**◆**NAME: **◆**

**◆**CONCEPT: **◆**

**◆**PLAYER: **◆**

HOW TO CREATE YOUR PLAYER CHARACTER

◆ BACKGROUND (P.21 core book)

Choose your background (origin & upbringing), and whether you are Firstcome or Zenithian background:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ORIGIN/HOME SYSTEM, ROLL D6 | | | |  |  | UPBRINGING | PLEBEIAN | STATIONARY | | PRIVILEGED |
| 1 | ALGOL | – a planet of rebels, ruined by heavy industry and under draconian Consortium rule. | | |  | Attribute Points | 15 | 14 | | 13 |
| 2 | MIRA | – the cradle of Firstcome culture, filled with temples, churches and cloister palaces. | | |  | Skill Points | 8 | 10 | | 12 |
| 3 | KUA | – the center of the Horizon, home to the space station Coriolis. | | |  | Reputation | 2 | 4 | | 6 |
| 4 | DABARAN | – a barren desert with ravine seraglios, oasis gardens, and domed palaces | | |  | Starting Capital | 500 birr | 1,000 birr | | 5,000 birr |
| 5 | ZALOS | – deeply devoted to the Icon the Martyr, locked in constant civil war with the heathens. | | |  |  |  |  | |  |
| 6 | CHOOSE |  | | |  |  |  |  | |  |
|  |  |  | | |  |  |  |  | |  |
|  |  |  | BACKGROUND | |  |  |  |  | |  |
|  |  |  | -The Firstcome have been living in the Horizon for hundreds of years but have been isolated from each other for a long time. | | | | | |  | |
|  |  |  | -The Zenithians are newcomers who have opened up the trade routes and furthered contact between the systems once again. | | | | | |  | |

◆CONCEPT (P.29 core book)

Choose a concept & sub concept:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| CONCEPT | SUB CONCEPT |  | KEY ATTRIBUTE | REPUTATION |
| ◆ ARTIST | – Courtesan, Musician, Poet |  | Empathy | +1 |
| ◆ DATA SPIDER | – Analyst, Correspondent, Data Djinn |  | Wits | +0 |
| ◆ FUGITIVE | – Criminal, Mystic, Revolutionary |  | Empathy | -2 |
| ◆ NEGOTIATOR | – Agitator, Diplomat, Peddler |  | Empathy | +1 |
| ◆ OPERATIVE | – Assassin, Guardsman/-woman, Spy |  | Agility | +0 |
| ◆ PILOT | – Driver, Fighter Pilot, Freighter Pilot |  | Agility | +0 |
| ◆ PREACHER | – Ascetic, Missionary, Prophet |  | Empathy | +1 |
| ◆ SCIENTIST | – Archaeologist, Medicurg, Technician |  | Wits | +1 |
| ◆ SHIP WORKER | – Deckhand, Dock Worker, Engineer |  | Strength | -1 |
| ◆ SOLDIER | – Legionnaire, Mercenary, Officer |  | Agility | -1 |
| ◆ TRAILBLAZER | – Colonist, Prospector, Scout |  | Wits | +0 |

◆ DISTRIBUTE ATTRIBUTES, SKILLS, HP & MP

ATTRIBUTES: Distribute your attribute points. Minimum 2, and maximum 4 to each attribute, with an exception of the key attribute for your concept, in which you can place 5 points (if you so choose).

SKILLS: Distribute your skill levels: Maximum 3 in concept’s skills, 1 in all others, advanced skills can not be rolled in game unless you have minimum 1 in them.

HIT POINTS AND MIND POINTS: HP equal to your Strength + Agility scores. MP equal to your Wits + Empathy scores.

◆FINISHING TOUCHES

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | ICON |  | GEAR |  |
|  | Randomly determine your Icon and Icon talent. |  | Choose your gear from the options each concept gets and spend remaining birr on any extra gear you think you might need |  |
|  |  |  |  |  |
|  | ICON, ROLL D66 |  |  |  |
|  | 11-14 The Lady of Tears |  | TALENT |  |
|  | 15-22 The Dancer |  | Choose a talent from the concepts list. |  |
|  | 23-26 The Gambler |  |  |  |
|  | 31-34 The Merchant |  | PERSONALIZE |  |
|  | 35-42 The Deckhand |  | Choose a name and your appearance. |  |
|  | 43-46 The Traveller |  | Choose a personal problem and choose your relationships to the other PCs. |  |
|  | 51-54 The Messenger |  |  |  |
|  | 55-62 The Judge |  |  |  |
|  | 63-66 The Faceless |  |  | (done) |



