

New Races

Creating New Races

The following profiles represent a standard distribution of points for each level of race generation. These are meant to be modified to suit the race that you are creating. To do so simply subtract points from one attribute and add them to another. This works on a 1 to 1 basis. In regards to attacks, each attack counts as 10 attribute points. If you are taking away an attack this allows you to add 10 attribute points somewhere else. If you are increasing attacks each will take 10 points from another attribute. Remember this is for creating a whole race. If you are creating a special NPC, you should first create the race, and then follow attribute and skill raise rules to create a minor hero, major hero, or champion. This means that they will be subject to increased attribute costs as per the attribute section.

The race movement, weight, height, and lifespan are yours to create as deemed appropriate. Also all of the description, abilities, history, and technology sections are free game. For any natural weapons, such as claws,

horns, etc, try to match them with the damage of a like sized weapon. (ie dagger, sword). Remember that above this damage is also the races strength damage.

You should observe the following for creating PC and NPC information.

As PC

Attribute Points: 1/20 of total points including the d10 roll.

Wealth: Generally equal to base points without the d10 roll. Feel free to change as deemed appropriate.

Skill Points: 1/20 of total points including the d10 roll.

As NPC

Standard: No Modifier Attribute Points & Skill Points.

Minor Hero: Double Modifier Attribute Points & Skill Points including d10 roll.

Major Hero: Triple Modifier Attribute Points & Skill Points including d10 roll.

Champion: Quadruple Modifier Attribute Points & Skill Points including d10 roll.

(300 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	20	Initiative	20	Ranged	20	20
Knowledge	20	Strength	20	Weapons	20	
Coolness	20	Dexterity	20	Melee	20	
Charisma	20	Health	20	Attacks	2	
Awareness	20	Wounds	20	Toughness	20	

(450 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	30	Initiative	30	Ranged	30	30
Knowledge	30	Strength	30	Weapons	30	
Coolness	30	Dexterity	30	Melee	30	
Charisma	30	Health	30	Attacks	3	
Awareness	30	Wounds	30	Toughness	30	

(600 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	40	Initiative	40	Ranged	40	40
Knowledge	40	Strength	40	Weapons	40	
Coolness	40	Dexterity	40	Melee	40	
Charisma	40	Health	40	Attacks	4	
Awareness	40	Wounds	40	Toughness	40	

Human (600 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	50	Initiative	40	Ranged	40	40
Knowledge	50	Strength	40	Weapons	40	
Coolness	40	Dexterity	40	Melee	30	
Charisma	60	Health	40	Attacks	1	
Awareness	40	Wounds	40	Toughness	40	

(750 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	50	Initiative	50	Ranged	50	50
Knowledge	50	Strength	50	Weapons	50	
Coolness	50	Dexterity	50	Melee	50	
Charisma	50	Health	50	Attacks	5	
Awareness	50	Wounds	50	Toughness	50	

(900 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	60	Initiative	60	Ranged	60	
Knowledge	60	Strength	60	Weapons	60	
Coolness	60	Dexterity	60	Melee	60	
Charisma	60	Health	60	Attacks	6	
Awareness	60	Wounds	60	Toughness	60	

(1050 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	70	Initiative	70	Ranged	70	70
Knowledge	70	Strength	70	Weapons	70	
Coolness	70	Dexterity	70	Melee	70	

Charisma	70	Health	70	Attacks	7	
Awareness	70	Wounds	70	Toughness	70	

(1200 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	80	Initiative	80	Ranged	80	80
Knowledge	80	Strength	80	Weapons	80	
Coolness	80	Dexterity	80	Melee	80	
Charisma	80	Health	80	Attacks	8	
Awareness	80	Wounds	80	Toughness	80	

(1350 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	90	Initiative	90	Ranged	90	90
Knowledge	90	Strength	90	Weapons	90	
Coolness	90	Dexterity	90	Melee	90	
Charisma	90	Health	90	Attacks	9	
Awareness	90	Wounds	90	Toughness	90	

(1500 point)

Personality Profile		Physical Profile		Combat Profile		Times Action
Intelligence	100	Initiative	100	Ranged	100	100
Knowledge	100	Strength	100	Weapons	100	
Coolness	100	Dexterity	100	Melee	100	
Charisma	100	Health	100	Attacks	10	
Awareness	100	Wounds	100	Toughness	100	