

# the Character Burner

## WORKSHEET

1. Character Concept: \_\_\_\_\_  
 Recommended # LPs: \_\_\_\_\_

### 2. Lifepaths

LP Name	Time	Res	Stat	Lead from?
1. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
2. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
3. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
4. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
5. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
6. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
7. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
8. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
9. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		
10. _____	_____	_____	_____	<input type="checkbox"/> Yes, +1 Year
<i>Skills:</i> ___ pts.	Req'd: _____	Addit.: _____		
<i>Traits:</i> ___ pts.	Req'd: _____	Optional: _____		

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**TOTALS:** Time \_\_\_\_\_ Res \_\_\_\_\_ Stat: \_\_\_/\_\_\_ Skill: \_\_\_ Trait: \_\_\_ Leads: \_\_\_\_\_

### 3. Age

Time + Leads = Starting character age.

### 4. Stats

#### 4A. Consult the Age Chart

Using the character's age, consult the applicable age chart to find his starting base stat pools. Add in M and P bonuses from LPs.

Mental Pool:  Physical Pool:

#### 4B. Divide

Divide Mental Pool between Will and Perception.

Will  Perception

Divide Physical Pool between Agility, Speed, Power and Forte.

Power  Forte   
 Agility  Speed

*All stats start black shade, zero exponent (B0). Each point taken from the appropriate pool and added into a stat raises the exponent by 1. (From 0 to 1, from 1 to 2, 2 to 3, etc.) Gray shade costs five additional points. White shade costs 10.*

### 5. Attributes

**Health**

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 be the same shade in order to earn the lighter shade.

**Steel**

Steel starts at base 3 and the final result is determined by the Steel questions on page 20 of the CB.

**Reflexes**

Reflexes is the average of Perception, Agility and Speed rounded down.

**Mortal Wound**

Mortal Wound is the average of Power and Forte (rounded down) plus a base of 6.

**Emotional Attribute**

Faith, Greed, Grief, and Hatred are a few examples of Emotional Attributes. The rules for factoring the exact exponent for each attribute are varied. See the appropriate chapter in the CB for more on each one.

### 6. Skills

#### 6A. Total Pool

Add together all the skill points from all lifepaths (except general skill points). Put general skill points in a separate box for now.

Skill points:  General points:

#### 6B. Opened Skills

Purchase Skills and Advance them. Pay 1 pt to open a skill at 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 opened at their root. (But they do not have to be advanced

