Framewerk Rules

Rolling the dice & Testing skills

Degrees & Difficulties

The Storyguide tells you how hard it is to perform a skill by stating the Degree and the Difficulty. To succeed at your Test you must beat that Difficulty.

Making Tests

There are four steps:

> 1. Determine your Base and Dice.
> 2. Determine Degree and Difficulty.
> 3. Roll and read your Dice.
> 4. Determine your Success or Failure.

1. Determine your Base and Dice.

The Storyguide and/or player decide which skill applies.
Then determine the base, i.e. the relevant attribute.

Your ***Base is equal to the score of the Attribute*** associated with the skill.

Degree	Difficulties	Standard
Easy	7-9	8
Average	10-14	12
Challenging	15-19	16
Hard	20-25	22
Incredibly Hard	26-31	28
Legendary	32+	34

Then you need to determine your Dice, which simulate the random element of chance in the Test. The number of ***Dice you'll be rolling is equal to your Character's level of Expertise in the skill.*** For example, if he were an Expert researcher, the fourth level of expertise, then you'd roll 4 dice. If he were only a Novice scientist, the second level of expertise, you'd roll 2 dice.

2. Determine Degree and Difficulty.

Your Storyguide will tell you what he's determined as the Degree and Difficulty for the Test. The Difficulty– most often the Standard Difficulty – is the number that you have to beat on your Test to succeed by adding together your Base and the result of your dice roll.

3. Roll and read your Dice.

Take the number of dice that you figured out in Step One of this process. Roll them all. You want to get high results since you are trying to beat the Difficulty. There are three ways that you can get a high result:

- You can take the highest single roll. For example, if you roll a 7, a 4, and a 3, you'd take the 7.

- You can take the highest set of multiples and add them all together. For example, if you'd rolled a 6 and two 4's, you could take and add the two 4's together for a result of 8, instead of just the 6.

- If you get to roll three or more dice, you can take the largest straight and add those dice together. A straight is three or more numbers in consecutive order. For example, if you rolled a 9, 4, 5, 6, you could add the last three together for a result of 15 instead of just the 9.

There's only one other thing you need to know: <u>watch out for ones</u>! They can make bad things happen, but we'll explain that in a bit.

4. Determine your Success or Failure.
First, add the result of your die roll to your Base. That's your Test Result. Now compare your Test Result to the Difficulty. Tie or beat it = success. Lower than the Difficulty = failure

Test modifiers
There are a number of ways in which Tests can be modified – here's a list explaining how. Remember that most of these modifiers won't come into play very often so it's not crucial to remember how they work. Go ahead and breeze through them now, paying special attention to Critical Success and Failure.

Critical Success
If you ever beat the Difficulty by 10 or more you've critically succeeded. The results are always at least twice as good as you anticipated.

Critical Failure
Critical Failures occur when half of your dice come up ones – round up to figure this out. For example, if you rolled five dice and three of them come up ones your Character has Critically Failed. If you roll a one when rolling only one die that's also a Critical Failure. When this happens something really bad goes down. The results are at least twice as bad as you might have expected.

Cross-Matching Skills
Sometimes, you're going to need to use a skill in a way that's different from its normal use. Just go ahead and choose the most sensible Attribute to use as your Base instead. It should be pretty obvious.

Complementary Skills
When a Character needs to make a Test to do something for which he doesn't have the right skill, but he's got one that's close. To do this, make the Test as usual but roll one less die than you normally would.
This option is a very tempting one and can be easy to abuse. Your Storyguide will make the final decisions as to whether or not you can use a skill in a complementary fashion.

Unskilled Tests
Sometimes you'll come across a situation in which your Character will have to make a Test and try to do something for which he doesn't have the right skill.
Make the Test, but you only get to roll one die and take half the result – round up for this.
Professional skills require a lot of special knowledge and training to learn. Unfortunately, you can't attempt to use Professional skills if your Character doesn't have them.

