

## **Chapter 03: Character Creation**

## Character Creation Process

### I. Determine Race

#### Step 1: Choosing a race

There are numerous races that you can play within the Future Shadows gameworld. Each race has certain bonuses to attributes, skills and or powers. The first time that you play Future Shadows, it is recommended that you play one of the following three core races of the Empire, including Humans, Draken, and Acroyans. If the GM allows it you may choose any of the races of the Empire listed afterwards.

#### Racial Bonuses

Each race has a total of 30 points of bonuses distributed across their 15 attributes. The Attacks attribute is handled differently for points. Record these bonuses near the appropriate attribute, they will be added to your rolls in the next step.

**Acroyans** are a race of dark skinned mammalian humanoids. They appear as very muscular, slightly larger and deeply tanned human. They are very close genetically to humans, though they are heartier, and generally more intelligent. They are a very deep and philosophical race. They are a race consisting of noble knights clinging to chivalry, and keeping the clan system alive. Continuance a philosophical order of the Acroyan race dedicated to the preservation of all learning. Shaunti a philosophical order of the Acroyan race dedicated to the righting of wrong-doings, the crusaders of the Acroyan people. Soyan a philosophical order of the Acroyan race dedicated to the arts of war.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
+5	+5			+5			+5		+5					+5

**Drakens** are a race of short and stocky humanoids. The males are almost always are bearded. They are extremely sociable and enjoy feasting and drinking. Their hospitality is well known throughout the Empire. They are extremely skilled in most forms of engineering, and other technologies. Their innovations have greatly advanced the technologies of the Empire. They typically have a very darkly tanned skin, and are amazingly strong for their size. They have a special affinity for all types of guns, and they are well known for their marksmanship. Their legends revolve around great hunters and warriors, and those skills earn them recognition within their society. The Draken govern themselves in clans, and are partially responsible for the clan systems introduction into the Empire. The Draken were one of the original three races that formed the Empire, and are an integral part of it.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
		+5					+5		+5	+5	+5		+5	

**Humans** are the standard human race. Cyborgs are a subculture of humanity that have merged their bodies with machinery from a war-torn past. Cytrons are a subculture of humanity that has sacrificed their human bodies to be transplanted into armored robotic bodies. Genies are a sub-race of humanity that has been engineered towards certain goals of performance. Heavy Worlders are a sub-race of humanity that has spent their entire lives on high gravity colonies. As a result they are much stronger than an average human. Spacers are a sub-race of humanity that has evolved while traveling the stars. They are typically more technically inclined than the average human.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
		+5		+5	+5					+5	+5	+5		

#### Role-Playing a Race

Once you have selected a race, familiarize yourself with the basics and read about them in the sourcebook. Playing your race well will earn you experience points that you will use to build your character over the course of your adventuring. Chose a gender and determine height and weight according to your race's information from the sourcebook.

**Step 1: Choosing a race (Alternate Races)**

When you are experienced playing Future Shadows, you may want to break the mold of the characters that you have played before. The GM may allow you to play these other races that are considered part of the Empire.

**Celots** are a race of water breathing crustaceans. Although incredibly strong and well armored in their habitat they are significantly weakened when out of their native oceans. They are forced to wear protective suits to keep their shells wet and allow them to breathe.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
		+5		+5			+5		+5			+5	+5	

**Crystonians** are a race of humanoids based on crystallized-minerals who possess incredible powers over lasers and other forms of lights.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
+5	+5			+5	+5			+5						+5

**Dracos** are race of dragon like humanoids that live in a very strict and harsh society.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
		+5		+5	+5						+5	+5	+5	

**Ixaclix** are a race of insect like humanoids, semi-outcasts from their hives, adventurers choosing a new life but still reporting to their queen.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
		+5		+5			+5		+5		+5	+5		

**Kreatai** are a race of feline humanoids that come from a society that based almost entirely in organized crime.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
			+5		+5					+5	+5	+5		+5

**Malkhai** are a race of humanoid mollusks, their brethren the more primitive and barbaric Makure have been a problem to the Empire for a long time, especially in the Sylvian Makure war which the Malkhai have now been dragged into.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
		+5		+5			+5	+5	+5				+5	

**Markians** are a race of furred mammalian humanoids from a home-world with a climate much like North America, the closest genetically to humans, but much less advanced. Markian Munkarians are a sub-race of Markians from very cold home-worlds in the Markian Systems, the closest genetically to humans, but much less advanced.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
				+5	+5		+5		+5		+5	+5		

**Sylvians** are a race of elf-like humanoids, their brethren the more primitive and uncouth Dyzians they have pledged to protect, resulting in their entering the Sylvian Makure war. Dyzians are a subculture of the Sylvians whose shrewd business dealings find them in constant conflict and dismay, and directly caused the Sylvian Makure war.

