

Character Creation

The suggested method for character sheets is via [RPGSessions](#). Unfortunately, there is no simple “copy character sheet” function at this current time. Simply use the above link as an example of what skills to add, and remove.

Step 1: Choose a Race

Human

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 220
- **Starting Skills:** A Human starts with one rank in two different non-career skill at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Determination:** Once per session as an out-of-turn incidental, you may move one Story Point from the Game Master’s pool into the Player’s pool.

Burgundy Blooded Troll

- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 220
- **Starting Skills:** A Burgundy blooded troll starts with one rank in Psionics at character creation. They obtain this rank before spending experience points, and may not increase it above rank 2 during character creation.
- **Burgundy Psionics:** You may use Psionics to cast abilities from the “*Control*” and “*Telekinesis*” sections from *Psionics*. You may only target Ghost and Undead creatures with “*Control*”.
- **Nimble:** Burgundy blooded trolls have a melee and ranged defense of 1.

Bronze Blooded Troll

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 225
- **Starting Skills:** A Bronze blooded troll starts with one rank in two different skills at character creation. They may choose from Athletics, Discipline, Psionics, Riding, and/or Survival. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Bronze Psionics:** You may use Psionics to cast abilities from the “*Control*” section from *Psionics*. You may only target Beast and Underling creatures with “*Control*”.

Gold Blooded Troll

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 215
- **Starting Skills:** A Gold blooded troll starts with one rank in Computers and Psionics at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Gold Psionics:** You may use Psionics to cast abilities from the “*Energy Beams*” and “*Telekinesis*” sections from *Psionics*. “*Energy Beams*” is optional. You may permanently remove access to the “*Energy Beams*” section at character creation and gain +10 XP.

Olive Blooded Troll

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 225
- **Starting Skills:** An Olive blooded troll starts with one rank in Stealth at character creation. They obtain this rank before spending experience points, and may not increase it above rank 2 during character creation.
- **Claws:** Olive blooded trolls may possess sharp, retractable claws and may choose to attack with the following weapon profile: (Brawl; Damage +1; Critical 3; Range [Engaged]; Vicious 1). Claws are optional. You may permanently remove access to *Claws* and gain +5 XP.

Jade Blooded Troll

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 215
- **Starting Skills:** A Jade blooded troll starts with one rank in Medicine and Resilience at character creation. They obtain these ranks before spending experience points, and may not increase it above rank 2 during character creation.
- **Rainbowdrinker:** Any time during the game, you may choose to permanently become a rainbowdrinker. When you do, you gain a life drain ability: You may perform a Hard (◆ ◆) Brawl check to a target at engaged range. If successful, the attack deals damage equal to your Brawn (or *Agility or Cunning, based on your Talents*), plus 1 damage per uncanceled Success (★). The attack has no set Critical rating, so you may only inflict a Critical Injury with a Triumph (⊗). You also heal 1 wound per uncanceled Success (★) and 1 strain per uncanceled Advantage (▲). If the target is willing or unconscious, you may set a specific value. You drain an amount of Wound and Strain from the target equal to this value. If you wait until you have earned at least 150 XP

when you choose to become a rainbowdrinker, you may spend 2 story points as an out-of-turn incidental to ignore being incapacitated from exceeding your wound threshold, as well as the effects of all Critical Injuries you are suffering, including the effects of the “dead” result, until the end of your next turn (*if activated as an out-of-turn incidental, it lasts until the end of your following turn, not your immediate next turn*). You still become incapacitated at the end of your next turn if your wound threshold isn't returned below exceeding, and you still die if the “dead” Critical Injury isn't somehow removed. *Rainbowdrinker* is optional. You may permanently remove this ability at character creation and gain +10 XP.

Teal Blooded Troll

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 220
- **Starting Skills:** A Teal blooded troll starts with one rank in Streetwise, as well as one rank in their choice of either Charm, Cool, Deception, or Negotiation at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Verbal Prowess:** Choose two skills from a selection of Charm, Cool, Deception, or Negotiation. You permanently add 1 Advantage (▲) to any checks involving these two skills.

Cerulean Blooded Troll

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 220
- **Starting Skills:** A Cerulean blooded troll starts with one rank in Cool and Resilience at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Cerulean Psionics:** You may use Psionics to cast abilities from the “Control” section from *Psionics*. You may only target Humanoid creatures with “Control”. *Cerulean Psionics* are optional. You may permanently remove access to *Cerulean Psionics* and gain +5 XP.

