

# ./FSCK-US - Nuts and Bolts

All the information and rules for character creation. Primarily characters are made up of two things: Ratings and Knacks. They also have Knowledge and Cool, but these are less important than Ratings and Knacks.

## Character Creation

Here is the process:

1. **Generate Ratings:** Roll 2d6 five times on the chart under [Ratings](#) to adjust your 10 ratings from their base of 3.
2. **Pick Knacks:** Pick 10 (or more based on your rolls from ratings) [Knacks](#). Record knowledge from the knacks. Increase ratings as your knacks allow.
3. **Secondary Ratings:** Do the math under [Ratings](#) to figure out your secondary derived ratings.

If you want to do this fast, go [here](#).

## Ratings

All characters have numbers in several qualities, which are just called their Ratings. Here are the Ratings for each character:

- **STR**ength - Raw physical muscle, *Weak Rating*
- **REF**lexes - Speed, *Weak Rating*
- **AGI**lity - Gross motor skills
- **CON**stitution - Toughness
- **DEX**terity - Fine motor skills
- **CHA**risma - Interpersonal skills
- **PER**ception - Sensory ability
- **WIL**power - Mental resilience
- **INT**ellect - Intellectual ability, *Strong Rating*
- **FAV**or - Luck, Blessing from above, *Strong Rating*

All of your character Ratings begin at a value of 3, slightly below human average (4) but better than human minimum (1).

Roll 2d6 five times, assigning +2 to random Ratings as so:

- 2: STR, +3 to Knack
- 3: REF, +3 to Knack
- 4: AGI
- 5: CON
- 6: DEX
- 7: +1 Additional Knack and (+1 Knowledge or +1d Cool)
- 8: CHA

- 9: PER
- 10: WILL
- 11: INT, -1d Cool
- 12: FAV, -1d Cool

You have several secondary Ratings which are calculated from the ten above:

- Mental Prowess: INT + PER.
- Physical Prowess: AGI + DEX.
- Social Prowess: CHA + FAV.
- Toughness: CON + STR.
- Health: CON + FAV.
- Speed: (REF + AGI + DEX) / 2. \*round down
- Influence: CHA + PER.
- Cunning: INT + FAV.

## Knacks

Knacks are what the character is good at. To create a character, you just pick 10 Knacks from the list below. When you take a Knack from this list, you first roll 2d6+8 to give it a power, a measure of how good you are at it. Each Knack also has points listed in brackets. You will spend these to increase Ratings that are listed in those brackets. Finally you'll gain whatever Knowledge it tells you, that is listed after the backward slash. Here is an example:

- **Hacking**/Net [3 INT,PER,FAV] \Programming \Logic \Networking

So if you took Hacking/Net, you'd roll 2d6+8 and record that as it's power. Then you'd spend 3 points to increase any of INT, PER, or FAV. Finally you'd record Programming, Logic, and Networking under Knowledge.

All Knacks have the format: {General Knack} / {Specific Style}. The General Knack has one power value, even if you take it multiple times for multiple specific styles. In this way if you took both Hacking/Network and Hacking/Local, you'd still only have one power for Hacking. That is shared between both Hacking/Net and Hacking/Local. When you take another style of a Knack you already have, you add +3 to it's power. If you gain multiple copies of Knowledge from doing this, ignore those copies.

Sometimes the Specific Style for a General Knack starts with a question mark(?). In these cases pick a specific version of that general style. If you took Melee/?Martial Art, then you have to pick a specific martial art to replace ?Martial Art with for the Knack.

I've split the Knacks into three groups:

- **Action Knacks:** All about kicking ass and taking names.
- **Investigation Knacks:** All about finding and interpreting clues.
- **Utility Knacks:** All about supporting the above, like Pilot/Aircraft.

### Action Knacks

Action Knacks (6/16)	
<b>Brawl</b> /Fists [4 STR,CON] /Athletics /FirstAid	<b>Brawl</b> /Blunt [3 STR,AGI] /Athletics /BluntWeapons
<b>Brawl</b> /Wrestle [4 STR,CON] /Athletics /Wrestling	<b>Brawl</b> /Edged [3 STR,AGI] /Athletics /EdgedWeapons
<b>Melee</b> /?Martial Art [3 AGI,CON] /Athletics /?Martial Art	<b>Melee</b> /?Weapon [3 AGI,REF] /Athletics /?Weapon
<b>Shoot</b> /Pistol [3 DEX,REF] /Firearms /Pistols	<b>Shoot</b> /Rifle [3 DEX,REF] /Firearms /Rifles
<b>Shoot</b> /Light [4 DEX,REF] /Gunnery /LightMG	<b>Shoot</b> /Heavy [4 DEX,REF] /Gunnery /HeavyMG
<b>Strong</b> /Fast [4 STR,AGI] /Athletics /Running	<b>Strong</b> /Vigor [4 STR,CON] /Athletics /Training
<b>Quick</b> /Stunts [3 DEX,REF] /Athletics /Gymnastics	<b>Quick</b> /Hand-Eye [2 DEX,AGI] /Athletics /Tricks
<b>Prowl</b> /Ambush [2 DEX,REF] /Stealth /Tactics	<b>Prowl</b> /Hide [2 DEX,AGI] /Stealth /Hunting(or /Crime)