Attribute Feats
Occasionally your Character will need to make a Test for something to which no normal skill can be applied. In such cases a Test against a Primary Attribute might be better. Breaking down a door, lifting something heavy, falling when tripped, picking something up while swinging past etc.
In these cases use the Feat skills linked to the attribute in the form of a number of dice and make the Test as usual.
Feats are last resorts and are used only when no skill would cover a Test. The potential measured by Feats is no substitute for the special knowledge and training required by skills. Feats also cannot be used as complementary skills.

Examples of Attribute Feats
- Agility Feats are used for unconscious reactions such as catching oneself after tripping or avoiding boiling water from a spilled pot.
- Intellect Feats are used to see how fast someone catches on to something.
- Perception Feats are used as intuition to see if a Character gets a "feeling" about something or makes unusual leaps in cognition.

- Presence Feats are used to see how someone reacts to a Character naturally, free of any acting or influence.
- Strength Feats are used for acts of brute force such as lifting things or forcing doors open.
- Tenacity Feats are used to resist things that might interfere with or damage a person's system including fatigue, poisons, disease, fear, or insanity.

Second Chances

When you want a second chance, go ahead and make a second Test. However, there's a price – the Degree and Difficulty increase by one category for this new Test.

Maybe its frustration setting in or maybe your Character is just a little spent from the first time around. You can attempt a Test like this a total of three times before you have to give up and the Degree and Difficulty increase by one category each time.

There are however some things your Character only gets one shot at and these rules don't apply to those situations.

Extended Tests

Applies to tasks taking several rounds or hours or days.

Your Character succeeds at Extended Tests by accumulating a certain number of successful Tests. Your Storyguide will give you a Degree and Difficulty as normal.

However, you'll have to make a series of successful Tests to succeed – your Storyguide will give you the exact number.

A Critical Success during an Extended Test, it should count as two successful Tests. On the other hand, if you get a Critical Failure during an Extended Test, it should either knock off an accumulated successful Test or make you start over again – your Storyguide will let you know.

Teamwork

Most simple Tests wouldn't benefit from more than one Character working together. However, Extended Tests most certainly can benefit from help. Simply put, if a team of Characters chooses to work together on an Extended Test, they can pool their successful Tests together to make it a go.

Contests

Contests occur when your Character competes against another person instead of just the normal difficulty of a Test. To engage in a Contest each Character makes the appropriate Test. The one with the higher result wins.

Contest Modifiers

Sometimes conditions will make a Contest easier or more difficult for one side or the other. Add bonuses / penalties of +- 1-4

Actions & Reactions

Actions are conscious choices that a Character makes, versus reactions which are a response to external stimuli.

A Character can react to any number of things in a given amount of time without penalty – including Contests or blows aimed at his head. However, Actions take more brainpower and the more your Character tries to cram into a given amount of time the harder they'll be to pull off.

Characters can normally take from one to three Actions a turn depending upon their Attributes. For every Action your Character takes beyond one he suffers a penalty of –2 to his Tests. So if your Character takes two Actions both suffer a –2 penalty, and if he takes three all three suffer a –4 penalty.

Character Creation

1. Determine / make-up **character concept**, profession, virtues/flaws, rights/wrongs, background, etc. Fill in Character Background sheet.

2. Distribute **35 points among the Primary Attributes** (from 1 to max 10)

3. **Calculate and roll Secondary Attributes**

4. **Purchase skills** (and spells) using 20 points *(30 points for more heroic characters)* 1 point per desired level of expertise

   Student (1 die)   = 1 point
   Novice   (2 dice) = 2 pts
   Adept   (3 dice) = 3 pts (<u>MAX</u> for beginner heroes???)
   Expert   (4 dice) = 4 pts
   Master   (5 dice) = 5 pts
   Spells   (-)   = 2-5 pts (one-time set cost per spell)

   (**ALL spell users get extra points** dedicated to spell purchase equal to an **average of Intellect and Tenacity**.)

