

Nightshift

Character Creation

Concept

As stated previously, characters must have a magic component to their powers. They are magical beings, they are humans learning to be wizards, or maybe they possess a magic item that grants them powers. Your regular familiarity with magic is what allows you to instantly pierce *the Veil*.

With that said, I strongly considered a tiered system wherein if you had one stat very high then you could not have another stat above a certain level. This was intended to prevent combat monsters who have outrageous and often incongruous stats. Yes, Marvel's THOR would have a huge STR, DEX and SPD, but with all due respect, you're no Thor. The system modification became clumsy.

Instead you will see that there is a MAX for most stats, and that only one person on the team can have a SPD as high as 7. Is that first-come-first serve? Probably not. I will let someone take a 7 speed if it fits their character concept better than anyone else's does. Same with the two 6 SPDs.

Characteristics

6th edition did away with "figured" stats. Now there is a set "Base" number. The costs below are straight from the 6th edition books (no modifications). The campaign limits are in place until I decide to lift them. Your Characters will be based on **350pts**. Sound like a lot? Well, it is and it isn't. You'll see.

Stat	Base	Stat pts = Character pts	Campaign Limit
STR (Strength)	10	1 = 1	40
DEX (Dexterity)	10	1 = 2	35
CON (Constitution)	10	1 = 1	30
INT (Intelligence)	10	1 = 1	35
EGO (Ego)	10	1 = 1	35
PRE (Presence)	10	1 = 1	40
OCV (Offensive Combat Value)	3	1 = 5	12**
DCV (Devensive Combat Value)	3	1 = 5	12**
OMVC (Offensive Mental Combat Value)	3	1 = 3	12**
DMCV (Defensive Mental Combat Value)	3	1 = 3	12**
SPD (Speed)	2	1 = 10	7***
PD (Physical Defense)	2	1 = 1	30**
ED (Physical Defense)	2	1 = 1	30**
REC (Recovery)	4	1 = 1	20
END (Endurance)	20	5 = 1*	None
BODY (Body)	10	1 = 1	30
STUN (Stun)	20	2 = 1*	66

* That's not a typo. Spend 1pt and get 5pts of END, Spend 1pt and get 2pts of STUN.

** Total is from ALL SOURCES. So OCV can only max at 12 after adding combat skill levels, base OCV, and any other adders (like a weapon with a scope). PD/ED maximums include Resistant Defense power.

*** You're going to have to wrestle over this one: Only ONE character can have a SPD 7. Only 2 can have SPD 6. Everyone else must have 5 or less.

Attack Power Limits

A "Damage Class" is basically 5 Active Points of an attack power. In this campaign, you are held to 12 Damage Classes at most to start.

So for a **Blast** power (5pts = 1D6), you can max at 12D6. A **Killing attack** (15pts = 1D6K) tops at 4D6K. **Drains** (10pts = 1D6), so 6D6. Transformation (15pts = 1D6) ends at 4D6. STR plus a CLUB = 12D6 total.

"Active Points" is the number of points AFTER advantages are applied. So if your **Blast has Armor Piercing** (+¼) advantage, then you can only get 9D6 AP (56 Active Points = 11 Damage Classes).

These limits will likely be raised before the limits on Stats. If there is a serious restriction on a power that makes it only occasionally useful, I may allow you to exceed it, but check with me.

Freebies (Everyman Skills)

If you live in normal human society (whether you're human or not) then these are your Freebie skills:

Skill	Roll	Skill	Roll
Acting	8-	Persuasion	8-
Climbing	8-	Shadowing	8-
Concealment	8-	Stealth	8-
Conversation	8-	AK: City Of Lazarus	11-/8-*
Deduction	8-	1 Transport Familiarity	n/a
Paramedics	8-	1 Language (4pt)	n/a

For campaign purposes, I'm boiling the city of Lazarus down to 3 areas, of which you get an 11- roll for one area (your choice) and an 8- roll for the other two areas. If you buy up the skill for one of these, the others do not raise.