Personality Profile					Physical Profile					Combat Profile				
IT	KN	CL	CH	AW	IN	A	WN	HL	TN	RS	WS	MS	ST	DX
+5	+5	+5	+5	+5										+5

## 2. Rolling Attributes

### Step 2: Rolling for Attributes

You begin with 1 attack, so record that before you roll for the other attributes. For each of the remaining 14 attributes you will roll 6d6+25 to determine their initial value. Rather than going down the list you can do 14 rolls and place each total as you like for each attribute as you see fit. When you selected your race you received a bonus in 6 of these attributes, make sure that you add this figure into your sum as you record them. More information about each attribute can be found in the Attributes chapter.

Movement is determined by d6+20 for walk speed. Run speed is three times as fast and Sprint is five times as fast as walk speed. This is the distance moved in feet per action round (5 seconds).

### Personality Profile

Attribute	Abr	Maximum	Attribute Description
Intelligence	IT	Max 100	Ability to learn, think logically, discern things of an alien nature, and gather insight into a situation.
Knowledge	KN	Max 100	This represents the acquired knowledge of the character, whether this be higher learning or cultural.
Coolness	CL	Max 100	Ability to stay calm under stressful situations.
Charisma	CH	Max 100	Ability to influence people.
Awareness	AW	Max 100	Ability to notice the obscured, the hidden, the unknown, and the secret.

### Physical Profile

Attribute	Abr	Maximum	Attribute Description
Initiative	IN	Max 100	Ability to ready for combat, also to avoid pitfalls and dangers.
Attacks	A	3X Initial	The number of attacks made during combat.
Toughness	TN	3X Initial	Ability to resist damage. When depleted the character slumps into unconsciousness and further damage is passed onto the characters Wounds. Toughness must be healed through rest.
Wounds	WN	3X Initial	Ability to take damage. When depleted the character falls into a coma and further damage is passed onto the characters Health. Wounds must be healed through science or medicine.
Health	HL	Max 100	Ability to resist disease and infection. When depleted the character dies.

### Combat Profile

Attribute	Abr	Maximum	Attribute Description
Ranged Skill	RS	Max 100	Base chance to hit with a ranged weapons, such as guns, bows, and thrown weapons.
Weapon Skill	WS	Max 100	Base chance to hit with melee weapons.
Melee Skill	MS	Max 100	Base chance to hit with bare hands.
Strength	ST	3X Initial	Raw physical strength. Strength also determines the speed at which the character moves when encumbered.
Dexterity	DX	Max 100	Ability to perform manual tasks precisely.

### Role-Playing Attributes

All attributes except Attacks (A), Wounds (WN) and Toughness (TN) are your basic chance out of 100 to perform a test roll against them. They are also the basis for more complex skills. Attributes can be raised by using experience points gained from adventuring. Any attribute that you desire to raise, but be utilized during the previous adventure. Attacks, Wounds, Toughness are attributes that record a value. Attacks is the number of times you can act during combat in one round. Wounds and Toughness are meters for your health. Attacks, Wounds and Toughness can always be raised.

### 3. Determine Caste

#### Step 3: Choosing a Caste & Wealth

Castes represent the socio-economic background of the character. This represents the family that they were born into, their upbringing and their lifestyle prior to becoming an adventurer. Castes offer bonuses to wealth, social affluency, and languages. The Caste system is meant to allow the character to better develop their character for role-playing. By default all characters are of middle class, unless the PC and the GM decide otherwise. There are 4 main castes; however the GM is free to invent more, as desired. Please note that these castes represent what the typical character might be. There are numerous higher levels of castes with wealth and power.

**Elite Caste** includes the greater business men, greater civil servants, greater politicians, and other people of wealth, power and influence. . Almost all live within the Empire Core cities in the penthouse levels of the space-scrappers, or orbital facilities for the elite rich.

**High Caste** includes the lesser business men, lesser civil servants lesser politicians, and other people of decent wealth, and decent influence. Almost all live within the Empire Core cities in the upper levels of the space-scrappers, or dedicated and ornate housing from their employment.

