

MUTANT CHRONICLES CHARACTER GENERATION

You start with 5 Life points.

DECISION ONE: SELECT STARTING ATTRIBUTES

Select Starting Attributes – all begin at 5. Lower attribute by 1 to raise another by 1. Maximum is 6. Spend 1 **Life point** to increase an Attribute by 1. You can't choose to alter these later.

DECISION TWO: BIRTH FACTION.

Step 1

Roll 1d6 to generate your Faction or Heritage from the *Faction Table* on page 136. Or spend 1 **Life point** to pick result. If you roll **Cybertronic**, and you're playing prior to the First Dark Legion War, it will be **Capitol** instead.

Step 2

From *Languages, Base Skills, and Talents Table* (page 37), note down the Languages, Skills and Talent for your Faction.

Step 3

Roll on the *Faction Event Table* on page 38. A **Life point** can be spent to re-roll.

DECISION THREE: SOCIAL STATUS.

Step 1

Roll 2d6 and consult the *Social Status Table* (page 39). 1 **Life point** can be spent to change Social Status to **Upper**. 2 **Life points** can be spent to change Social Status to **Elite**.

- Add +1 to the Attributes listed under Attribute Bonus.
- Add one Skill rank to the skills listed.
- Note down the Talent for your Faction.
- Take note of your Earnings Rating.

Step 2

From the *Social Status Equipment Table* on page 40, choose an Item of Interest. Take note of your Apparel and Rented Lodgings.

DECISION FOUR: DETERMINE ENVIRONMENT.

Step 1

Roll 1d6 and consult the *Environment Table* on page 41. Pay 1 **Life point** to choose the result.

- Choose a single Attribute from the two listed, and increase it by +1.
- Increase the Skill listed by one rank.
- From the *Region Table* on page 41, pick a region appropriate to your Faction and Environment.

Step 2

Choose a single item of equipment from the *Regional Equipment Table* on page 42.

DECISION FIVE: DETERMINE EDUCATION.

Step 1

Roll 1d6 and consult Column A of the Education Table on page 42. Pay 1 **Life point** to pick (or roll) from Column A or Column B. Pay 2 **Life points** to pick (or roll) from Column C.

Step 2

Compare the result to the *Education Effects Table* on pages 43-46.

- **Attribute improvements:** Increase each of your Attributes by the values listed on the Education Table.
- **Mandatory Skills:** You receive 1 Expertise rank of training in all of these skills. If this would be the first rank you have gained in that skill, gain 1 Expertise Rank. If you already have Expertise 1 in a given skill, you may use this rank to gain either Expertise ranks or Focus ranks.
- **Elective Skills:** Pick two of these skills; you gain 1 Expertise rank of training in each of them.
- **Talents available:** Choose one of the eligible skills and select one talent (see page 83-115) from the associated tree, for which you fulfil the prerequisites.
- **Career:** You may choose this career without having to pay Life points or roll on the Primary Career table. You may roll on the Primary Career table, and then choose to take your education's career option instead.
- **Equipment:** You may take this piece of equipment or asset.

Step 3

Roll 2d20 and add the results together, and compare the results to the *Adolescent Event Table* (page 46). Spend 1 **Life Point** to reroll.

Either use the traits as written or use them as inspiration (including Optional Effects).

DECISION SIX: DETERMINE PRIMARY CAREER.

Step 1

Roll 1d6 and consult Column A on the Primary Career Table (page 50). You may pay 1 **Life point** to pick from Column A or B. You may pay 1 **Life point** to roll on Column C or D. You may pay 2 **Life points** to choose from Column C or D. Alternatively choose from one of the free career options listed under your Education Effects.

- **Attribute Improvements:** Add these to your Attributes, if this is your first career only.
- **Mandatory Skills:** You receive one rank of training in all of these skills. If this would be the first rank you have gained in that skill, gain Expertise 1. If you already have Expertise 1 in a given skill, you may use this rank to gain either Expertise ranks or Focus ranks.