- Lazarus Proper: Knowledge of the city itself, its layout, facts about it, etc., as any normal person might know about their home town.
- Lazarus Outlying: Outside of the city are forests, interstates, mountains, coastline, and many other more rural areas.
- Lazarus Below: Literally the area below the city including subway tunnels, caverns, and sewers.

The 1pt of Transport Familiarity is typically a "Ground Vehicle" like Car or Truck, though it could be Horse, Motorcycle, or whatever is appropriate to your character. If English is not your default, I recommend buying at least 2pts of English, just to not be a pain in the ass. I will entertain reasonable replacements for some of these "Everyman" skills on a character-by-character basis. If you don't feel your character would have ANY skill in one of them, feel free to omit it.

Power Frameworks

Elemental Control (my favorite power framework for constructing groups of “like” powers) is dead. There are now only two frameworks:

Multipower

Multipowers can be very efficient. They’re great for building a bunch of powers that you won’t be using simultaneously, since you can only use as many points at once as there are in Multipower’s Cost. Knowing the campaign’s active point limit is 12 Damage Classes, an MP often will come in at 60 Active Points. An example of a Multipower is included in the sample character creation below.

Variable Power Pools

I’ve never been a fan of Variable Power Pools for three reasons: Their ability to be a replacement for having to work within your means (They’re the swiss army knife off champions abilities), The “superman factor” (Why do the Justice League do anything when Superman can do everything?), and the fact that players need to spend time during the game creating powers to populate the pool and it can slow things down, especially if I have to stop and check the math because something sounds out-of-whack (“How did you get an 8D6 Transform, a forcefield, flight, AND telekinesis out of a 60pt pool?”).

With that said, I’m allowing them. One proviso: You can NOT take the “No Skill roll Required” advantage on the pool. You’re going to need a skill roll to change your pool.

350 Points

Here’s where the points come from.

- 200 Pts are free.
- 100 Pts can be gained from Complications selected by you.
- 50 Pts are from Complications that will be assigned by the GM.

Build a character on 350pts, then come up with 100pts in complications. Basically, at the start of play I may or may not have complications assigned to those other 50pts. It’s entirely possible I won’t have anything there yet and something will occur during play cause a new complication. Most common ones would be Social Complications and Hunteds.

With this in mind, if you come up with more points in complications than 100pts, you’re still limited to 100 points (because you’re not getting anything extra for overachieving in this case). So I recommend that if you have a plethora of complications to choose from, dump the Hunteds first. That’s the thing you’re most likely to pick up during game play.

Sample Powers

First some terminology.

- **Adders.** An adder is something you add to the base cost of a power that has a flat cost. (20m of flight costs 20pts, but to go 4x that speed in non-combat conditions, it's a +5pt adder.
- **Base Cost.** This is the starting cost for the power once you've bought all dice, defense points, inches of movement, etc., before you apply any cost adjustments.
- **Advantages.** An advantage is something special your power can do above the normal. It increases the cost of the power.
- **Active Cost.** The base cost x (1+ all advantages added together).
- **Limitations.** A limitation hinders a power to below its normal ability. In return, the power costs less.
- **Real Cost.** The Active cost ÷ (1+ all limitations added together).
- **Slot Cost.** Multipowers cost even less. The real cost of a power inside a multipower is 1/10th the normal Real Cost if it's a Fixed power (One that can only be used at its full pool cost) and 1/5th the normal Real Cost if it's a Variable power.
- **Pool Cost.** The total active points worth of multipower slots you can have in play at one time.
- **Damage Class (DC).** Active points ÷ 5. To start, this campaign is limited to 12DCs.

That's all pretty confusing, so let's build some stuff. Maybe this will clear it up.

Our character is named **The Wanderer**. He was left behind by Odysseus on the isle of the sirens and was their captive for years until he was put away in storage (to play with later) and "preserved" by them. He was found last year by a group of heroes investigating an unknown island.

Power #1... "The Sword of Songs", a magical sword looted from the Sirens' island before he left.