**Middle Caste** includes the common member of the Empire. Characters in this caste include workers, soldiers, and clansmen. If they live within a city they would have lived in the street or higher levels of the space-scrappers, or within Clan Halls. If they lived in more rural settings they typically would have had their own housing, or dedicated housing from their employment.

**Low Caste** includes the poorest of the Empire’s citizens. Characters in this caste include the poor, dispossessed, criminals and street dwellers. If they lived within a city they either lived in the underground levels of the city or on the streets. If they lived in more rural settings they may have come from refugee camps, tent cities or worker communes.

Caste	Wealth Bonus	Social Skills	Languages & Dialects
Elite Caste	5K EGCs, 4K GCs, 1K LCCs	Elite Caste Society, Heraldry, Etiquette	Galactic (Ancient, High, Common) Acroyan (High, Common) Draken (High, Common) Native Race (Ancient, High, Common)
High Caste	3K EGCs, 5K GCs, 2K LCCs	High Caste Society, Etiquette	Galactic (High, Common) Acroyan (High, Common) Draken (High, Common) Native Race (High, Common)
Middle Caste	2K EGCs, 5K GCs, 3K LCCs	Middle Caste Society	Galactic (Common) Native Race (High, Common)
Street Caste	1K EGCs, 4K GCs, 5K LCCs	Street Society	Galactic (Common) Native Race (Common)

#### Wealth

The Wealth Bonus is additional money received on top of that awarded by race during character creation. It is broken down into Galactic Credit Coin (gccs), Electronic Galactic Credits (egcs), and Local Credit Coins (lcs). GCs are standard galactic credits in the coin form. They are completely untraceable, and popular with the lower classes and criminal elements. They are widely used legitimately on the frontiers of the Empire, due to the lack of electronic banking at such distances. EGCs are the modern electronic variant of galactic credits that are used within the Core Worlds of the Empire. These are completely traceable and are accessed by verifying their identity via their Bio-Comp. The Core of the Empire is almost completely based on this type of commerce. LCCs are local credit coins that are issued by either the local race, or local mega-corporation. They can either be electronic or physical coin. LCCs fluctuate in value against gccs when exchanged, however have the same buying power within that region when shopping through the gear guide. Please note that LCCs is a generic term for regional money. Exchanges between different types of LCCs will need to be performed before they are used in new sections of the Empire.

#### Social Skills

Castes represent a socio-economic background. Each of the castes has a representative skill of how good the character is at networking within that social caste. For example many RPGs have the overly familiar streetwise skill. Future Shadows has a skill for each of the common social castes. Rather than just representing the languages, colloquialisms, and slang of each caste, these skills also represent an understanding of the motivations, concerns, and topics of interest of that caste. This can be quite useful in dealing with members of that caste in striking deals, conducting business, dating, etc. When interacting with others of the same social caste, they will receive a +15% bonus to those interactions.

#### Languages

Each of these castes represents stratification within society. Most of which has its own dialect of the race’s native tongue. If any of the languages duplicate either within this chart or as a result from choosing the characters race, the level remains at 1.

The Galactic language common dialect is the universal language of choice within the Empire. The Ancient dialect is almost straight Human from the time of the human exodus from Earth. The High dialect is the first true blending of the Human, Acroyan, and Draken languages from the time of the formation of the Empire. As a result most of the legal and historical documents of the Empire are still recorded in this dialect.

Acroyan, Draken, and Native Race Languages also have dialects. The Common dialect is the language that is currently popular within that races home world, and has a decent amount of Galactic mixed in. The High dialects are the pure forms of the native languages pure of the Galactic language influence. If the character's race is Human, Acroyan, or Draken, the Native Race languages below may overlap with others in the chart. In this case they receive only level 1 in any duplicated dialect.

**Role-Playing a Caste Life Style**

While you are free to choose any caste, and receive the appropriate starter wealth and skills, you will be expected to role-play this later. If you have elected to be of the Elite Caste, you will be expected to continue to live in this lifestyle. If you elected to be from the Street Caste, act that role as well. Role playing either well will earn you experience points from the GM to continue to build you character. When the character begins their life of adventuring it is assumed that they still have a couple of months of their former lifestyle prepaid. The wealth that they .

