**Character Creation**

The steps in character creation are described below. Each step notates the game book (and pages) that is used for that step. In cases where both books are referenced, use the Modern book first, then modify your choices with the GW book. Most of these steps you can complete on your own. However, a few of the steps you will not be able to complete until you meet or consult with the GM first – those are notated below.

**STEP ONE: Concept**

Create a working outline of the sort of character you want to play, knowing some of the game background (which was provided in separate documents). This may change during character creation, but at least have a solid concept in mind.

**STEP TWO: Ability Scores**

The standard six abilities will be used: STR, INT, WIS, DEX, CON, CHA.

Ability Scores are completed as follows (c.f. DMG v.3.5, p169). All ability scores start at base 8. Take **26 points** to spread out among all abilities. For every point below 8 that you lower an ability, you gain +2 points to use elsewhere. For ability scores of 14 or lower, you buy additional points on a 1-for-1 basis. For ability scores higher than 14, it costs a little more (see the table below).

**Ability Point Ability Point**

**Score Cost Score Cost**

9 1 14 6

10 2 15 8

11 3 16 10

12 4 17 13

13 5 18 16

**STEP THREE: Choose Genotype** (GW pp 23-33)

Determine your character’s genotype.

Choose: Stock Human, Mutant (human or animal), or Synthetic (android or robot).

**Restrictions:** You may not choose Pure Strain Human, nor Synthetic (cyborg)

**STEP FOUR: Choose Basic Class** (Modern 22-35)

Players may select from 10 different core/basic character classes. Your ten options are listed below. Pick one for your character to start.

**Six Hero (standard) classes**: Strong Hero (like Fighter), Fast Hero (like Rogue), Tough Hero (like Dwarven Fighter or Barbarian), Smart Hero (like Wizard, Sorceror, or Sage), Dedicated Hero (like Cleric), and Charismatic Hero (like Bard). Information on the six basic classes can be found in the Modern rules (pp 26-34) – use rules those first. The character classes here are a combination of the rules from Modern and GW. Once you have selected the character class from the Modern rules, then refer to GW (pp 34-39) for changes to the Class Skills selections and the Bonus Feats selections for your character’s class.

**Four Alternate classes**: Enforcer, Esper, Examiner, and Scout. Information on the four alternate classes is found only in GW (pp 224-241). Those four classes are very GW-specific, more limited in the talents that can be selected, and earn fewer Feats.

All characters begin with maximum hit points (plus CON bonus, if any).

**Advanced classes** (GW pp 78-89 / GW Mutants & Machines pp 201-214), also known in other circles as Prestige classes, are available and can be attained by any character upon meeting the prerequisites. Please ask the GM first, before you choose one.

**STEP FIVE: Choose Occupation** (GW pp 40-44)

Choose an Occupation for your character. The Occupation represents your character’s current job in the community, or his/her background skillset. Each occupation offers distinct bonuses and benefits, but often come with prerequisites. Use only the Occupations in the GW book. *The Occupations listed in the Modern book are not used.*

**STEP SIX: Determine Vital Statistics** (GW pp 54-58)

Determine your character’s name, gender, age, physical appearance (which may be modified later), personality, background info, and allegiances.

All characters must take one Allegiance and has the *option* to select a second:

Each character has an Allegiance to Community (Village of Morgrants Grove).

Each character may (optional) select one additional Allegiance from this list:

* Personal (dedication to a single person or group of people; GW p56)
* Theological/Philosophical (dedication to a moral/ethical/religious belief system, GW p57) – you come up with the philosophy that your character believes in
* Object (a single item that your character always carries; see GM for more info)

For purposes of determining the order of Allegiances (which comes first), at the start of the game your Allegiance to Community comes first. As the game progresses, your characters can start to change that on their own, and even change Allegiances.

All of your characters (except Synthetics) will be related to each other. The GM will make the determination of how you are each related.

*Notes on Age and Aging*: (Age Chart, GW p.54)

Characters may range in age from 16 to 25. The choice is yours. Despite what the book states about the aging of mutants and synthetics, all character “races” are the same with respect to age categories and aging – to keep it simple. (Rarely, some mutant and synthetic NPCs may be far older than most or have very long lifespans.)

**House Rule:** Once a human or mutant character reaches age 50 he/she will lose 1 point in a physical attribute (Str, Dex, or Con) – player’s choice.

**STEP SEVEN: Choose Skills** (Modern pp 60-84 and GW pp 44-50)

Choose skills for your character, based on Class and Occupation. Complete skill descriptions are found in Modern (pp 60-84). Changes to some of those skills are found in GW (pp 44-50). Be mindful of class and cross class skills (and how many points they cost to get), skill changes, and new skills as found in the GW book.

**Restrictions:** Computer Use (general), Computer Use (Artificial Intelligence), Computer Use (Biotech Systems), Craft (Electronic), Craft (Nanotech), Craft (Pharma), Demolitions, Drive, Knowledge (Advanced Technology), Knowledge (Nanotech Technology).

*Once the game is underway, it may be possible to learn these skills later as your characters come into contact with hardtech devices or ancient knowledge sources.*

**STEP EIGHT: Choose Feats** (Modern pp 52-59 and GW pp 50-54)

Choose Feats for your character, based on class and occupation. Complete feat descriptions are found in Modern (pp 52-59). Changes to some of those feats are found in GW (pp 50-54). Be mindful of feat changes / new feats as found in the GW book.

In addition to Feat(s) gained from Occupation you gain the following bonus Feats:

Stock Human: +4 bonus feats

All other genotypes: +2 bonus feats

**Gaining Additional Feats:**

Characters will gain additional Feats as they go up in level depending on class.