A sword is typically 1D6K to 1½D6K. That seems right. He's a normal human but physically shredded so his STR is going to be 20. We'll go with **1½D6K Hand-to-Hand (25 Base Cost)**, which will be 3D6K with STR added when he attacks, or 9DCs. Let's buy the Sword's END down to 0. (Reduced END to 0 is +½). So 25pt base x (1+½) = **37 Active Points**. (Note I rounded the .5 in my favor... down). The sword is a focus, one that is both obvious and accessible. OAF brings the cost down... 37÷(1+1) = **18pts Real Cost**.

Power #2... "Just Whistle". When he points the sword and whistles a sonic cone emanates from the end.

Let's go with an energy blast. It's going to be An area Effect (cone), the OAF (sword) is where it comes from, it's technically "no range" (because it emanates from the character outward), and the character has to whistle—which could be "incantations" limitation, but in this case we'll use the character's "whistling" skill (which he will have purchased) and say he has to succeed at a whistling roll for it to work. The Total Advantage (AoE Cone of 16m) is +½. Having done this a lot I know 8D6 of blast with a +½ advantage is going to work out to 60pts (40 base x (1+½) = 60). The total limitation (OAF, No Range, Requires Skill Roll) is -2. So 60÷(1+2) = 20pt Real Cost.

Power #3... "Sirens Shriek". A deafening flash attack in a radius which won't harm the character himself.

This will be a Flash, in a radius around the character (AoE, no Range again) with Personal Immunity so he's not harming himself. 10D6 of Flash vs. Hearing Group is 30pts. Area Effect Radius 16m is $+\frac{3}{4}$ and Personal Immunity is $+\frac{1}{4}$. So $30 \text{ Base} \times (1+1) = 60 \text{ Active Points}$. This is from the same sword (OAF) and again requires a whistling skill roll, and No Range. So that will be -1 and $-\frac{1}{2}$ and $-\frac{1}{2}$, or -2. Real Cost is $60 \div (1+2) = 20\text{pts}$.

So now I notice I've built 3 attacks: 18pts, 20pts, and 20pts = 58pts. All three attacks are things that would be done separately, so it might be worth it to build a **multipower**.

The pool would have to be 60pts (the largest Active cost power in the pool) or higher. Looking at the common limitations, there is ONE that all three powers have in common: OAF (Sword). Because that's on every slot, we can apply it to the pool cost. $60 \times (1+1) = 30 \text{ pts}$.

The slots will all be "fixed". A fixed slot is one that must use its maximum active cost in the pool. NOTE: this does not mean you have to use the power at full effect. (I know this sounds contradictory.) If a 60 active point power in the pool is a fixed slot, it's going to take up 60 active points of the pool when it's in use, whether you're using only 1D6 or all 8D6 or anywhere in between. Fixed slots cost $1/10^{\text{th}}$ the normal real cost. So... $18 \div 10 = 1.8\text{pts}$, $20 \div 10 = 2\text{pts}$, $20 \div 10 = 2\text{pts}$. That's 6pts for all 3 slots and 30pts for the pool cost. As a result, we've gotten 58pts worth of powers for **36pts!** It just means none of the three slots will ever be used simultaneously, which likely would have been the case anyway. Also, if someone steals the sword he's screwed.

Note that two of the powers had the same limitations (no range and requires skill roll), but because the regular Killing Attack does not have them then the pool cost doesn't have them.

Power #4... Target Shield. Because it's strapped to his arm it will be inaccessible focus (OIF).

Resistant Protection (8PD/8ED) equals 24pts. No advantages are being applied so the Active Cost is also 24pts. OIF ($-\frac{1}{2}$) brings the cost down: $24 \div (1+\frac{1}{2}) = 16\text{pts}$.

Because the shield is not in the multipower it can be used simultaneously with any of the multipower slots. There are other ways to simulate a shield (Activation roll simulating it doesn't fully cover him for example) but in this case we're going to pretend he has a Captain America-like ability to always put the shield in the way. Note he'll likely have other armor too, but I'm not going to build that here.

Among other things such a character will likely have slowed aging (life support), all sorts of complications about not understanding normal society, and probably a flight power gained from the collected feathers of harpies also collected from the island, skills related to medieval combat, greek language, sailing, and probably a total disdain (if not outright "enraged" or "berserk") regarding mind control, having long been the pet of the sirens.