Indigo Blooded Troll

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 210
- **Starting Skills:** An Indigo blooded troll starts with one rank in Athletics and Resilience at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.

- **Strong:** The base value of your encumbrance threshold (*before characteristic-based bonuses*) is 6 (*instead of the normal 5*). Your character reduces the Cumbersome rating of any weapon they carry by 1.

Purple Blooded Troll

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 210
- **Starting Skills:** A Purple blooded troll starts with one rank in Athletics, Resilience, and Psionics at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Fearsome:** Purple blooded trolls are feared within their own society. They add 1 Setback (■) to Charm, Deception, Negotiation, and Leadership checks they make, but add 1 Boost (□) to Coercion checks they make. This only applies when interacting with a Troll that is not of the Purple, Violet, or Fuschia caste. This ability is optional. You may remove this ability at character creation and lose 5 XP.
- **Hot Tempered:** When a Purple blooded troll exceeds half of their strain threshold, they add 2 Setback (■ ■) to all social skill checks, and add 1 to the damage of one hit for each melee attack they make.
- **Purple Psionics:** You may use Psionics to cast abilities from the “Control” section from *Psionics*. You may only target Humanoid creatures with “Control”.

Violet Blooded Troll

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 210
- **Starting Skills:** A Violet blooded troll starts with one rank in Athletics and Resilience at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Amphibious:** You can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Fearsome:** Violet blooded trolls are feared within their own society. They add 1 Setback (■) to Charm, Deception, Negotiation, and Leadership checks they make, but add 1 Boost (□) to Coercion checks they make. This only applies when interacting with a Troll that is not of the Purple, Violet, or Fuschia caste. This ability is optional. You may remove this ability at character creation and lose 5 XP.
- **Royalty:** You begin character creation with 1,000 currency (*instead of the usual 500*).

Fuchsia Blooded Troll

- **Wound Threshold:** 12 + Brawn

- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 200
- **Starting Skills:** A Violet blooded troll starts with one rank in Athletics and Resilience at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Amphibious:** You can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Fearsome:** Fuschia blooded trolls are feared within their own society. They add 1 Setback (■) to Charm, Deception, Negotiation, and Leadership checks they make, but add 1 Boost (□) to Coercion checks they make. This only applies when interacting with a Troll that is not of the Purple, Violet, or Fuschia caste. This ability is optional. You may remove this ability at character creation and lose 5 XP.
- **Royalty:** You begin character creation with 1,000 currency (*instead of the usual 500*).
- **Horrorterror Emissary:** You are immune to all aspects of mental anguish and fear from horrorterror or eldritch sources, and may even commune with them.

Carapacian

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 220
- **Starting Skills:** A Carapacian starts with one rank in Resilience and Vigilance at character creation. They obtain these ranks before spending experience points, and may not increase them above rank 2 during character creation.
- **Carapacian Biology:** When recovering from a critical injury, your character adds 1 Success (★) to the results. When healing via natural rest, your character increases the number of wounds healed by 1.

Robot

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 220
- **Starting Skills:** A Robot starts with one rank in Mechanics at character creation. They obtain this rank before spending experience points, and may not increase it above rank 2 during character creation.
- **Artificial:** You do not need to eat, sleep, or breath, and you are unaffected by toxins and poisons. Healing mechanics that would otherwise heal you through the Medicine skill can be, and must be made using the Mechanics skill instead (*Ex: Critical Injury recovery*). The first six cybernetics you receive do not reduce your strain threshold.
- **Blood Powered:** You are powered with the blood of a psionic-capable Troll. You gain access to their Psionic ability(s) and lose XP relative to their blood color. Blood Powered is an optional ability.

<i>Gold (Full) Psionics</i>	-15 XP
<i>Burgundy Psionics</i>	-10 XP
<i>Gold (No Energy Beams), Bronze, Cerulean, or Purple Psionics</i>	-5 XP

Step 2: Choose Career Skills

Career skills are one of the factors that help define the core focus of your character. Career skills do two things: They provide a permanent discount to the XP cost required to increase a skill's rank, as well as supplying some for starting ranks for free in these skills.

The process looks like this:

1. **Select eight skills, and mark them as career skills.**
2. **Select four of the chosen career skills, and give them each one rank without spending XP.**

Step 3: Invest Experience Points

Experience points are how you customize your character to make them truly unique. During this step, you can spend your experience points on improving characteristics, purchasing talents, and buying ranks in skills. If you don't spend all of your character's experience, you'll save all the unspent experience points and can spend them later during the game (*some GM's may allow you to spend XP at any given time, while some may restrict this to specific moments only*).

