

the Character Burner

WORKSHEET

1. Character Concept: "Captain of the Guard"

Recommended # LPs: _____

2. Lifepaths

LP Name	Time	Res	Stat	Lead from?
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1. <u>City Born</u>	<u>12 yrs</u>	<u>10</u>	<u>--</u>	<input checked="" type="checkbox"/> Yes, +1 Year
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Skills: <u>4 G</u> pts.	Req'd: _____	Addit.: _____
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Traits: <u>1</u> pts.	Req'd: _____	Optional: _____
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2. <u>Smuggler</u>	<u>4 yrs</u>	<u>15</u>	<u>+1 M</u>	<input type="checkbox"/> Yes, +1 Year
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Skills: <u>6</u> pts.	Req'd: <u>Persuasion</u>	Addit.: <u>Falsehood, Appraisal, Law-wise, Forgery, Stealthy, Inconspicuous</u>
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Traits: <u>2</u> pts.	Req'd: <u>Paranoid</u>	Optional: _____
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3. <u>Freebooter</u>	<u>4 yrs</u>	<u>10</u>	<u>+1 P</u>	<input type="checkbox"/> Yes, +1 Year
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Skills: <u>8</u> pts.	Req'd: <u>Intimidation</u>	Addit.: <u>Countryside-wise, Fortress-wise, Army-wise, Foreign Languages..</u>
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Traits: <u>2</u> pts.	Req'd: <u>Cold-Blooded</u>	Optional: _____
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4. <u>Freebooter</u>	<u>4 yrs</u>	<u>10</u>	<u>+1 P</u>	<input checked="" type="checkbox"/> Yes, +1 Year
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Skills: <u>8</u> pts.	Req'd: <u>Appropriate Weapons</u>	Addit.: <u>War-wise, Loot-wise, Extortion-wise</u>
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Traits: <u>2</u> pts.	Req'd: <u>Merciless</u>	Optional: _____
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5. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
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Skills: _____ pts.	Req'd: _____	Addit.: _____
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Traits: _____ pts.	Req'd: _____	Optional: _____
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6. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
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Skills: _____ pts.	Req'd: _____	Addit.: _____
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Traits: _____ pts.	Req'd: _____	Optional: _____
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7. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
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Skills: _____ pts.	Req'd: _____	Addit.: _____
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Traits: _____ pts.	Req'd: _____	Optional: _____
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8. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
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Skills: _____ pts.	Req'd: _____	Addit.: _____
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Traits: _____ pts.	Req'd: _____	Optional: _____
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9. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
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Skills: _____ pts.	Req'd: _____	Addit.: _____
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Traits: _____ pts.	Req'd: _____	Optional: _____
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10. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
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Skills: _____ pts.	Req'd: _____	Addit.: _____
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Traits: _____ pts.	Req'd: _____	Optional: _____
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TOTALS Time _____ Res _____ Stat: ____/____ Skill: ____ Trait: ____ Leads: ____

3. Age

So far: 26

Time + Leads = Starting character age.

4. Stats

4A. Consult the Age Chart

Using the character's age, consult the applicable age chart to find his starting base stat pools. Add in M and P bonuses from LPs.

Mental Pool:

Physical Pool:

4B. Divide

Divide Mental Pool between Will and Perception.

Will

Perception

Divide Physical Pool between Agility, Speed, Power and Forte.

Power

Forte

Agility

Speed

All stats start black shade, zero exponent (B0). Each point taken from the appropriate pool and added into a stat raises the exponent by 1. (From 0 to 1, from 1 to 2, 2 to 3, etc.) Gray shade costs five additional points. White shade costs 10.

5. Attributes

Health

Health is the average of Will and Forte. Plus or minus the answers to the questions on page 18 of the CB. Both stats must be the same shade in order to earn the lighter shade.

Steel

Steel starts at base 3 and the final result is determined by the Steel questions on page 20 of the CB.

Reflexes

Reflexes is the average of Perception, Agility and Speed rounded down.

Mortal Wound

Mortal Wound is the average of Power and Forte (rounded down) plus a base of 6.

Emotional Attribute

Faith, Greed, Grief, and Hatred are a few examples of Emotional Attributes. The rules for factoring the exact exponent for each attribute are varied. See the appropriate chapter in the CB for more on each one.

6. Skills

6A. Total Pool

Add together all the skill points from all lifepaths (except general skill points). Put general skill points in a separate box for now:

So far: 22

Skill points:

So far: 4

General points:

6B. Opened Skills

Purchase Skills and Advance them. Pay 1 pt to open a skill at half its root stat (rounded down). After you open a skill, it costs one point to advance the exponent. Thus to go from a B2 to B3 costs one point. From B2 to B5 is 3pts.

The first skill on each path is required. These must be opened at their root. (But they do not have to be advanced

any further). Aside from this restriction, skill points may be spent on any skill from any path. Skill points are not restricted to their path. However, players may only open skills from their paths. If a skill isn't on the path, it can't be taken (with one exception; see General Skill Points).