5. **Purchase Advantages & Disadvantages** (max +10 pts disadvantages) + perks & quirks (max +- 3 points

6. **Spend 6 Cheat points** as follows:

	Cheat point costs
Increase a primary attribute 1 point	3
Increase an attribute feat 1 dice	1
Get 2 more points for skills	1
Increase 1 rank 3 skill to rank 4	1
Increase Movement by 1 point	1
Increase Mana by 2 points	1
Increase Vitality by 1 point (thus also Healing rate)	1
Increase Luck with 3 points	1
Start with 1 special / magic item	2
Start with 1 extra spell	1
Choose a -1 to -2 disadvantage	1

7. Equip & dress character

Primary Attributes (distribute 35 points)

We use six Attributes to measure a Character, each of these Attributes is rated on a scale from 1-10. A rating of 1 is considered severely challenged while a 5 is Human average and a 10 is downright amazing.

Agility

Agility is a measure of physical dexterity, grace, and finesse – the ability to make your Character's body move like he wants it to. Agility is used for any skill that requires bodily control and is used by your Character both to fight in close quarters and dodge in combat.

Intellect

Intellect is a measure of intelligence, education, the ability to learn, and memory – the way your Character's brain processes and recalls information. Intellect is used for any learned skill including many technical and scientific areas.

Perception

Perception is a measure of awareness and sense acuity – the way your Character's brain receives information. Perception is used for any skill requiring attentiveness and is also used for marksmanship.

Presence

Presence is a measure of charm, beauty, force of personality, and social ability – the way others react to your Character. A higher rating in Presence doesn't necessarily mean that he has to be beautiful. Instead he may be exotic, striking, have a magnetic personality, or have an inspiring bearing. Presence is used for any skill that involves influencing another person.

Strength

Strength is a measure of physical might – how heavily your Character's body can influence the world around it. Strength is used for lifting heavy things, restraining people, and anything else that requires raw power. It also affects how much damage your Character does in close quarters combat.

Tenacity

Tenacity is a measure of endurance, stamina, and willpower – how well your Character can make his body and mind function under adverse circumstances. Tenacity is used for taxing physical and mental skills and to perform magic.

Feats

To simulate a Character's proficiency with his natural abilities each Attribute has a paired Feat skill. These Feat skills are used for Tests when a natural ability is called into question instead of a learned response.

Beginning Characters automatically receive each Feat skill at a **starting level of expertise equal to half the associated attribute, rounded down**. For example, a Character with a Strength of six starts with the Strength Feat skill at Adept (3 dice).

Secondary Attributes (Calculate and roll)

Secondary Attributes are, for the most part, derivative of your normal Attributes. In every case where you are asked to average Attributes, **round down any fractions**.

Actions

Actions represent a combination of reaction, speed, and multitasking abilities. Normally a Character can perform **one free action and one normal action every turn + any number of reactions**.

Free actions are those that take little effort, such as
- Crouching.
- Shouting at someone, taunting, cursing or speaking a short sentence.
- Surveying the situation.
- Taking a couple of steps.

Normal actions are those that require real effort, concentration and sometimes a skill.
- Attacking a foe.
- Diving prone.
- Drawing a weapon.
- Ducking for cover.
- Breaking away / disengaging from close combat
- Moving in any variety of ways.
- Reloading a missile weapon.
- Drawing an item from an easily accessible pocket/belt etc
- Rising from prone.
- Picking up dropped weapon or item

However, individuals who are more gifted may be able to perform **additional normal actions** in the same amount of time. The following table will help you calculate how many actions your Character can perform a turn – go ahead and take the **average of your Agility and Perception (rounded down)** to find out. Three Actions is the maximum number of actions a Character with only two natural limbs can take in one turn.

Average	Actions
1-6	1 Action
7-8	2 Actions
9-10	3 Actions

Movement
How fast your Character can move.
To determine this, take the **average of his Agility and Strength (rounded down)**

Reflex
Reflex is a measure of your Character's reaction time – how quickly he can respond during intense situations. Most importantly, Reflex is used to determine when your Character gets to act in combat. His Reflex is the **average of his Agility, Intellect, and Perception (rounded down)**.