You may spend experience points in the following ways to improve your character:

Improving Characteristics

During character creation, raising a [characteristic](#) to the next highest rating costs ten times the value it is being raised to. For example, raising your character's Brawn from 1 to 2 would require 20 experience points. **You character begins with 1 in each characteristic.**

You must purchase each improvement sequentially. This means that raising your character's Brawn from 1 to 3 would cost 50 experience points: 20 for raising it from 1 to 2, then 30 more for raising it from 2 to 3.

No characteristic can be increased higher than 5, either in character creation or in gameplay. However, this limit only applies to player-characters. Adversaries can sometimes have characteristics higher than 5. In addition, any character may acquire equipment or special powers that *temporarily* raise one or more of their characteristics higher than 5. However, your character's base characteristics still max out at 5.

Characteristics may only be purchased with experience points during character creation, not at any later time. Characteristics can only be increased later on by purchasing specific high-tier talents. (*This means you should arguably consider spending most of [if not all] your starting XP on improving your character's characteristics.*)

Skill Training

Each [skill](#) has a maximum of five ranks. You may purchase ranks in skills using XP. However, regardless of any character creation options, **your character cannot have any skills higher than rank 2 once character creation is finished**, unless a rule or GM specifically states otherwise.

Buying a rank in a career skill follows a similar structure to buying a rating in a characteristic; **training a skill to the next highest rank costs five times the rank to which it is being raised.** For example, training a skill from rank 0 (*untrained*) to rank 1 requires 5 experience points. Improving a rank 1 skill to rank 2 requires 10 experience points. **Each rank must be purchased sequentially.**

Buying a rank in a non-career skill works mostly the same way, but costs a bit more. **Each rank of a non-career skill costs five times the rank you're purchasing, plus 5 additional experience points.** So, raising a non-career skill to rank 1 costs 10 XP, while raising it from rank 1 to rank 2 costs 15 XP. As with career skills, **each rank must be purchased sequentially.**

You may purchase ranks in skills for your character during character creation or later during gameplay.

Acquiring Talents

Talents are organized into tiers, with each talent costing five XP times its tier level. **So, Tier 1 talents cost 5 XP, but Tier 5 talents cost 25 XP.** You can buy as many Tier 1 talents for your character as you like, but if you want to purchase talents in higher tiers, **you must ensure your character has more talents in the tier directly below it.**

Characters may purchase talents during character creation or later during gameplay.

Step 4: Determine Derived Attributes

Wound Threshold

Your character's wound threshold represents how many wounds (*how much physical damage*) they can withstand before becoming incapacitated. **Your character's starting wound**

threshold is determined by adding the wound threshold for their race to their Brawn rating (after spending starting XP). After you determine this initial value, further increases to your character's Brawn rating do not increase their wound threshold. Further wound threshold improvements are acquired by purchasing talents, such as *Toughened*.

Strain Threshold

Your character's strain threshold determines how much strain (*psychological or other physical-type exhaustions*) a character can withstand before becoming stunned, dazed, or incapacitated. **Your character's starting strain threshold is determined by adding the strain threshold for their race to their Willpower rating (after spending starting XP). After you determine this initial value, further increases to your character's Willpower rating do not increase their strain threshold.** Further strain threshold improvements are acquired by purchasing appropriate talents, such as *Grit*.

Defense

Defense represents an extra level of protection that makes your character harder to hit in combat. Defense is divided into ranged defense and melee defense. **Your character's default value for each defense rating is 0.**

Defense can be gained by wearing armor or by adopting a defensive position in combat (*such as gaining cover*). Some talents may also increase one or both of your character's defense ratings.

Soak Value

Soak value determines how much damage a character can shrug off every time they're hit. When your character suffers damage (*usually from someone attacking them*), you subtract your character's soak value from the damage inflicted. Any remaining damage after subtracting soak becomes wounds.

Your character's default soak value is equal to their Brawn rating. After you determine this initial value, subsequent increases to a character's Brawn rating do increase their soak value. You can also increase your soak by wearing certain armors. Some talents, such as *Enduring*, increase a character's soak value as well.

Encumbrance Threshold

All characters have an encumbrance threshold which limits how much they can carry under normal conditions without penalty. **Your encumbrance threshold is either your Brawn, or Intelligence, plus 5, as determined by your GM.** In traditional settings, where your character is carrying their gear, it is Brawn. In settings that are more structured toward the mechanics of Sburb, and aspects like the Sylladex, it is Intelligence.