### Investigation Knacks

Investigation Knacks (14/40)	
<b>Insight</b> /Honesty [4 PER,INT] /Intuition	<b>Insight</b> /Motivation [3 PER,FAV] /Intuition
<b>Charm</b> /Flattery [4 CHA,PER] /Persuasion /Expression	<b>Charm</b> /Flirting [3 CHA,PER,FAV] /Persuasion /Seduction
<b>Talk</b> /Police [3 CHA,INT] /Discussion /Police	<b>Talk</b> /Bargain [3 CHA,WIL] /Discussion /Haggle
<b>Talk</b> /Corp [3 CHA,FAV] /Discussion /Corp	<b>Talk</b> /Street [3 CHA,WIL] /Discussion /Street
<b>Savvy</b> /Street [3 INT,WIL] /Wisdom /Street	<b>Savvy</b> /Corp [3 INT,CHA] /Wisdom /Corp
<b>Savvy</b> /Culture [3 INT,PER] /Wisdom /Culture	<b>Savvy</b> /Net [3 INT,FAV] /Wisdom /Net
<b>Con</b> /Impersonate [3 CHA,PER] /Deception /Perform	<b>Con</b> /Gamble [3 CHA,FAV] /Deception /Gambling
<b>Interview</b> /Inspire [2 PER,CHA] /Logic /Intuition	<b>Interview</b> /Interrogate [2 INT,WIL] /Logic /Psychology
<b>Scientist</b> /Botany [4 INT,PER] /Study /Botany	<b>Scientist</b> /Chemist [3 INT,PER] /Study /Chemistry
<b>Scientist</b> /Geologist [4 INT,PER] /Study /Geology	<b>Scientist</b> /Biologist [3 INT,PER] /Study /Biology
<b>Engineer</b> /Computer [2 INT,PER] /Design /Computers	<b>Engineer</b> /Structural [3 INT,PER,FAV] /Design /Architecture
<b>Engineer</b> /Power [2 INT,PER] /Design /Electrical	<b>Engineer</b> /Mechanical [3 INT,PER,FAV] /Design /Mechanical
<b>Historian</b> /Archaeology [3 INT,CHA] /History /Archaeology	<b>Historian</b> /Occult [2 INT,CHA] /History /Occult
<b>Historian</b> /Ancient [3 INT,CHA] /History /Myth	<b>Historian</b> /Modern [3 INT,CHA] /History /Society
<b>Forensic</b> /Accounting [2 INT] /Accounting	<b>Forensic</b> /Psychology [3 WIL] /Psychology
<b>Analysis</b> /Data [2 INT,PER,FAV] /Reasoning /Numbers	<b>Analysis</b> /Evidence [2 PER] /Reasoning /Observation
<b>Hacking</b> /Local [2 PER] /Programming /Logic /Exploits	<b>Hacking</b> /Net [3 INT,PER,FAV] /Programming /Logic /Networking
<b>Hacking</b> /AI [2 INT,FAV] /Programming /Logic /AI	<b>Hacking</b> /Security [2 INT] /Programmming /Logic /SecureSystems
<b>Ciphers</b> /Lingual [2 INT] /Cryptography /Linguistics	<b>Ciphers</b> /Digital [2 INT] /Cyptography /DataMining
<b>Jabber</b> /AI [2 FAV] /JabberTalk /ASI	<b>Jabber</b> /Net [2 CHA] /JabberTalk /Darknet

## Utility Knacks

Utility Knacks (7/18)	
<b>Operate</b> /Aircraft [4 REF,DEX] /Piloting /Aircraft	<b>Operate</b> /Boatcraft [3 AGI,DEX] /Piloting /Boats
<b>Operate</b> /Groundcraft [2 DEX] /Driving /Vehicles	<b>Operate</b> /Spacecraft [4 REF,DEX] /Piloting /Spacecraft
<b>Tactics</b> /Military [3 WIL,INT] /Strategy /Discipline	<b>Tactics</b> /Guerrilla [3 WIL,FAV] /Strategy /Survival
<b>Medicine</b> /First_Aid [2 INT] /Medicine /Triage	<b>Medicine</b> /General [3 INT,WIL] /Medicine /Drugs
<b>Mechanic</b> /Heavy [3 STR,WIL] /Motors /Vehicles	<b>Mechanic</b> /Power [3 DEX,PER] /Reactors /Electrical
<b>Research</b> /Academic [2 INT] /Academia /Libraries	<b>Research</b> /Jabber [2 FAV] /JabberTalk /Netsearch
<b>Supply</b> /Commercial [2 CHA] /Contacts:Commercial /Assets	<b>Supply</b> /Agency [2 CHA] /Contacts:Agency /Assets
<b>Work</b> /Labor [4 STR,CON,AGI] /Fortitude /Sports	<b>Work</b> /Corp [3 WIL,CHA] /Management /Composure
<b>Work</b> /Retail [3 WIL] /Sales /Drinking	<b>Work</b> /Security [2 PER] /Observation /SecureSystems

## Knowledge

Knowledge informs you of what your character knows about. These are rated with any value, you get to decide how knowledgeable your character is in any given area. The important game mechanism here is simply to say that if you lack a Knowledge on your character sheet, it is safe to say they don't really know shit in that area. Languages are considered a Knowledge. Your character always starts with the Knowledge: Language/English.

