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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 time 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 our 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:

- STRength Raw physical muscle, Weak Rating
- REFflexes Speed, Weak Rating
- AGIlity Gross motor skills
- **CON**stitution Toughness
- **DEX**terity Fine motor skills
- CHArisma Interpersonal skills
- PERception Sensory ability
- WILlpower Mental resilience
- INTellect Intellectual ability, Strong Rating
- FAVor 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 Cool12: 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

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

Investigation Knacks

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

Utility Knacks

Utility Knacks (7/18)					
Operate/Aircraft [4 REF,DEX] /Piloting /Aircraft	Operate/Boatcraft [3 AGI,DEX] /Piloting /Boats				
Operate/Groundcraft [2 DEX] /Driving /Vehicles	Operate/Spacecraft [4 REF,DEX] /Piloting /Spacecraft				
Tactics/Military [3 WIL,INT] /Strategy /Discipline	Tactics/Guerrilla [3 WIL,FAV] /Strategy /Survival				
Medicine/First_Aid [2 INT] /Medicine /Triage	Medicine/General [3 INT,WIL] /Medicine /Drugs				
Mechanic/Heavy [3 STR,WIL] /Motors /Vehicles	Mechanic/Power [3 DEX,PER] /Reactors /Electrical				
Research/Academic [2 INT] /Academia /Libraries	Research/Jabber [2 FAV] /JabberTalk /Netsearch				
Supply/Commercial [2 CHA] /Contacts:Commercial /Assets	Supply/Agency [2 CHA] /Contacts:Agency /Assets				
Work/Labor [4 STR,CON,AGI] /Fortitude /Sports	Work /Corp [3 WIL,CHA] /Management /Composure				
Work/Retail [3 WIL] /Sales /Drinking	Work /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		
STR	3	3	5	3		
REF	3	5	5	3		
AGI	3	3	5	3		
CON	5	3	7	3		
DEX	5	3	3	3		
СНА	5	3	3	7		
PER	5	5	3	5		

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Quick Ratings						
WIL	3	3	3	3		
INT	3	7	3	3		
FAV	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

Knacks:

Shoot/Pistol: 2d6+8Quick/Stunts: 2d6+8Melee/Baton: 2d6+8

Operate/Groundcraft: 2d6+8Tactics/Military: 2d6+8

Ratings:

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

Knowledge:

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

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Knackpack: R&D Labrat

Knacks:

• Scientist/Chemist/Biology: 2d6+11

Analysis/Data: 2d6+8Talk/Corp: 2d6+8Jabber/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

Knacks:

Scientist/Geologist/Botanist: 2d6+11

• Savvy/Corp: 2d6+8

Analysis/Evidence: 2d6+8Research/Academic: 2d6+8

Ratings:

• +7 INT, +6 PER, +2 CHA

Knowledge:

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

Knackpack: Street Thug

Knacks:

Brawl/Fists/Edged: 2d6+11

Strong/Fast: 2d6+8Savvy/Street: 2d6+8Medicine/First_Aid: 2d6+8

Ratings:

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

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Knowledge:

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

Knackpack: Concerned Netizen

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

Knacks:

Hacking/Local/Net: 2d6+11
Ciphers/Digital: 2d6+8
Jabber/AI: 2d6+8

• Supply/Commercial: 2d6+8

Ratings:

• +4 INT, +2 PER, +3 FAV, +2 CHA

Knowledge:

 Programming, Logic, Exploits, Networking, Cryptography, DataMining, JabberTalk, ASI, Contacts:Commercial, Assets

Knackpack: Influential Professor

Knacks:

Historian/Occult: 2d6+8Savvy/Culture: 2d6+8

Ciphers/Lingual: 2d6+8
Research:Academic: 2d6+8
Supply/Commercial: 2d6+8

Ratings:

• +6 INT, +3 CHA, +2 PER

Knowledge:

 History, Occult, Wisdom, Culture, Cryptography, Linguistics, Academia, Libraries, /Contacts:Commercial, /Assets

Knackpack: Career Agent

Knacks:

Interview/Inspire: 2d6+8Shoot/Pistol: 2d6+8Talk/Corp: 2d6+8

Forensic/Psychology: 2d6+8Supply/Agency: 2d6+8

Ratings:

• +1 PER, +4 CHA, +2 FAV, +2 DEX, +1 REF, +3 WIL

Knowledge:

• Firearms, Pistols, Logic, Intuition, Discussion, Corp, Psychology, Contacts:Agency, Assets

Knackpack: Gifted Grifter

Knacks:

• Charm/Flattery/Flirting: 2d6+11

• Prowl/Hide: 2d6+8

Con/Impersonate: 2d6+8Savvy/Corp: 2d6+8

Ratings:

• +6 CHA, +1 PER, +2 FAV, +1 DEX, +1 AGI, +2 INT

Knowledge:

• Persuasion, Expression, Seduction, Stealth, Crime, Deception, Perform, Wisdom, Corp

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Knackpack: ASI Acolyte

Knacks:

• Insight/Motivation: 2d6+8

Savvy/Net: 2d6+8Jabber/Al: 2d6+8Hacking/Al: 2d6+8Analysis/Data: 2d6+8

Ratings:

• +8 FAV, +2 PER, +2 INT

Knowledge:

• Intuition, Wisdom, Net, JabberTalk, ASI, Programming, Logic, AI, Reasoning, Numbers

Knackpack: Undercover Agent

Knacks:

Con/Impersonate: 2d6+8Insight/Honesty: 2d6+8Savvy/Corp: 2d6+8

• Work/Retail/Corp: 2d6+11

Ratings:

• +4 CHA, +4 PER, +3 INT, +5 WIL

Knowledge:

• Deception, Perform, Intuition, Wisdom, Corp, Sales, Drinking, Management, Composure

Knackpack: Darknet Fixer

Knacks:

• Jabber/Net: 2d6+8

Savvy/Net/Corp: 2d6+11
Forensic/Accounting: 2d6+8
Work/Security: 2d6+8

Ratings:

• +3 CHA, +6 INT, +1 FAV, +2 PER

Knowledge:

• JabberTalk, Darknet, Wisdom, Corp, Net, Accounting, Observation, SecureSystems

Knackpack: Failed Athlete

Knacks:

Strong/Fast/Vigor: 2d6+11
Quick/Stunts: 2d6+8
Melee/Aikido: 2d6+8
Work/Labor: 2d6+8

Ratings:

• +6 STR, +6 CON, +3 AGI, +2 DEX, +1 REF

Knowledge:

• Athletics, Running, Training, Gymnastics, Aikido, Fortitude, Sports

Knackpack: Accomplished Burglar

Knacks:

Prowl/Hide: 2d6+8
Quick/Hand-Eye: 2d6+8
Shoot/Light: 2d6+8
Hacking/Security: 2d6+8
Mechanic/Power: 2d6+8

Ratings:

• +5 DEX, +2 AGI, +2 REF, +2 INT, +2 PER

Knowledge:

• Stealth, Crime, Gunnery, LightMG, Programming, Logic, SecureSystems, Reactors, Electrical

Knackpack: Cracked Detective

Knacks:

• Shoot/Pistol: 2d6+8

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Prowl/Ambush: 2d6+8
Insight/Motivation: 2d6+8
Interview/Interrogate: 2d6+8

• Talk/Police: 2d6+8

Ratings:

• +3 DEX, +2 REF, +3 PER, +2 INT, +1 WIL, +2 CHA

Knowledge:

• Firearms, Pistol, Stealth, Tactics, Intuition, Logic, Psychology, Discussion, Police

Knackpack: Mountaineer

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