Step 5: Starting Gear

Your character begins with 500 currency at character creation. They may spend this on any gear they can afford in the [Gear](#) document.

At the end of character creation, you roll an additional 1d100, and add this value to your currency. This additional 1d100 may not be used to purchase anything until the game has begun.

Step 6: Determine Motivations

Motivations in Play

Motivations exist to offer you an additional framework for how your PC interacts with the world. They establish your character's priorities, but they aren't a restriction. Motivations offer suggestions to your character's response for the challenges they encounter. Additionally, they sometimes play a role in social encounters.

Changing Motivations

During the game, your character's motivations can evolve. There may be single, dramatic moments where it makes sense for your character to change one or more facets of their Motivation, or it might be a slower process that takes place over the course of several sessions. Perhaps your character has achieved their Desire, overcome a Flaw, or gained a new Fear.

When the narrative supports it, your GM should permit you to erase an existing facet of their Motivation and replace it with a new one.

Desire

Desire represents the thing your character wants, even if they might not know what that is just yet.

If you do not already have a Desire in mind for your character, you may roll on the table below to determine one randomly.

Example Desires

D100 ROLL	RESULT
0-10	Ambition: Your character craves power and authority over others. The character may pursue privilege, social status, or rank to achieve this goal.
11-20	Belonging: Your character seeks to be liked by others and goes out of the way to make a good impression. Your character seeks to be accepted by a community or faction.
21-30	Expertise: Your character wants to excel in a chosen field or skill. To achieve perfection, your character practices constantly.
31-40	Fame: Your character seeks the limelight and wants to be famous. They pursue anything that can garner attention and praise.
41-50	Justice: Your character believes in a set of ethics that demands fair treatment for all. Your character is dedicated to righting inequality and protecting others' rights.
51-60	Knowledge: Your character wishes to uncover knowledge that may have been lost, forgotten, or locked away. This information could pertain to the world, or it could pertain to your character's past or origins.
61-70	Love: Your character seeks romantic affection and intimacy from another character. Your character might already have a true love or may strive to find someone to love and be loved by.
71-80	Safety: Your character values peace and comfort above all else. Perhaps they seek shelter, a steady source of food, or other material necessities, or they might seek emotional security in a place free from oppression and abuse.
81-90	Vengeance: Someone or something wronged your character in the past, and the character has sworn to exact revenge against the aggrieving party.
91-100	Wealth: Money or material possessions are the prime goal for your character. Your character may be active in business, trade, or the tried-and-true method of theft to increase their net worth.

Fear

A character's Fear represents the thing they dread. It might be the character's deepest insecurity, their bogeyman, or a deep-seated threat to their culture or life.

If you do not already have a Fear in mind for your character, you may roll on the table below to determine one randomly.

Example Fears

D100 ROLL	RESULT
0-10	Change: Your character finds routine and stability comforting, and fears changes that could upend their day-to-day routine.
11-20	Commitment: The idea of making promises or being relied on scares your character, who hates the idea that someone else is relying on them. This fear of commitment could manifest in relationships, on the job, or among family.
21-30	Death: The fear of death is deep and primal, and it drives a lot of our behaviors. There are a large number of ways this could manifest in your character, many of them similar to what you see in real life.
31-40	Expression: Your character has some behavior or means of expressing themselves privately that they do not want the world to know about. The nature of that behavior is up to you. Keep the setting in mind when you come up with it, though.
41-50	Failure: Most people dislike failure, but some actively fear it. That fear may drive them to try to become absolutely perfect, or it may crush them into inaction. Maybe it does both.
51-60	Humiliation: Characters who are especially concerned with how others view them are particularly sensitive to potential humiliation. They go out of their way to avoid ever appearing wrong or foolish, even if that means missing out on exciting opportunities and experiences.
61-70	Isolation: Your character fears being isolated from other people and being doomed to live and die alone. Maybe this drives them to seek out relationships with anyone and everyone, even when a relationship is unpleasant or unhealthy.
71-80	Nemesis: Your character has a deadly foe, someone they fear (even if they don't admit it). The nature of this enemy is up to you, but we suggest you consult with your GM. After all, your GM surely wants to bring this up in the game!
81-90	Obscurity: Your character wishes to be remembered after they are gone and works tirelessly to secure their legacy.
91-100	Poverty: For your character, it's all about wealth and security. They fear being without, and they work hard to amass money, supplies, and other valuable items to ensure their status.

