

Power Level Reduction List:

Item	PLC Reduction	Rules
Restriction	-2 PPP	This Power is restricted in some way. It may require an Item, or doesn't work when it's raining or only affects arrows, etc. The user, when choosing the Power, must add a restriction to reduce its cost. The GM will decide if the restriction is uncommon enough to classify as a restriction. This cannot reduce a Power Cost below 1.
Touch Only	-2 PPP	Reduces a Ranged Power to Touch only. A successful Melee Attack Roll is required to touch an unwilling target.
Cause Wounds	-1 PPP	The Power causes the Power User to suffer 4 Health points when activating this Power. Can be purchased multiple times, each time increasing the Health loss by 4 per -1 PPP.
Delayed Regen	-3 PPP/day	Once Deactivated, the Power cannot be used again for another 24 hours or more.
Full Action	-2 [NRG]	It takes a FULL action to use this Power.
No Knockback	-1 [NRG]	A damage-dealing Power does not cause Knockback to its target. Ignore Knockback rules. See core rules page xxx. This cannot reduce a Power Cost below 1.

How to use Purchased Powers?

When using either a Soft or Hard Action, depending on the Power to activate, the Character spends its activation cost in NRG plus any upgrade costs they wish to use. See Powers Guide page XXX.

- No Perks required just NRG.

Power Activation Cost

All non-Permanent Powers require an activation cost.

- The Activation cost of a Power is 1 NRG per Power Level plus any Power Ups purchased at activation.

Universal Power Upgrades

See the Power Guide page xxx for a full list of Universal Power Upgrades available to Power Up your Powers!

Character Development Points (CDP)

During the course of your adventure your character will earn CDP.

How To Obtain CDP

There are multiple ways to obtain CDP throughout the course of your adventure.

The Games Master will award these at the end of the scene and inform you how many your character has obtained.

- Overcoming a scene's objective.
- Completing a Quest/Mission/Adventure.
- Roleplaying Your Character.
- Invoking Vices.

Overcoming A Scene's Objective

Each scene will have hidden objectives or obvious objectives.

Example: Combat may be as simple as to survive the Goblin Ambush or Searching a wizard's library, the objective is to find the secret door leading to the next phase of the adventure.

- Characters earn +1 CDP for completing objectives.

Completing a Quest/Mission/Adventure

Whenever you complete the quest/mission/adventure, you will earn CDP. The Games Master will inform you how many you have earned.

Roleplaying Your Character

The quickest and surest way to obtain CDP is to roleplay your character. Get involved in the scene and speak from your character's point of view. No need to put on a voice but kudos if you do!

Get into the habit of always talking to Non-Player Characters and Other Players in Character as the character would speak. Also it is important to make it relevant to the scene. Saying random information will earn you nothing.

Example: During a Social Scene...

Games Master (GM): Frederick, you step out onto the deck of the ship, the evening air is slightly chilled but the sky is breathtaking, it is littered with stars and the moon looks unusually full.

Standing by the railing you see Dr Sign dressed in a fine dress and a wollen wrap about her slender shoulders. What do you do?

Frederick's Player (FP): I step out onto the deck and towards Dr Sign and say "Dr Sign, I did not expect to see you here".

GM: Dr Sign turns and smiles and says "I came up for the view".

FP: I step up beside her, place my hands against the ship's railings and say "It is breathtaking, it reminds me of home, do you mind if I join you for a bit and take in the view?"

GM: Dr Sign continues to stare out at the sky and slowly her hand moves across and gently touches yours, saying, "As always, your company is much appreciated. Tell me Frederick, tell me about your home..."

So continues a Romantic Social Scene, where Dr Sign and Frederick talk about his home before going their separate ways for the night.

Frederick would earn CDP.

+1 CDP for roleplaying.

+1 CDP if it is deep and meaningful, able to bring in details about his background which is relevant to the scene and the story.

Frederick's player has definitely earned 1 CDP, hopefully he continues the tale and is able to link his background to the story and scene, for an additional CDP.

Invoking Vices

Whenever a character Invokes a Vice they gain +3 CDP at the end of the scene, providing they roleplayed their Vice during the scene.

Spending CDP

Once your character has earned Character Development Points (CDP) it is time to spend it developing your character.

There are two ways a Character can spend their CDP:

- During a Recovery Scene,
- Or During a Downtime Scene.

During a Recovery Scene

A Character may spend their CDP's during the course of a story if they are in a place of safety.

Places of Safety:

- Each day In a character's home.
- Each day in a friendly location, allies location.
- A tavern/inn/hotel.
- Once during a stint of Jump Space.
- During camp in a safe location with watches and no hostiles in the region.

The character must explain how this happens and engage in roleplaying to do so. No CDP is earned while Roleplaying through a Development Scene.

- ***You cannot spend and earn CDP in the same Scene.***
- A character may only improve one part of their character and only by 1 level for each Development Scene they take part in.
- The character may only improve on something they have used and not developed since their last Recovery Scene/Downtime Scene. To help recall what has been used there is a CDP check box next to all elements of the character sheet that can be improved.
- Remember to uncheck the box when CDP is spent.

When to tick the CDP Box?

