

# SPECTER - Process

The rules for [Specter](#) are designed to be easy to understand, modular in nature, and complex in implication. This is the reference of in-depth processes used to create parts of play. For instance the Reactor and Detailer are used for chargen.

## Reactor

[From [Character Definition](#)]

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The reactor is a process to create random qualities. Each is an ability your human holds, a way to give them advantage for their endeavors. Each quality is scored from one to five points, with the higher point total making it more powerful in game.

## Detailer

[From [Character Definition](#)]

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