Strength

Your character's Strength is one of the best things about them. Arguably, it's the defining positive feature that they're known for.

If you do not already have a Strength in mind for your character, you may roll on the table below to determine one randomly.

Example Strengths

D100 ROLL	RESULT
0-10	Adaptable: No matter what life throws at your character, they always rise to the challenge. Your character is flexible and can handle nearly every situation, no matter how grim or strange the circumstances.
11-20	Analytical: Your character's mind is like a computer, able to absorb a barrage of information and come to a logical conclusion. Your solutions always have the inarguable weight of reason, and you know how to pick your battles and when to bide your time.
21-30	Courageous: Fear has no place in your character's heart. They laugh at danger and gladly push themselves to confront what others flee from. Note that your character probably still has a Fear Motivation. It's up to you whether that Fear is the one thing that can undo your character's courage, or if this Strength pushes them to confront the source of their Fear no matter what.
31-40	Curious: Life is a million mysteries, and your character wants to learn about every one. Whether curiosity drives them to meet new people, explore distant locales, or learn fantastic new truths and ideas is up to you.
41-50	Idealistic: What ideals your character believes in are up to you, but to your character, those ideals are nothing short of sacred. Your character may feel that everyone should live up to those same ideals (and may be disappointed when people don't), or they may be content to meet the standards they have set for themselves.
51-60	Independent: When everyone else has failed or fallen, your character knows they can still count on themselves. Your character may get along with others just fine but makes sure not to rely on others. That way, when things go wrong, your character is always prepared to deal with the situation and isn't waiting for someone else to help.
61-70	Patient: Your character is always willing to wait and knows the power of being calm. By waiting for the right opportunity, your character avoids all manner of

	unpleasant and dangerous situations. However, when such an opportunity presents itself, your character acts swiftly and decisively.
71-80	Spiritual: It doesn't matter so much what your character believes in: that depends a lot on your game's setting. What's important is that your character believes. Their belief gives them a solid mental bedrock they can always rely on.
81-90	Wise: Through years of experience and countless events, your character has developed that rare quality: wisdom. The wise understand the truths of how their world works. Just as importantly, they know that sometimes, with the right effort, those truths can be overcome.
91-100	Witty: Your character is extremely clever, with the right joke for a friend and the perfect insult for a foe. Some may love their company, while others loathe their cutting remarks, but none can deny that your character has the sharpest tongue around.

Flaw

Just like your Strength, your Flaw is a major part of your character's motivation. It is a negative element of personality that your character wishes they didn't have.

If you do not already have a Flaw in mind for your character, you may roll on the table below to determine one randomly.

Example Flaws

D100 ROLL	RESULT
0-10	Anger: Your character lashes out at themselves or others with undue cause or with extreme force. They are quick to resort to physical force to solve their problems.
11-20	Compulsion: This could be addiction, fascination, obsession, or another automatic behavior that is self-destructive or otherwise impedes your character's ability to function and be healthy.
21-30	Deception: Your character may be disloyal or a compulsive liar. They are concerned with their own wellbeing first and foremost, and they might always present themselves in the best possible light even when that isn't the case.
31-40	Greed: Your character is never satisfied with what they have, always wanting more. They are willing to flout the law or infringe upon others' rights in order to get what they want.

41-50	Laziness: Your character always seeks the path of least resistance and becomes intimidated by difficult or complex tasks.
51-60	Ignorance: Your character lacks a basic knowledge base or understanding of a society's norms. This may be due to your character's upbringing or their recent travel to another area of the world. This could be more than just being "uneducated"; at some level, your character may be willfully ignorant.
61-70	Intolerance: For whatever reason, your character harbors some prejudices toward a group of people. These may be relatively "minor" biases, or they may give rise to an intense emotion of hatred or revulsion. Whatever form it takes, remember that intolerance is based more in emotion than rationality.
71-80	Pride: Pride does not always have to be a Flaw, but it can easily become one. Your character is arrogant, vain, or self-absorbed, or thinks highly of themselves at the expense of others.
81-90	Recklessness: Your character shows little regard for how their actions may affect them self or others, due either to low self esteem or lack of forethought. They are especially prone to dangerous or inconsiderate actions.
91-100	Timid: Your character is extremely risk averse, opting instead to take more thorough or tried-and-true approaches. They may take too long to act or may be unable to act at all in the face of new or intimidating challenges.

Step 7: Determine Heroic Ability (Optional)

If your GM decides to run the optional Heroic Ability rules, craft your Heroic Ability as detailed in the [Heroic Abilities](#) document.