Caste	Living Situation	Food, Drink, Restaurants	Transportation
Elite Caste	Extravagant Apartment	Highest of taste and refinement, open tabs at numerous local restaurants and watering holes.	Chauffeured private vehicle, or system transport.
High Caste	Deluxe Apartment	Excellent food and drink at the apartment	Personally owned Anti-Gravity Car or other luxury planetary transport or orbital shuttle.
Middle Caste	Average Apartment	Average food and drink at the apartment	Personally owned hover or ground base civilian vehicle
Street Caste	Empire Public Housing Voucher for the local crash tubes.	Empire Public Food Dispenser Pass or survival kibble.	Empire Public Transport Pass or Hover Board, Hover Bike.

## IV. Determine Class

### Step 4: Choosing a Class

Classes represent the characters last profession prior to becoming a freelance adventurer. Rather than limiting the character in any way, they represent advantages to that character. Each class has its own variation of bonuses to certain attributes, additional wealth, some bonus skill ranks, and some gear. Each class also has a primary attribute for the character that is less expensive for the character to raise with experience points.

Classes should not be viewed as any type of restriction to the character, but rather a bonus to their attributes and skills. The GM is encouraged to create new and interesting classes that better reflect his Player Characters backgrounds with their individual campaign. As a result a generic class is presented below as the basis for creating new classes.

### Prime Attribute

The Prime Attribute of the character's class typically represents the attribute that their related skills are based upon. For the life of the character this attribute will always be cheaper for the character to raise with experience points. Note that this is after the character generation process. In addition the character also receives an immediate +10 in that attribute.

Generic: When creating a new class follow the following rules. The prime attribute should be something that the majority of the skills associated with the class have as a skill base. This attribute receives a +10 bonus, and becomes the one attribute that the character can raise cheaper according to the attribute prime rules.

### Attribute Profile Bonus

The Attribute Profile Bonus identifies the attribute profile that the character receives extra attribute points to focus on. Typically this will be the profile that the Attribute prime is within, but will be different in some classes. This will only happen in a case where the classes skills have a wide spectrum of attribute that the classes associated skills are based upon.

Within the designated profile the character can spend 10 attribute points on directly raising any of these attributes. They should be spent right after choosing a class, and not saved until purchasing attributes later in the character creation process.

Generic: When creating a new class follow the following rules. The attribute profile bonus should be applied to the profile that contains the prime attribute. Depending on the associated skills to the class and their base attribute this may be more fitting to be a different profile. On the selected profile the character receives 10 attribute points to spend raising those 5 attributes.

### Class Skills

The Class Skills are skills that the character has been trained in during their last profession. They receive each of the skills at level 1. This is cumulative to level 2 if the character has already received this particular skill from their race selection. Simply add the levels together for now, raising skills later in character creation is handled differently.

Class skills will directly indicate a specific skill, offer a choice of several related skills, or simply give a number of that the character can spend on their own selection of skills. Regardless this will always be equal to 10 skills advanced by 1 skill level. A character cannot choose the same skill more than once.

Generic: When creating a new class follow the following rules. Pick up to 10 skills that should be associated with the class. If less than 10 are designated the remainder a free skill advances the character can spend as mentioned above.

### Class Gear

Many previous careers required specific gear that the character will still retain after becoming an adventurer. Often these will be devices, and gear that is necessary for the class's associated skills.

Generic: When creating a new class try to limit free gear to that required to perform the most important associated skill to the characters profession. For example a hacker would have a computer, a soldier may still have his rifle, and a thief will still have their tools of the trade. It should also be limited to one or two moderately priced items.