**Hero classes** (6) gain a bonus feat every other level, starting at 2nd level.

**Alternate classes** (4) will gain feats based on the D&D Player’s Handbook (table 3-2, p22), meaning you will gain a bonus feat at 4th level, 8th level, 12th level, and so on.

**Restrictions:** Aircraft Operation, Advanced Firearms Proficiency, Armor Proficiency (Advanced), Double Tap, Drive-by Attack, Exotic Firearms Proficiency, Force Stop, Skip Shot, Surface Vehicle Operation (but carts and wagons are allowed), Tech Familiarity (Advanced), Vehicle Dodge, Vehicle Expert.

*Once the game is underway, it may be possible to learn these feats later as your characters come into contact with exotic and rare hardtech devices.*

**STEP NINE: Apply Cellular Transformation effects** (GW pp 92-113)

This step applies to Mutants and Synthetics primarily, but also to any Stock Humans who may acquire a minor mutation. Note that some CT abilities permanently alter character ability scores, saves, movement, etc.

No character will start the game with Biotechnology (GW pp 93-97), Nanotechnology (GW pp 114-124), or Cybernetics (GW pp 124-128). It is possible to acquire Psionic abilities early on (GW pp 128-134), typically by having either the Psionic Potential feat (if human) or the Psychic Aptitude mutation (if a mutant). If you do, use the Psionics Handout for information.

If you are a Mutant you will select your assortment of mutations (per GW p29) by rolling randomly on the charts (GW p94) *with the GM present*. Alternatively, you may work with the GM to come up with a balanced and appropriate mix of mutations w/out rolling.

If you are a Synthetic you will apply the racial traits (per GW pp 32-33).

**STEP TEN: Advance the Character**

Now take 1000 experience points and advance your character to 2nd level, making the appropriate changes and adjustments. This is part of the game, and represents additional learning that you underwent just prior to your first adventure.

As for Hit Points, starting at 2nd level and for every level thereafter, you must roll the die for hit points, but may reroll 1s and 2s.

**STEP ELEVEN: Outfit the Character** (GW pp 58-73)

Add up the character’s Wealth bonus totals from class levels and occupation(s). Then roll 2d4+1 and add the numbers rolled to your Wealth bonus for a new grand total. Now you are ready to buy your character his/her equipment, including weapons and armor. *(You must make this roll with the GM present. If you prefer, you may take a +5 rather than roll the 2d4. Let me know which choice you prefer.)*

Purchasing equipment in these game books is based on a DC system: Each specific item has a Purchase DC. The rules for wealth and purchase are detailed in Modern, pp 14-15. **The rules for which equipment charts can and cannot be used are in a separate handout (Player Info – Equipment).** For now, if your Wealth bonus is equal to or less than the purchase DC of the item(s) you want to purchase, you automatically get one of that item or one set of that item (such as arrows). If you wish to purchase more than one of an item, please consult with the GM first as in some cases only one item of its type may be available for purchase, per character.

For items with a purchase DC *higher* than your Wealth bonus, you will need to roll to see if you can purchase those items (per book). Hold off on those for now – you must make those purchase attempts with the GM present (or we can see about working something out by chatting via email).

Many equipment types will be available (because they exist somewhere in your region). But while certain rarer types of equipment (including tech) may be *available* for purchase, the DC to purchase some items may be beyond your ability at the start.

Refer to the Player Info – Equipment handout for information on how to use the equipment charts in the Modern book and the GW book.

**STEP TWELVE: Alternatives**

**House Rule:** Each of your characters may exchange one or two of their bonus starting Feats for one or more of the alternate items/abilities below. If you should select one of the hardtech items below, try to come up with a backstory or history (if it seems applicable) for the item you select.

Special Item Details/Info

**Graft** (costs 1 bonus feat) Provides randomly rolled Positive Minor Mutation

*(The graft will be obvious to all who see you, unless you fully cover it up somehow. The GM will determine what it looks like, based on the mutation power it provides)*

**Air-Hypo** (costs 1 bonus feat) (GW p71) + power cell w/10 uses left

*(Well-maintained medical device, in its original (locking) case, but has no recharger)*

**Bag O Parts** (costs 1 bonus feat)Small personal cache of hardtech pieces and parts

*(The GM will determine what is in the bag and let you know. Mostly it will be unusable pieces and parts of other devices, but there will always be one or more useful items. Also, owning this automatically increases your Wealth Bonus by +1).*

**Handgun** (costs 2 bonus feats) Ruger Service-Six (Modern p103) + 5 38s bullets

*(This is an old gun that has been passed down and maintained, and functions well, though it still appears well-worn. Owning it prevents the initial -4 penalty to your rolls to analyse other kinetic handguns with revolver loaders.)*

**Long Gun** (costs 2 bonus feats) Sawed-off shotgun (Modern p104) + 3 12-ga shells

*(This is an old gun that has been passed down and maintained, and functions well, though it still appears well-worn. Owning it prevents the initial -4 penalty to your rolls to analyse other kinetic shotguns.)*

**Occupation** (cost 2 bonus feats) Provides character with an additional Occupation

*(Choose 1 additional bonus Occupation from GW book, pp 40-44)*

**Nanotech Attunement feat** (costs 2 bonus feats) GW p52

*(Normally characters may not take this feat when the game starts, even if they meet the pre-requisites. This bonus allows a character to take this feat, but only if your character meets the prerequisites listed in the book.)*

You may want to give the rules on Cellular Transformation (including grafts, mutations, and nanotechnology) a good thorough read. There is very informative stuff in there which will be good metaknowledge to have, and also help explain the benefits of some of the special items above.