



CONCEPT

- Pick a Character name.
- Record your name.
- Choose a Virtue
- Choose a Flaw
- Choose a Callsign (optional)

Concept is explained on p.58.

ATTRIBUTES

Distribute 35 points among the six Attributes, from 1 to 10:

- *Agility* is a measure of physical dexterity and grace.
- *Intellect* is a measure of education and intelligence.
- *Perception* is a measure of awareness and sense acuity.
- *Presence* is a measure of charm, beauty, and force of personality.
- *Strength* is a measure of physical might.
- *Tenacity* is a measure of endurance and willpower.

SKILLS & SPECIALIZATIONS,

All Characters receive the following skills for free:

- Languages (English or Nazzadi): Expert (or both at Novice for younger Nazzadi)
- Literacy: Novice
- Regional Knowledge: Novice

Purchase skills using 20 points; 1 point is available for two Focused level Specializations. Each skill costs the desired level of expertise's die rating:

- *Student (1 Die)*
- *Novice (2 Dice)*
- *Adept (3 Dice)*
- *Expert (4 Dice)*
- *Master (5 Dice)*

Skills & Specializations are explained on p. 61. Skills are listed on p. 80.

QUALITIES

Qualities are listed on p. 93. You may purchase Assets, which cost skill points and acquire up to ten points worth of Drawbacks which gives you extra skill points to spend (see above).

SECONDARY ATTRIBUTES

Calculate Secondary Attributes (rounding down):

- *Actions* - average of Agility & Perception. Consult table on p. 64.
- *Movement* - average of Agility & Strength . Consult table on p. 64.
- *Orgone* - 5+ average of Intellect & Tenacity.
- *Reflex* - average of Agility, Intellect, & Perception.
- *Vitality* - 5+ average of Strength & Tenacity.
- *Drama Points* - 10

Secondary Attributes are explained on p. 64.

OUTFITTING THE CHARACTER

Characters are middle class and entitled to the creature comforts associated with that level of status. Any special gear is determined by discussion with the GM.

CHEATS

Spend 6 Cheats. Adjust any Secondary Attributes that might be affected. Cheats are further explained on p. 65.

Increase an Attribute 1 point	3
Get 2 more points for Skills	1
Increase Orgone by 21	
Increase Vitality by 1	1
Start with a legal First Order Protection or Scrying Spell	1*
Start with an illegal First Order Protection or Scrying Spell	2*
Start with a legal First Order Enchantment or Transmogrification Spell	2*
Start with an illegal First Order Enchantment, Summoning, or Transmogrification Spell	4*

* - check for requirements and Insanity Tests.

MAKING IT REAL

Add detail and background, including physical description, personality, motivation, family, and friends. Making It Real is further explained on p. 65.

ASSETS & DRAWBACKS

Assets

The skill point cost is shown in brackets.

- Acute Senses (2)
- Alluring (1)
- Ally (1-3) - can be taken more than once.
- Ambidextrous (2)
- Authority (1-4)
- Commendation (1-3)
- Common Sense (2)
- Contact (1-3) - can be taken more than once
- Driven (2)
- Double Jointed (1)
- Efficient Immune System (1)
- Efficient Metabolism (1)
- Egghead (2) - can be taken more than once
- Eidetic Memory (3)
- Elite (4)
- Erupted Para-Psychic (2)* VM
- Exceptional Para-Psychic (4)* VM
- Famous Incident (1-3)
- Fast (2)
- Fearless (2)
- Firstborn (4) - Nazzadi only VM
- High Pain Threshold (3)
- Innovative (2)
- Internal Clock (1)
- Internal Compass (1)
- Latent Para-psychic (2)
- Lucid Dreamer (3) VM
- Luck (3) - can be taken more than once
- Minor Empathy (2)
- Muse (1) - can be taken more than once
- Natural Athlete (2)
- Nightvision (3)
- Peripheral Vision (1)
- Quick Healer (3)
- Sexy Voice (1) - can be taken more than once
- Shrewd (2)
- Tager (4)*
- Tager: Exceptional (2)*
- Wary (2)
- Wealth (1-4)
- White (4) - Sidoci only* VM
- Zoner (2)* VM

Drawbacks

A character can have a maximum of 10 points worth of drawbacks - the extra skill points gained are shown in brackets.

- Aging (2-4) - Nazzadi only DV
- Amnesia (4)
- Big Ego (1)
- Call of the Void (4) - those with sorcerous/arcanotech abilities only DV
- Chronic Pain (2)
- Code (1-3)
- Compulsive Behavior (1-3)
- Coward (2)
- Damaged (2)
- Dark Secret (1-3) - can be taken more than once
- Debt (1-4)
- Delusions (2)
- Depressive (2)
- Disgraced (4)
- Duty (1-3) - can be taken more than once
- Engel Synthesis Interface (1)*
- Fanatical (1-3) - can be taken more than once
- Fat (2)
- Foe (1-3) - can be taken more than once
- Grating Voice (1)
- Greed (3)
- Habit (1-4) - can be taken more than once
- Hunted (1-4) - can be taken more than once
- Impetuous (2)
- Ineptitude(2) - can be taken more than once
- Jealous (2)
- Lazy (3)
- Limited Memory Implant (1-4) - Nazzadi only DV
- Low Pain Threshold (3)
- Manic (2)
- Mean (2)
- Mute (3)
- Mystically Void (4)
- Nazzadi Achromatosis (2) - Nazzadi only DV
- Oath (1-3) - can be taken more than once
- Obsessive (2)
- Outsider Tainted (4)*
- Phobia (1-4) - can be taken more than once
- Prejudice (2) - can be taken more than once
- Repellent (1) - can be taken more than once
- Rival (2) - can be taken more than once*
- Sensory Impaired (2)- can be taken more than once
- Short Fuse (2)
- Sick Building Syndrome (2) DV
- Skinny (2)
- Slow (2)
- Slow Healing (3)
- Tired (2)
- Truly Honest (2)
- Vengeful (1-3) - can be taken more than once*
- Watched (1-3)