Class	Primary Attribute	Attribute Profile	Class Skills	Class Gear
Brawler	MS	COMB	Combat Melee, Combat Weapons, Combat Pistol, Gambling, Drinking +5 free advances.	Monofilament Blade Flak Vest
Colonist	KN	PERS	Agriculture, Black Market, Climbing, Combat Melee, Manufacturing, Mining, Surface Vehicles, Terra-Forming, Power Systems, Operate Device.	Laser Rifle Flak Vest
Communications	KN	PERS	Communication, Communication - Advanced, Cryptology, Computers, Electrical Engineering, Power Systems, Operate Device + 3 free advances.	Communication Computer Flak Vest
Corporate	KN	PERS	Business, Computers, Etiquette, Fast Talk, Hagglng, Leadership, Management, Any One Science + 2 free advances.	Anti-Gravity Vehicle Armored Trench-coat
Entertainer	CH	PERS	Acting, Comedy, Etiquette, Instrument, Instruction, Planning, Singing + 3 free advances.	Laser Pistol Flak Vest
Fringe Worlder	KN	PERS	Agriculture, Black Market, Climbing, Combat Melee, Manufacturing, Mining, Surface Vehicles, Terra-Forming, Power Systems, Operate Device	Laser Pistol Flak Vest
Gambler	KN	PERS	Gambling, Drinking, Combat Melee, Combat Pistols + 6 free advances	Laser Pistol Flak Vest
Hacker	IT	PERS	Business, Computers, Etiquette, Hagglng, Hacking, Programming + 4 free advances.	Portable Computer Anti-Gravity Board
Investigator	AW	PERS	Combat Melee, Combat Pistol, Black Market, Surface Vehicle Pilot, Anti-Gravity Pilot, Computers + 4 free advances	Laser Pistol Flak Vest
Marine	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Surface Vehicle Pilot, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot + 3 free advances	Laser Rifle Combat Plate - Flexi Steel
Medic	DX	PERS	Cybernetics, Doctor, Medic, Psychology, Research Medicine, Resuscitation, Toxins	Laser Pistol Flak Vest
Mercenary	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Demolitions, Surface Vehicle Pilot, Anti-Gravity Pilot, Hover Vehicle Pilot + 3 free advances.	Laser Pistol Flak Vest
Merchant Marine	KN	PERS	Anti-Gravity Vehicles, Hover Vehicles, Orbital Vessels, Space Vessel Pilot, Surface Vehicles Pilot, Combat Blades, Combat Mounted, Weapons, Combat Rifle, Power Systems +1 free advance	Laser Rifle Flak Vest
Militiaman	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Surface Vehicle Pilot, Hover Vehicle Pilot, Tracking + 3 free advances	Laser Rifle Combat Plate - Flexi Steel
Naturalist	DX	PHYS	Animal Handling, Animal Riding, Climbing, Fishing, Hunting, Orienteering, Traps + 3 free advances	Laser Pistol Flak Vest
Navy	DX	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems	Laser Pistol Flak Vest
Class	Primary Attribute	Attribute Profile	Class Skills	Class Gear
Pilot	DX	COMB	Combat Pistol, Combat Mounted Weapons, Surface Vehicle Pilot, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems + 1 free advance	Laser Pistol Flak Vest
Pirate	DX	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems	Laser Pistol Mono- filament Blade
Privateer	DX	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems	Laser Pistol Flak Jacket

Class	Primary Attribute	Attribute Profile	Class Skills	Class Gear
Religious	CH	PERS	Combat Melee, Combat Maces, Psi. Blessing, Psi. Healing, Psi Shield, Psychology, Religion, Theology + 2 free advances.	Energy Mace or Staff Partial Flexi Steel Combat Plate.
Rogue	DX	PERS	Concealment, Black Market, Escape, Loan Sharking, Lock Pick, Pick Pocket, Scrounging, Slight of Hand, Stealth, Streetwise + 1 free advance	Laser Pistol & Armored Trench-coat
Scholar	KN	PERS	Anthropology, Archaeology, Computer, Criminology, History, Instruction, Language, Literacy, Philosophy, Theology	Portable Computer Flak Vest
Scientist	IT	PERS	Computer, Biology, Chemistry, Genetics, Geology, Numerology, Physics, Research Science, Operate Device, Power Systems + 1 free advance	Portable Computer Flak Vest
Scout	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Surface Vehicle Pilot, Hover Vehicle Pilot, Tracking + 3 free advances	Laser Rifle Flak Vest
Security Specialist	KN	PERS	Computers, Robots, Security Systems, Communications, Electrical Engineering, Power Systems + 4 free advances	Laser Pistol Flak Vest
Smuggler	DX	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems	Laser Pistol Flak Jacket
Soldier	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Surface Vehicle Pilot, Hover Vehicle Pilot, Tracking + 3 free advances	Laser Rifle Combat Plate - Flexi Steel
Street	DX	PERS	Concealment, Black Market, Escape, Loan Sharking, Lock Pick, Pick Pocket, Scrounging, Slight of Hand, Stealth, Streetwise + 1 free advance	Laser Pistol Flak Vest
Technologist	KN	PERS	Communication, Communication-Advanced, Hacking, Computer, Programming, Research Tech, Robotics, Security Systems, Weapons of War, Power Systems, Operate Device	Laser Pistol Flak Vest
Tradesman	KN	PERS	Armorer, Electrical Engineering, Gunsmith, Manufacturing, Mechanical Engineering, Mining, Operate Device, Power Systems, Structural Engineering, Terra-forming, Weapon-smith	Laser Pistol Flak Vest

**Role-Playing Your Class**

Your class is the archetype of your character. It is a defining part of who you are. Effectively role-playing this persona will be rewarded with experience points to be spent on character development.