Mana
Every person has the capacity to use magic whether or not they actually understand how. Magic is powered not only by spell and ritual, but also by the magician's will and understanding.
Mana represents that reservoir of cosmic power in your Character. His starting Mana is equal to the **average of his Intellect and Tenacity (rounded down), plus five points**.

Vitality
Every Character has six Wound Levels, from Unhurt to Death's Door.
Each Wound Level is equal to your Character's Vitality, so his Vitality times five is how many points of damage he can take in total before dying.
Your Character's starting Vitality is **equal to an average of his Strength and Tenacity (rounded down), plus five points.**

Drama Points
Drama Points represent the fortunate things and circumstances that surround key characters. Functionally, **each point represents one die**.

For each Drama Point spent you can:
- increase your Character's number of dice for a Test by one,
- increase an ally's dice by one, or
- rob an enemy of one of his Test dice
- Add 1 point of Mana (for immediate use)

A Test can have a **maximum of 10 dice**. An antagonists Test dice can be reduced to zero, leaving only his base.
You can spend points before or after the roll – even after you've calculated your Test result – until you're satisfied or out of points.

Drama Points can be spent to raise the half dice to a full dice in an unskilled tests. The rest are normal Drama Point dice.

Drama Points are expended when they are used – they normally return at the end of a game session. ***Dramatic Characters begin with 10 Drama Points.***

Things Drama Points Can't Affect
They cannot be used to affect any other type of die roll including ***Initiative, Armor Rolls, or Damage***.

Luck
All heroes are lucky – to some degree. At least they once started out lucky. Luck is a ***random value equal to 1D+8 (base luck)***.
All Luck tests are rolled with 1D + base luck (+ any Drama point dice added) against an (often) standard difficulty of Challenging/16.
BUT luck decreases with 2 points every time it is used – so you can literally run out of luck.

Fate
Fate always has something special in store for heroes. Fate is a random value between 0-2 and equals a number of lives – like a computer game. Heroes miraculously survives. ***Roll 1 die, 1-3 = 0 fate, 4-7 = 1 fate point, 8-10 = 2 fate points***.

Injury bonus

STR	Bonus
1-3	-1 die
4-7	None
8-9	+1 die
10-11	+2 dice
12-13	+3 dice
14-15	+4 dice

Rally
Rally is the hero body's ability to quickly recover from non-lethal injury/minor injury. AFTER a fight, this number of injury points is subtracted from flesh and Light wounds (but NOT if the hero is wounded more severely). He simply shrugs it off when he catches his breath. Rally is ***equal to the Tenacity attribute***.

Healing rate
The amount of vitality points a hero naturally regenerates per day, ***equal to 1/3 of their vitality (rounded down) +2***

Skills (spend 20 points)

General Skills

Accounting (Intellect)*
Acrobatics (Agility)
Alchemy (Intellect)*
Animal Handling (Presence)
Anthropology (Intellect)*
Appraisal (Perception)
Archaeology (Intellect)*
Armorer (Intellect)*
Artist (Perception)
Astrology (Intellect)*
Athletics – *climb, jump, run etc* (Special)
Biology (Intellect)*
Blacksmith (Intellect)*
Body Control (Tenacity)
Body Language (Perception)
Bureaucracy (Intellect)
Business (Intellect)
Cartography (Perception)*
Cast Spells (Intellect*)
Chemistry (Intellect)*
Cooking (Perception)
Contortions (Agility)
Crafts – *masonry, carpentry, sewing etc* (Int.)*
Disguise (Perception)
Engineering (Intellect)*
Fast Draw (Agility)
Fast Talk (Presence)
First aid (Intellect) – *increase HR +2*
Fishing (Tenacity)
Gambling (Perception)
Geography (Intellect)*
Geology (Intellect)*
Herb mastery (Intellect)*
Heraldry (Intellect)
History & Legends (Intellect)
Hobby (Special)
Hunting (Tenacity)
Hypnotism (Presence)*
Intimidate (Presence)
Languages (Intellect)*
Larceny – *forgery, dubious business* (Intellect)*
Leadership (Intellect)
Lip Reading (Perception)
Literacy (Intellect) – *2 minimum/enough*