- Only when the Games Master has requested a dice roll from the character, success or fail the box may be ticked to allow for development during Recovery Scenes.
- If for some reason the player decide they wish to make a check, then it does not get ticked. *Only Games Masters will request Dice rolls.*

During a Downtime Scene

A Character may spend their CDP whenever they complete the adventure and before they embark upon another quest.

- A character may spend as many CDP as they wish and develop as many parts of their character by levels as they can afford. There is no restrictions to this!

This is known as down time and is not roleplayed.

A player may spend CDP to improve almost every part of their character sheet to gain new Specialisations, increase their Stats, purchase or upgrade Perks, gain more Health, Delirium and [NRG] etc.

Below, you will find all the costs to improve your character as they earn Character Development Points throughout their adventures.

Development Costs

The following Tables show the Costs to improve your character.
Don't forget to add the Total Spent to your Character Value.

Statistics

To improve a character's statistics it Costs 2 x next DT.

Example: If a character's [STR] is D6 it would Cost 16 CDPs.

Stat Improvement	CDP Cost
------------------	----------

D4 -D6	12
D6 - D8	16
D8 - D10	20
D10 - D12	24
D12 - D12/D4	32
D12/D4 - D12/D6	36
D12/D6 - D12/D8	40
D12/D8 - D12/D10	44
D12/10 - D12/D12	48 etc

Specialisations

To improve or purchase Specialisations, consult the following Chart.

It costs the next DT in CDP to improve a Specialisation.

Example: If a character's Disguise [STL] Specialisation is D10, it would Cost 12 CDP to improve it to D12.

OR If your character wanted to purchase a new Specialisation at D4 (you can only improve one step, so new Specialisations must start at D4), it would Cost 4 CDP.

Specialisation Improvement CDP Cost

New Specialisation at D4 4

D4 -D6 6

D6 - D8 8

D8 - D10 10

D10 - D12 12

D12 - D12/D4 16

D12/D4 - D12/D6 18

D12/D6 - D12/D8 20

D12/D8 - D12/D10 22

D12/10 - D12/D12 24 etc

Purchase New Perk

It Costs 3 x next Perk quantity in CDP to purchase a new Perk.

Example: If your character had 4 Perks it would Cost (3 x 5) 15 CDP to purchase a brand new shiny Perk!

Quantity of Perks Purchased CDP Cost

4th Perk 12

5th Perk 15

6th Perk 18

Perk Upgrades

To upgrade an existing Perk (if there are upgrades available, see Perks) it Costs 5 x the Perk's next Level in CDP.

(Each Upgrade increases the Perk Level by 1. All Perks start at Level 1.)

Example: Your character wants to improve their Defender Perk during character development.

All Perks start at Level 1, which is just the Perks basic text. So to improve the Perk, gain an Upgrade and increase the Perk to Level 2, it would Cost 10 CDP.

Perk Upgrade Improvement CDP Cost

LVL 1 - LVL 2 10

LVL 2 - LVL 3 15

LVL 3 - LVL 4 20

LVL 4 - LVL 5 25

LVL 5 - LVL 6 30 etc

Role Ability Upgrades

To upgrade a character's Role Ability costs 10 x the Ability's next Level in CDP.

- Each Upgrade increases the Role Ability Level by 1.
- All Role Abilities start at Level 1.

Example: Your character wants to improve their Defender Role Ability during character creation. To increase the Role Ability to Level 2, would Cost 20 CDP.

Role Ability Upgrade	CDP Cost
LVL 1 - LVL 2	20
LVL 2 - LVL 3	30
LVL 3 - LVL 4	40
LVL 4 - LVL 5	50
LVL 5 - LVL 6	60 etc

Health, Delirium, Social Health, Stealth Health & [NRG]

Improving a character's Status scores Costs 2 x the next positive increase value in CDP.

Consult the Chart below for a quick reference.

Example: Our hero has 5 Health and wishes to increase it by +2. It would Cost 2 CDP for +1 then 4 CDP for +2. Totalling 6 CDP.

Status Modifier	CDP Cost
+1	2
+2	4
+3	6
+4	8
+5	10

Extra Funds

Earning Extra Funds can only be achieved at the end of an adventure during down time.

Characters can spend Character Development Points to obtain more Funds.

The cost to earn extra funds is 5 x per 1,000 Funds wishing to earn.

Funds	CDP Cost
1000	5
2000	10
3000	15
etc	

Power Purchase Points (PPP)

Power Points are purchased in batches of 5 PPP. The CDP cost is equal to the characters current PPP total +5.

Example: A character with 20 PPP will have to pay 25 CDP to earn +5 CDP.

Current PPP	PPP Obtained	CDP Cost
0	+5	5
5	+5	10
10	+5	15
15	+5	20
20	+5	25

25	+5	30
30	+5	35
35	+5	40

- Characters do not have to spend all the PPP once purchased, they may save them up for a later time.
- Characters spending PPP to gain new Powers must explain to the Games Master how they obtained the new power. This must make sense to the story and the individual character. The Games Master will have final say if a Power is permitted or if the player will have to choose another or come up with another explanation that make more sense and fits the current story.