**V. Determine Alignment**

**Step 5: Choosing an Alignment**

All alignments are based upon the viewpoint of the Empire. If alignments were to be judged from another perspective they would be radically different. Friendly forces would see alignments similarly; however enemies would the exact opposite viewpoints. Alignments are split into five major categories Good, Lawful, Neutral, Chaos, and Evil.

**Neutral**

**Empire:** Neutral characters are very comfortable within the Empire. They fill the ranks of the average citizen. They see the Empire as efficient enough to not be concerned with much of its actions. They are not typically involved in either politics or revolution. They are the moral majority of the Empire populace and are generally content with its performance. The Empire considers the common citizen as neutral.

**Outlook:** Neutral characters live in the gray, choosing the law or chaos, as necessary to fulfill their ambitions. They seek to enjoy society as is, and let others worry about its direction. Their primary concern is their friends, family, and immediate associates. Neutral Characters are for financial and material gain, self-preservation, and freedom. They oppose extreme laws, acts of cruelty, violence, politics, religions, and organized government, taxes, and interference.

**Actions:** They are a hard working average citizen. They generally are concerned with their own lives, and just getting by. They typically will not betray anyone unless they themselves have been betrayed in some way or take advantage of. They typically will not engage in hostile or criminal actions unless they are pressed against the wall or in self defense.

**Authorities:** They generally will report acts of violence or criminal acts to the authorities, if they feel safe doing so. . They typically prefer not to be intruded upon by the authorities, unless it is for their assistance.

**Uprisings:** They generally will not join any popular uprisings unless it is just and they have been personally affected. This is especially true with any violent uprisings.

Alignment	Feeling	Opinion
Neutral	Trust	They will typically like other neutrals and befriend or group with them.
Good	Like	They will accept and occasionally befriend good characters. They typically treat them as trustworthy.
Evil	Hate	They openly hate evil characters and view them as dangerous criminals.
Lawful	Like	They will accept and occasionally befriend lawful characters. They typically treat them as either authority figures or heroes.
Chaos	Detest	They generally hate evil characters and view them as dangerous criminals.

**Lawful**

**Empire:** Lawful characters see themselves and everything around them as falling under the laws and rules of the society that they live in. They seek to protect society as it is. They typically are not the creators of society, but the maintainers of the current society.

The Empire regards political leaders, police, judges, practitioners of the Empires' philosophy/religion, and any other dedicated observer of the Empires laws, as lawful in nature.

**Outlook:** Lawful characters live in the white out of black and white. They are generally happy, but occasionally overwhelmed by the need to either enforce law, protect existing laws, or to improve the laws.

**Actions:** They are resistant to changing what they believe works well now. The laws of civilization were made to promote the values, ideals, and wealth of life. When compared the good characters, they believe in the restrictive protection that laws bring, versus the freedoms. They constantly find themselves embattled with the forces of chaos, and evil. Lawful characters are willing to hunt down those that oppose these ideals, and bare grudges against those that challenge or destroy society. Lawful characters are for civilization, social hierarchy, structure and permanence. They oppose chaos, disorder, anarchy, lying, cheating, crime, dishonorable actions, and evil.

**Authorities:** They will always report acts of violence or criminal acts to the authorities, regardless of any associated danger or risk to themselves. They do not mind being intruded upon by the authorities, and feel more secure when doing so.

**Uprisings:** They will generally join any popular uprisings or movements as long as it to enforce, protect, or improve existing laws. They will be much less likely to join any violent uprisings unless it truly serves justice.

Alignment	Feeling	Opinion
Lawful	Like	They will typically like other lawful characters, and will band and group with them.
Good	Favor	They will generally favor well any good character.
Neutral	Accept	They accept neutral characters, which they see as the common citizen.
Evil	Detest	They simply detest any evil character, and will attempt to bring them to justice.
Chaos	Hate	They hate any chaotic character, and will attempt to bring them to justice or be otherwise destroyed.

**Chaos**

**Empire:** Chaotic characters see themselves as the bringers of change and growth to the Empire and its society. They do not observe the laws or general principles of the Empire, and are a regular disruption of law and order. They are often viewed as the psychotic, anti-social and dangerous.

The Empire regards terrorists, serial killers, serial rapists, and any individual that performs random acts of violence as chaotic.

**Outlook:** They may either do this for self deluding ideologies of their own devise or simply for the thrill of being disruptive to order.