In addition to the Knowledge your character gets from Knacks, they also get more choices from their rolls (under Ratings) and from their INT score as so:

- Additional Knowledge choices = INT - 2

## Cool

## QUICK Character Creation

Start with these Ratings based on a "type" of character:

Quick Ratings				
Rating	Talented	Smart	Tough	Smooth
<b>STR</b>	3	3	5	3
<b>REF</b>	3	5	5	3
<b>AGI</b>	3	3	5	3
<b>CON</b>	5	3	7	3
<b>DEX</b>	5	3	3	3
<b>CHA</b>	5	3	3	7
<b>PER</b>	5	5	3	5

Quick Ratings				
<b>WIL</b>	3	3	3	3
<b>INT</b>	3	7	3	3
<b>FAV</b>	3	3	3	7

Each type has the following adjustments (based on the choices above):

- **Talented:** 11 Knacks, 7d Cool.
- **Smart:** 11 Knacks, +3 to one Knack, +1 Knowledge, 4d Cool.
- **Tough:** 10 Knacks, +3 to two Knacks, 6d Cool.
- **Smooth:** 10 Knacks, 4d Cool.

Now pick two “Knackpacks” from these (you can't take the same one twice):

- [Front Line Operative](#)
- [R&D Labrat](#)
- [Inquisitive Scientist](#)
- [Street Thug](#)
- [Concerned Netizen](#)
- [Abberent Hacker](#)
- [Influential Professor](#)
- [Career Agent](#)
- [Gifted Grifter](#)
- [ASI Acolyte](#)
- [Undercover Agent](#)
- [Darknet Fixer](#)
- [Failed Athlete](#)
- [Accomplished Burglar](#)
- [Cracked Detective](#)
- [Mountaineer](#)

## Knackpack: Front Line Operative

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### Knacks:

- Shoot/Pistol: 2d6+8
- Quick/Stunts: 2d6+8
- Melee/Baton: 2d6+8
- Operate/Groundcraft: 2d6+8
- Tactics/Military: 2d6+8

### Ratings:

- +4 DEX, +2 REF, +2 AGI, +2 WIL, +1 INT

### Knowledge:

- Firearms, Pistols, Athletics, Baton, Gymnastics, Driving, Vehicles, Strategy, Discipline

## Knackpack: R&D Labrat

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### Knacks:

- Scientist/Chemist/Biology: 2d6+11
- Analysis/Data: 2d6+8
- Talk/Corp: 2d6+8
- Jabber/Net: 2d6+8

### Ratings:

- +4 INT, +4 PER, +2 FAV, +4 CHA

### Knowledge:

- Study, Chemistry, Biology, Reasoning, Numbers, Discussion, Corp, JabberTalk, Darknet

## Knackpack: Inquisitive Scientist

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### Knacks:

- Scientist/Geologist/Botanist: 2d6+11
- Savvy/Corp: 2d6+8
- Analysis/Evidence: 2d6+8
- Research/Academic: 2d6+8

### Ratings:

- +7 INT, +6 PER, +2 CHA

### Knowledge:

- Study, Geology, Botany, Wisdom, Corp, Reasoning, Observation, Academia, Libraries

## Knackpack: Street Thug

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### Knacks:

- Brawl/Fists/Edged: 2d6+11
- Strong/Fast: 2d6+8
- Savvy/Street: 2d6+8
- Medicine/First\_Aid: 2d6+8

### Ratings:

- +4 STR, +2 CON, +4 AGI, +2 INT, +3 WIL

**Knowledge:**

- Athletics, FirstAid, EdgedWeapons, Running, Wisdom, Street, Medicine, Triage

**Knackpack: Concerned Netizen**

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**Knacks:**

- Savvy/Net: 2d6+8
- Jabber/Net: 2d6+8
- Talk/Bargain: 2d6+8
- Reaserch:Jabber 2d6+8
- Work/Corp: 2d6+8

**Ratings:**

- +1 INT, +4 FAV, +4 CHA, +4 WIL

**Knowledge:**

- Wisdom, Net, JabberTalk, Darknet, Discussion, Haggle, Netsearch, Management, Composure

**Knackpack: Aberrant Hacker****Knackpack: Influential Professor****Knackpack: Career Agent****Knackpack: Gifted Grifter****Knackpack: ASI Acolyte****Knackpack: Undercover Agent****Knackpack: Darknet Fixer****Knackpack: Failed Athlete****Knackpack: Accomplished Burglar****Knackpack: Cracked Detective**

## Knackpack: Mountaineer

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