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Creating a Character

Each character has **3** universal attributes. These are Strength, Precision, and Intellect. A character must have a rating of at least 1 in each, and can't have a rating of more than **3** in any of them. 5 points are available to spend on universal attributes.

Each character also has special attributes. These are named by the player, and tie into the character's job, hobbies or general world experience. A special attribute is only applicable in a narrow set of circumstances. Examples might be 'Crane operator', 'Electrician' or 'Street Brawler'. A character can have 2 special attributes, or a single special attribute with a star- a starred attribute represents greater skill or experience than a normal special attribute.

Characters may also own equipment- cars, tools, weapons and so on. Like universal attributes, equipment is rated between 1 and **3**. **3** represents the best category of tools- assault rifles, a fully-equipped garage, a powerful computer. 1 represents something that is definitely useful, but doesn't confer a huge advantage- a knife, a set of spanners, a mobile phone. 2 represents equipment somewhere in the middle- a pistol, a full tool-kit, a laptop computer. If it is plausible that a character can lay his hands on a piece of equipment at the time he needs it, he has access to it. Equipment with a rating of 1 or 2 is fairly easy to come by and there is no need to list it on the character sheet. Equipment with a rating of **3** is a lot more difficult to obtain.

Each character then has **3** further points to spend. Increasing a universal attribute costs 2 points. Buying a new special attribute costs 1 point. Adding a star to a special attribute costs 1 point. Granting the the character access to a piece of 3-point equipment costs all **3** points.

At the end of each gaming session, the GM awards 1 point to a player character of his choice. This can be spent like 1 of the free points above, or kept to be spent with other points earned in later sessions.

NAME: _____

BACKGROUND:

STRENGTH:

PRECISION:

INTELLECT:

SPECIAL
ATTRIBUTES:

OTHER THINGS:

PHYSICAL
CRISES

MENTAL
CRISES