- **Elective Skills:** Pick two of these skills; you gain one Expertise rank of training in each of them.
- **Signature Skill:** Pick a single skill from this list that you already have at least Expertise 1 in; this becomes a Signature Skill for you, and you gain one further rank of training in it. You may not select a skill that is already a Signature Skill for you. A character may only have three Signature Skills – one from faction, and two from careers – so this benefit is not granted to a character taking their third or fourth career.
- **Talents:** Select one of the eligible skills and select one talent from the associated tree, for which you fulfil the prerequisites.
- **Equipment:** You may take these items of equipment or assets.

Step 2

If your current Earnings Rating is less than that listed for your career, increase it to this level. If your current Earnings Rating is equal to or higher, no change

Step 3

Mark your age as 16, and add 1d6 +1 to it.

Step 4

Roll on the Career Events Table (see page 55). Spend 1 **Life point** to reroll.

Step 5

Choose a new Primary Career or an Iconic Career (Decision 7, provided the prerequisites are met). Repeat Steps 1-5.

A character's first two career changes are free. They can have up to four careers. Pay 1 **Life point** for careers in Column A and B of the Primary Career Table, or 2 **Life points** for careers in Column C or D.

DECISION SEVEN: ICONIC CAREER.

Step 1

You must select one Primary Career before attempting to enter an Iconic Career. You may only have one Iconic Career, and you may have no more than four careers in total.

Step 2

Make a skill test required using one of the Mandatory Skills of your character's choice. You may spend unused **Life points** to reduce the difficulty by one per point spent.

Step 3

Either choose (or roll) a new Primary career or your existing Primary Career.

- **Mandatory Skills:** You gain two ranks of training in all of these skills. If this would be the first rank you have gained in that skill, gain Expertise 1. If you already have Expertise 1 in a given skill, you may use this rank to gain either Expertise ranks or Focus ranks.
- **Elective Skills:** Pick two of these skills; you gain two ranks of training in each of them.
- **Signature Skill:** Pick a single skill from this list that you already have at least Expertise 1 in. This becomes a

Signature Skill for you, and you gain two further ranks of training in it. You may not select a skill that is already a Signature Skill for you.

- **Talents:** For each talent an Iconic Career provides, select one of the eligible skills, and pick a single talent from the associated talent tree for which you fulfil the prerequisites. If an Iconic Career provides multiple talents, you may pick talents from the same skill multiple times.
- **Earnings Rating:** This is the minimum Earnings Rating for characters in this career. If the character's Earnings Rating is lower than this value, it is increased to this value. If the character's Earnings Rating is already equal to or higher than that provided by the career, there is no change.
- **Equipment:** You may take the equipment and assets listed.

DECISION EIGHT: FINAL CUSTOMISATION.

You receive two Chronicle points. See page 98 for more on Chronicle Points.

If you have any remaining **Life points** you may:

- Convert up to two remaining Life points for two additional Chronicle points.
- Convert each one to an asset or a skill increase, but no skill Focus or Expertise may be increased by more than one in this way.
- You may increase any one attribute by two, or any two attributes by one each.
- You may increase two skills from Focus 0 to Focus 1 or Expertise 0 to Expertise 1.
- You may choose one talent for any of your skills.

DERIVED STATS.

Check the *Damage Bonus Table* on page 51 to calculate the derived stats.

- Ranged Combat uses Awareness to calculate its Damage Bonus.
- Close Combat uses Awareness to calculate its Damage Bonus.
- Influence uses Personality to calculate a character's Influence Bonus (using the *Damage Bonus Table*).
- Add the character's Physique and Strength together and check the *Starting Wounds Table* on page 51. Assign this number to each location.
- Starting Mental Wounds are equal to the Mental Strength attribute.

CHARACTER TRAIT.

If you haven't chosen one already, choose a character trait.

RELATIONSHIPS.

If the group agrees, roll once on the Relationship Table on page 72 to see how you met one or more of the other characters in the group. Roll 1d20 and check the result.