Characters

Assets

Characters are defined by the assets associated with them. These are given a name, and a rating in the form of a die type.

Die Categories

Attributes

One stat die from the below list is used in every contest. These all start as d4 unless increased in character creation:

- Physical Strength (PS)
- Dexterity (DX)
- Constitution (CN)
- Intelligence (IN)
- Mental Strength (MS)
- Charisma (CH)

Destiny

Some say that certain individuals are watched over by the gods. Others think that these individuals are just very self-assured (perhaps due to a belief that they are watched over). Either way, those that are so blessed have a high destiny die, while those who are not so blessed have a low die. This die can be used in every contest.

Backgrounds

Each character has a number of backgrounds that represent where they are from, who they know and what they do to survive. These dice are applied in contests where the experiences from their background would make the character more effective in a contest. They also include relationships with individuals from that particular background.

Mutations

These are extraordinary mutations that afford a character a greater chance of survival.

Tech

This is special equipment of ancient technology. The character is assumed to have bronze-age to medieval technology level gear that is needed to perform normal tasks... this provides no dice bonus. Only special technology from the past is represented by Tech dice.

Creation

Characters come in various shapes, sizes, forms, and with various assets. To define these, first the player fills out the character life-path questionnaire. Then the player uses the answer to select a type below (PSH, Mutant Human, Mutant Animal, Mutant Plant, or Android). Then the player chooses strengths for each die category (weakness, average, strength, or superiority). Finally the dice acquired for each category are assigned to assets that belong to that category.

Life-Path Questionnaire

The player should answer as many of the questions below as they are comfortable with answering. It is OK to leave some of the character's background unknown. The answers to these questions will then give the player an idea of how to create their character's assets.

1. What sort of beings were the character's parents or creators?
2. Where was the character born or created?
3. Was the character born with mutations?
4. Where was the character raised?
5. Who taught the character what they know?
6. What beliefs was the character taught?
7. What did the character learn in order to survive?
8. Did the character have any good or bad experiences with any cryptic alliances?
9. Has the character ever visited any ancient ruins?
10. Has the character actually ever fought anybody, and if so, how did that end?

The above questions are meant to elicit answers that will illuminate the answers to the following questions as well.

- If the character is a mutant, are they part of a line of stable mutations? If so, which of the mutations are common to the character's line?
- Is the character political in any way, or caught up in any conflicts?
- Who is the character connected with, in terms of family and community?
- What's the character's role in their culture?

Character Type

A player must select one of the following general types for their character. Listed below each are the limitations on what die category strength limitations apply.

Pure Strain Human (PSH)

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Attributes – may not be superiority (though often this is a PSH’s Strength)
Destiny - strength or superiority
Background - any
Mutations - weakness (meaning they have none)
Tech - any
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Mutated Human (Humanoid)

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Attributes – any (but if selected as strength or superiority, it is
understood that the raised attributes are high because of mutation)
Destiny – may not be superiority
Background - any
Mutations - any but weakness (they must have mutations or they're not a
mutant)
Tech - any
```

Mutated Animal

All mutated animal characters have acquired some level of human-like intelligence. This mutation does not have to be represented in the mutations category, but is accounted for by the intelligence attribute.

```
Attributes – no limit (but if selected as strength or superiority, it is
understood that the raised attributes are high because of mutation or animal
form)
Destiny – may not be superiority
Background – may not be superiority (represents not only the tendency of
animals to have had less training, but also prejudices against them in human
communities)
Mutations - any but weakness (they must have mutations or they're not a
mutant)
Tech - any
```

Mutated Plant

Many plant species in this new world have acquired motility, and intelligence. These mutations do not have to be purchased, but are accounted for in the mutated plant’s attribute scores.

```
Attributes – any (but if selected as strength or superiority, it is
understood that the raised attributes are high because of mutation or plant
form)
Destiny – may not be superiority
Background – may not be strength or superiority (represents not only the
tendency of plants to have had less training, but also prejudices against
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them in human communities)
Mutations - any but weakness (they must have mutations or they're not a
mutant)
Tech - any
```

Android

```
Attributes – no limit (but if selected as strength or superiority, it is
understood that the raised attributes are high because of the being’s high-
tech nature)
Destiny – may not be superiority
Background - any (may be from experience or programming)
Mutations - weakness (meaning they have none)
Tech – strength or superiority (representing built in assets)
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Die Category Strengths

For each die Category, one of the below die pools must be selected and distributed. If the pool is selected to be the destiny, then only the highest die available is obtained for that asset.

Weakness

One category must be selected as the character’s weakness. They will have no dice here, or, in the case of statistics, have all d4s. For instance, a character with tech as their weakness possesses no ancient technology that they know how to use.

Average

Two categories must be selected as being somewhat average. The player may assign 3 d6 to the assets in this die category. For example, a being with average attributes has 3 d4, and 3d6 ratings.

Strength

One category must be selected in which the character is somewhat better than the average being. The player may assign a d6, a d8, and a d10 to assets in this category. For example, a character with backgrounds as their strength could place a d6 in hunting, a d8 in warrior and a d10 in scout.

Superiority

One category is selected as Superior. In this category the character is clearly a standout, and few other beings of their settlements will have assets this high, if at all. The player may assign a d8, a

d10, and a d12 to assets in this category.

Defects

If the character has a die category strength of average or higher for mutations (i.e. the character possesses mutations), they may select defects for their character. Each defect is rated by die type, and may be rated equal to any one other mutation die. This can only be done once per mutation die.

For each defect selected, another mutation can be selected at one lower die type.

Example: Roger decides that his character’s mutation category will have an average die strength, and selects three d6 rated mutations. He then decides he would like a couple more minor mutations, and so selects two d6 defects (he could have taken three, but settles on two). This then allows him to take two more d4 mutations.

Sample Backgrounds

- Abbot
- Ambassador
- Animal Trainer
- Apothecary
- Artisan
- Assassin
- Boatman
- Bodyguard
- Bounty Hunter
- Burglar
- Charlatan
- Chieftain
- Courtier
- Crime Lord
- Crusader
- Diletttante
- Dissident
- Driver
- Drover
- Enforcer
- Engineer
- Entertainer
- Envoy
- Explorer
- Exterminator
- Farmer
- Fence
- Ferryman
- Fisherman
- Gambler
- General

- Gladiator
- Grave Robber
- Hunter
- Innkeeper
- Knight
- Man-at-Arms
- Mercenary
- Mercenary Captain
- Merchant
- Messenger
- Militiaman
- Miner
- Monk
- Mortician
- Noble
- Nomad
- Outlaw
- Peasant
- Physician
- Pilgrim
- Priest
- Prisoner
- Racketeer
- Ranger
- Riding Beast Trader
- Rogue
- Scavenger
- Scholar
- Scout
- Scribe
- Sea Captain
- Seaman
- Servant
- Shaman
- Slave
- Slaver
- Smuggler
- Soldier
- Sorcerer
- Spy
- Squire
- Storyteller
- Taxman
- Thief
- Thug
- Tradesman
- Vagabond
- Veteran
- Village Elder

- Wise Woman
- Woodsman
- Yeoman
- Zealot

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