Skill Name	Root (1pt ea)	+	Skill Pts	=	Exp
Persuasion (req.)	<input type="checkbox"/>	+	_____	=	_____
Falsehood	<input type="checkbox"/>	+	_____	=	_____
Appraisal	<input type="checkbox"/>	+	_____	=	_____
Law-wise	<input type="checkbox"/>	+	_____	=	_____
Forgery	<input type="checkbox"/>	+	_____	=	_____
Stealthy	<input type="checkbox"/>	+	_____	=	_____
Inconspicuous	<input type="checkbox"/>	+	_____	=	_____
Intimidation (req.)	<input type="checkbox"/>	+	_____	=	_____
Pick 1 Weapon skill (req.)	<input type="checkbox"/>	+	_____	=	_____
Countryside-wise	<input type="checkbox"/>	+	_____	=	_____
Fortress-wise	<input type="checkbox"/>	+	_____	=	_____
Army-wise	<input type="checkbox"/>	+	_____	=	_____
Foreign Languages	<input type="checkbox"/>	+	_____	=	_____
War-wise	<input type="checkbox"/>	+	_____	=	_____
Loot-wise	<input type="checkbox"/>	+	_____	=	_____
Extortion-wise	<input type="checkbox"/>	+	_____	=	_____
Other Appropriate Weapons?	<input type="checkbox"/>	+	_____	=	_____
	<input type="checkbox"/>	+	_____	=	_____

† Skills marked with a † cost two points to open and may not be advanced.

§ Skills marked with a § cost two points to open and are advanced as normal.

Spending Skill Points

Add up all the root skills (1 pt each), and all the points spent to advance the exponents. This is the total number of skill points spent. This number can't exceed the skill point pool from 6A. (Unless GSP are spent, then it can't exceed the total of the two pools.)

General Skill Points

GSP allows a player to open skills not found on their paths. Any skill (subject to Peer Review) can be opened using GSP.

Shade

Skills open at the same shade of their root stat. To open a B-shaded skill at G shade costs 5 points total. To open a B- or G-shaded skill at W shade costs 10 points total.

7. Traits

There are three types of traits, lifepath traits, special traits and common traits. Common traits are free and obligatory. Lifepath and special traits are purchased using trait points earned on the lifepaths.

Total trait points from LPs: So far: 7

Lifepath Traits

All traits listed on the lifepaths cost (only) 1 pt to purchase. And much like skill, the first LP trait is required. If a player wishes to purchase a second LP trait from the available list, he must spend a second point.

Lifepath Trait Name	1 trait point	Name	1 pt
Paranoid	<input checked="" type="radio"/>	_____	<input type="radio"/>
Cold-Blooded	<input checked="" type="radio"/>	_____	<input type="radio"/>
Merciless	<input checked="" type="radio"/>	_____	<input type="radio"/>
_____	<input type="radio"/>	_____	<input type="radio"/>
_____	<input type="radio"/>	_____	<input type="radio"/>

Special Traits

Any remaining trait points not spent on LP traits may be spent on special character, call-on and die traits from the general and special lists for each race.

Trait Name	Type	Cost	Trait Name	Type	Cost
_____	—	—	_____	—	—
_____	—	—	_____	—	—
_____	—	—	_____	—	—
_____	—	—	_____	—	—

8. Relationships, Gear, Spells

Take the Resource points (rps) from the lifepaths. Using the general Relationships costs and specific Gear lists for your chosen race/culture spend the points on the stuff you need.

So far: 45
Total Resource points from LPs:

Gear	Type	Cost	Gear Name	Type	Cost
_____	—	—	_____	—	—
_____	—	—	_____	—	—

Relationship	Type	Cost	Relationship	Type	Cost
_____	—	—	_____	—	—
_____	—	—	_____	—	—

Spells

Spells (Sorcery, Summoning or Enchanting) cost rps equal to 2x the obstacle. Or 4x the obstacle if the spell is a ^ spell.

Spells	Type	Cost	Trait Name	Type	Cost
_____	—	—	_____	—	—
_____	—	—	_____	—	—

9. Affiliations, Reputations and Circles

All characters start with a Circles ability at half Will exp rounded down.

Affiliations

- 1D, 10 rps. A small, local or specialized group
- 2D, 25 rps. A large, regional or expansive group
- 3D, 50 rps. A national, powerful or ruling group

Reputation

- 1D, 7 rps. Local or minor reputation
- 2D, 25 rps. Regional or notable reputation
- 3D, 45 rps. National or major reputation

Circles

Starting Circles is half Will exp, rounded down. Increase by +1D if 50 or more rps were spent on property and relationships.

10. Resources Ability

Total the resource points the player spent on his character's property, reputations and affiliations —not relationships, spells or gear. Property is specifically designated in the resources lists. Divide by 15. Round down. 5 exponent points may be spent for a Gray shade.

Resources

11. Physical Tolerances

Superficial is half Forte rounded down plus 1. No wound can be more than half Forte distant from another wound.

12. Beliefs and Instincts

This is the last major stage for character burning. Before you hit play, get together with your GM and discuss appropriate Beliefs and Instincts for the character and how to tie them into the situation at hand. I even recommend discussing them with the group at large. But don't write them here! Christen your new character sheet with your Beliefs and Instincts. Make them the first thing you write!