**Actions:** Chaotic characters are reformers that believe that change is the force of society that causes growth. They seek to change society to their own vision, by being disruptive to it. They think that strict organization, such as society of any form only hinders evolution. They believe that by causing destruction and disorganization they are causing society to evolve stronger. Chaotic characters act unpredictably at times, and often appear insane or psychotic to the lawful. Chaotic characters are for anarchy, impulsiveness, change, and destruction or corruption of things appearing permanent. They oppose any type of permanence, tradition, religion, duty, and authoritative organizations.

**Authorities:** They will always seek to avoid, deceive, or injure lawful characters. They will go to great lengths to keep from being observed or otherwise scrutinized by authorities and are capable of great acts or violence of savage brutality.

**Uprisings:** Chaotics generally disfavor any type of organization, and popular uprisings are seen as just that. They will join any mob craze, and will often seek to entice riotous behavior. If they join any other uprising, it will most likely be only to destroy that as well or gain personal power.

Alignment	Feeling	Opinion
Chaos	Like	They will often temporarily befriend other chaotic characters for temporary gains, but not form long term partnerships.
Evil	Favor	They will favor evil characters who they will attempt to use as in their own schemes and goals.
Neutral	Accept	They will accept neutral characters who they view as bargaining chips or opportunities for violence.
Good	Detest	They detest good characters that they see as potential threats to their plans. They will generally avoid them unless their goals cross.
Lawful	Hate	They hate lawful characters and see them as the enemy. They will often go out of their way to harm the lawful.

**Good**

**Empire:** Good characters view the Empire and life within in it as something that must be protected at all costs. They generally support the Empire, and will fight to protect its values and principles. When the opportunity arises to make the Empire better or its preservation, they will actively pursue these goals.

The Empire regards heroes, upstanding citizens, philosophers, doctors, soldiers, and any other organized or unorganized individual that has a positive influence on the Empire as good in alignment.

**Outlook:** Good characters generally are rather happy and satisfied with their lives, and their role in it. Good characters are idealists always seeking perfection and improvement.

**Actions:** They believe in nobility of action, helping others, and peaceful resolutions. They are against destruction, suffering, and cruelty. When compared the lawful characters, they believe in the increased freedoms that society may bring, versus the restrictions. They live in the present, choosing to forgive old grievances. They strive to produce a world without death, disease, poverty or suffering. Good characters are for natural order, peace, beauty, hard work, duty, and learning. They oppose cruelty, excessive violence, crime and dishonesty.

**Authorities:** Good characters generally like authority figures and will be drawn to them and their leadership. They will oppose excessive intrusion by them in their lives, but will be generally supportive.

**Uprisings:** They will not join anything but the best natured political movements and popular uprisings. They will never join any type of mob uprising unless it is seeking to overthrow great oppression.

Alignment	Feeling	Opinion
Good	Like	They like other good characters that they will group and band with.
Lawful	Favor	They like lawful characters that they see as the protectors or society.
Neutral	Accept	They accept neutral characters that they see as the common citizen.
Chaos	Detest	They detest chaotic characters that are view as a cancerous growth of society.
Evil	Hate	They hate evil characters, which are the bane of everything they stand for and their anti-society actions.

**Evil**

**Empire:** Evil characters view the Empire as the prey that they dine on. Without the Empire, it would be harder for them to go about keeping their selfish goals on track to their own personal power and wealth.

The Empire regards terrorists, mercenaries, rebels, separatists, ideologs, murderers, thieves, criminals, cultists and any other organized or unorganized anti-Empire individual as evil.

**Outlook:** They are typically very self focused and ego-centric. They seek to promote only their own wealth and power. Everything is disposable to achieve their own goals, except their own lives.

**Actions:** Evil characters enjoy domination, destruction and inflicting pain and suffering. They are the destroyers of society, seeking solely to destroy that which they cannot possess or master. They are ruthless serving their own ends, and will kill friends, innocents and unarmed

foes if they will benefit. Law and order are meaningless to them, unless it can be used to their advantage. Evil characters are often jealous, bitter, angry, and violent. They believe a philosophy of 'that which does not destroy us, should be destroyed.' They are for materialism, gloating, crime, immorality, self-glorification, and violence. They are against law, society, social graces, and anything standing in the way of their own self deluded goals.

**Authorities:** They will always seek to avoid, deceive, or conceal themselves from lawful characters. They will go to great lengths to keep from being observed or otherwise scrutinized by authorities and are capable of great acts or violence of savage brutality. If anyone gets in their way they will have no hesitation to attack or even kill for their own ends. They will not do this senselessly though.

