## Character Burner

1. Character Concept: 3. Age Recommended #LPs: Time + Leads = Starting character age. 2. Lifepaths Time Res Stat Lead from? 4. Stats 4A. Consult the Age Chart Using the character's age, consult the applicable age chart to find Skills: \_\_\_ pts. Req'd: \_\_\_\_\_ Addit.: \_\_ his starting base stat pools. Add in M and P bonuses from LPs. Req'd: \_\_\_\_\_ Optional: \_\_ *Traits:* \_\_\_ pts. Mental Pool: **Physical Pool:** \_\_\_\_\_ O Yes. +1 Year 4B. Divide Skills: \_\_\_ pts. Req'd: \_\_\_\_\_ Addit.: \_\_\_ Divide Mental Pool between Will and Perception. *Traits:* \_\_\_ pts. Req'd: \_\_\_\_\_ Optional: \_ Will \_\_\_\_ Perception \_\_\_\_ \_\_\_\_ O Yes. +1 Year Divide Physical Pool between Agility, Speed, Power and Forte Req'd: \_\_\_\_\_ Addit.: \_\_\_ Skills: \_\_\_ pts. Power \_\_\_\_ Forte \_\_\_\_ Req'd: \_\_\_\_\_ Optional: \_\_ Traits: \_\_\_ pts. Agility \_\_\_\_ Speed \_\_\_\_ \_\_\_\_ O Yes. +1 Year All stats start black shade, zero exponent (B0). Each point Req'd: \_\_\_\_\_ Addit.: \_\_ taken from the appropriate pool and added into a stat raises the Skills: \_\_\_ pts. exponent by 1. (From 0 to 1, from 1 to 2, 2 to 3, etc.) Gray shade Req'd: \_\_\_\_\_ Optional: \_\_ Traits: \_\_\_ pts. costs five additional points. White shade costs 10. 5. Attributes Health Req'd: \_\_\_\_\_ Addit.: \_\_\_\_ Skills: \_\_\_ pts. 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 Req'd: \_\_\_\_\_ Optional: \_\_\_ Traits: \_\_\_ pts. be the same shade in order to earn the lighter shade. O Yes. +1 Year Steel starts at base 3 and the final result is determined by the \_\_ Addit.: \_\_ Skills: \_\_\_ pts. Req'd: \_\_\_ Steel questions on page 20 of the CB. Req'd: \_\_\_\_ Reflexes Traits: \_\_\_ pts. \_ Optional: \_ Reflexes is the average of Perception, Agility and Speed rounded down/ \_\_\_\_\_ O Yes. +1 Year Mortal Wound Mortal Wound is the average of Power and Forte (rounded down) Req'd: \_\_\_\_\_ Addit.: \_\_\_ Skills: \_\_\_ pts. plus a base of 6. Traits: \_\_\_ pts. Req'd: \_\_\_\_\_ Optional: \_\_ Emotional Attribute . Faith, Greed, Grief, and Hatred are a few examples of Emotional O Yes. +1 Year Attributes. The rules for factoring the exact exponent for each attribute are varied. See the appropriate chapter in the CB for \_\_\_ Addit.: \_ Skills: \_\_\_ pts. Req'd: \_\_\_ more on each one. Traits: \_\_\_ pts. Req'd: \_\_\_\_ Optional: \_ 6. Skills 6A. Total Pool O Yes. +1 Year Add together all the skill points from all lifepaths (except general Skills: \_\_\_ pts. Req'd: \_\_\_\_\_ Addit.: \_\_\_\_ skill points). Put general skill points in a separate box for now. Traits: \_\_\_ pts. Req'd: \_\_\_\_\_ Optional: \_\_ Skill points: General points: O Yes. +1 Year 6B. Opened Skills Purchase Skills and Advance them. Pay 1 pt to open a skill at *Skills:* \_\_\_ pts. Req'd: \_\_\_\_ Addit.: \_\_\_ 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 TOTALS: Time \_\_\_\_ Res \_\_\_ Stat: \_\_\_/\_\_ Skill: \_\_\_ Trait: \_\_\_ opened at their root. (But they do not have to be advanced

any further). Asid any skill from an However, players	ny path. Skill poi may only open ski	iction, skill point nts are not restr ills from their pat	icted to their p hs. If I skill isn	ath. t on	Туре	Cost	Trait Name	Туре `	Cost
skill Name	Root (1pt ea)	+ Skill Pts				_			
		Take the Resource Relationships cost spend the points of	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.  Total Resource points from LPs:						
		+	=	Gear	Туре	Cost	Gear Name	Туре	Cost
		+	=						
<u></u>		+	=	Relationship	Туре	Cost	Relationship	Туре	Cost
	_	+	=			_			_
	U	+	=	·		_			_
		+	=	Spells Spells (Sorcery, obstacle. Or 4x		~	hanting) cost rps e pell is a ^ spell.	qual to 2x	the
	U	+ +	=	Spells	Туре	Cost	Trait Name	Туре	Cost
† Skills marked wi	th a † cost two poi								_
General Skill F GSP allows a pla (subject to Peer Shade Skills open at the skill at G shade W shade costs 10	Reputation  • 1D, 7 rps. Loca  • 2D, 25 rps. Reg  • 3D, 45 rps. Nat	<ul> <li>1D, 7 rps. Local or minor reputation</li> <li>2D, 25 rps. Regional or notable reputation</li> <li>3D, 45 rps. National or major reputation</li> </ul>							
W shade costs 1	*	raits					led down. Increase	by +1D if	f 50 or
There are three typ traits. Common tra are purchased usin	Total the resource reputations and a specifically design	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.							
Lifepath Traits All traits listed on						_			
like skill, the first second LP trait fr	-		-		11. Phy	vsical	Tolerances		
Lifepath Trait Na			1 p	~ 6 1 . 1 16	Forte round	ded dow	n plus 1. No wound		nore
Special Traits  Any remaining tra	This is the last maget together with for the character arecommend discurbed here! Christen you	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!							