**Uprisings:** Evil characters will only join popular or mob uprisings if they detect opportunity and gain for themselves by doing so. They will attempt to hide their true nature at all costs, to achieve their goals.

Alignment	Feeling	Opinion
Evil	Like	They will occasionally group and band with other evil characters for their own selfish reasons, breaking such alliances as necessary.
Chaotic	Favor	They will favor chaotic characters as being of more interest to the authorities, and therefore a convenient distraction to their own activities.
Neutral	Accept	They accept neutral characters, which they see as the common citizen.
Lawful	Detest	They detest lawful characters who they view as mindless slaves to society who are too scared to act for themselves.
Good	Hate	They hate good characters since who beyond lawful characters oppose them simply on principle and not fear.

**Role-Playing Your Alignment**

Playing your alignment well is another opportunity to earn experience points while adventuring. The first time a character plays, they may not wish to choose an alignment. After they have played a couple of games, they may simply see their character in a different light. Characters are usually limited to one alignment changes per campaign. Ultimately alignments are to the benefit of the GM, allowing them better plan adventures by knowing what type of character, the players wish to be.

## VI. Purchasing Skills

### Step 6: Purchasing Skills

During the selection of the character's class, they received a combination of free advanced skills. Record each of these skills at lvl 1. If you received any free advances select skills appropriate for your character and mark them at lvl 1.

Each character then receives  $d10 + 30$  skill points to purchase additional skills. Spending these skill points is slightly different. Skills with 0 levels are purchased at skill level 1 for 1 skill point. If you wish to raise skills that already have levels, the skill points spent for the next level is equal to that level. For example to go from level 2 to level 3, it would cost 3 skill points. To go from level 1 to 3 it would cost 5 skill points (2 +3). Ask the GM's permission before you increase any skill higher than level 3. A full listing of skills can be found in the skills chapter.

When recording each skill, the skill name, the base attribute abbreviation and the skill level are the main things to write down. Each skill level gives a +5% bonus to success. Those 3 things will be enough information to do skill checks. Copying down the exact base attribute score and calculating out the success scores can be taxing and will lead to recalculating your success scores every time that you raise attributes. You should skip doing this, unless you feel so inclined, or I have completed the character generator application. You will find some of the more popular skills preprinted on the character sheets.

## VII. Finishing Touches

### Step 7: Finishing Touches

**Calculate Times of Action:** The Times of Actions are the chronological order of the character's attacks over an action round (5 seconds). This length of time is counted down from 100 to 0 over the course of the action round. The character is allowed to act when each of his TOA(s) is reached. The Times of Action are calculated by dividing Initiative (IN) by Attacks (A). Subtract this number from IN repetitively until 0.

**For example:** A character with IN 50 and A 2 would have times of action of 50 & 25.

**For example:** A character with IN 60 and A 3 would have times of action of 60, 40, and 20.

**Calculate Blow Damage:** Blow damage is the damage performed using the MS attribute with an unarmed attack. It also serves as the base damage using the WS attribute with a hand weapon. Blow damage is calculated using  $(ST/10)$  in d10s. For example a character with ST 50 would have a blow damage of 5d10.

**Purchase Gear:** The character should have some gear that was gained when selecting their class. They may purchase additional gear with any electronic galactic credits, or galactic credits they may have. Equipment can be found in the Gear Catalog. You should not spend all your money purchasing gear. In addition there might be legal or technological restriction preventing you from obtaining certain gear. Check with the GMs if the gear is questionable, to see if they will allow it. Save some money for buying gear when you know where the plot will take you. You will also need to spend money to maintain your caste's life style.

**Writing a Description:** This description should be combine the characters physical description based on their attributes, their competencies based on their skills, dress and outwards appearance based on their gear, and their outlook on life based on their alignment. This should be information that other party members should know openly about you, and how you would describe your character in an out of character fashion with other players. If there is anything that should not be revealed to other party members, then it should be exchanged in written form and held by the GM. This should always be completed before the introduction of new characters into the campaign, and be shared prior to the mission starting.

**Writing a Character History:** A fictional biography of the character thus far in life based on the players own creativeness and based upon their race, caste and class selections. Any information that should not be revealed to other party members, please communicate with the GM about, and do not record here. Writing a character history is optional. You can also use this area to record notes about your adventures, contact names, and notes about a mission, and even log the exp you received after each mission.