Lockpicking (Agility)
Mathematics (Intellect)*
Medicine (Intellect)* - *increase HR +4*
Meditation (Tenacity)
Navigation (Perception)
Observation (Perception)
Occult (Intellect)*
Oratory (Presence)
Performance – *music, acting, dance* (Presence)
Persuade (Presence)
Philosophy (Intellect)
Physics (Intellect)*
Pickpocket (Agility)
Poetry (Presence)
Politics (Perception)
Poisons (Intellect)
Potions (Intellect)*
Ride (Agility)
Regional Knowledge (Intellect)
Research (Perception)
Rope Mastery (Intellect)
Sailing (Intellect)
Savoir-Faire / Etiquette (Intellect)
Seduction (Presence)
Soldiery (Intellect)*
Speed Reading (Intellect)
Spells – *bough once per spell at varying cost*
Streetwise (Intellect)
Stealth (Agility)
Survival (Tenacity)
Swim (Agility)
Tactics (Intellect)
Tracking (Perception)
Traps / Disarm Traps (Agility)
Ventriloquism (Agility)
Weather (Intellect)
Writing (Intellect)

COMBAT SKILLS

Armed Fighting/Melee (Strength)
Dodge - *incl. Shield* (Agility)
Fighting/Brawling (Agility)
Marksman (Perception)
Thrown Objects (Agility)

* = Professional Skill

Advantages & Disadvantages / Perks & Quirks

See Advantages & Disadvantages lists from GURPS, Fantasy Hero, Cthulhutech and Vampire/Fading Suns.

1 advantage / disadvantage give + - 1 to 3 points to be spent on skills (Max+-10 pts). 3 perks and/or quirks give 1 extra point (MAX +1 pt)

Combat, injury and healing

A combat turn roughly represents 5 seconds

1. **OPTIONAL / FIRST ROUND** Determine initiative (Roll 1D + Reflexes and compare)

2. Declare number of actions (2 actions = -2 to all Test, 3 actions = -4 to all Tests)
   REMEMBER: You can *act* 1-3 times, but *react* (defend) as many times as needed (unless surprised). + 1 Free Action (taking cover, looking, talking, stepping etc)

3. Make combat test contests (Roll attack and defense Tests and compare) + - modifiers

Attack	Defense possible
Fighting	Armed fighting *(block)*, Dodge *(incl. shield)*, Fighting
Armed fighting	Armed fighting *(block)*, Dodge *(incl. shield)*
All others (missile etc)	Dodge *(incl. shield)*

4. Roll damage if attack Test was successful (more points than defense Test)

a) Result greater than	Damage
1-5	1 die
6-10	2 dice
11-15	3 dice
16-20	4 dice

   b) Add fixed weapon dice damage

   c) Add fixed injury bonus dice (if Brawling, Melee or Thrown NOT Missile)

5. Check wounds. Take number of damage accumulated and SUBTRACT armour value rolled (armour dice result) and subtract final amount from vitally levels.

6. Start over with step 3 for those character and NPCs who have actions left

Combat Test modifiers

Situation	Test Modifier		
Unaware	+2 to hit, no defense roll (=0)		
Critical failures (in combat test contest	Treat defense as 0 for comparison. Attacker looses next 2 actions/next turn		
Prone	+4 to hit, -2 to defense		
Flanked	+2 to hit		
Higher ground	+1 to hit		
Attacking disengaging foe	+2 to hit (disengage round only)		
Wounded	-1 to -6 and less actions, depending on current Health level		
Armour penalty	see below		
Multiple actions	2 actions = -2 to all Tests. 3 actions = -4 to all actions		
Aiming	+4 first round aiming. +6 second round (=max)		
Range	+2 to -6		
Speeding target	-2 (runners) to -4 (lightning fast runners)		
Blindfighting	Fog, smoke, darkness -2 to -4		
Target in cover	-2 to -4		
All out attack	+ - 0, No defense rolls. +1D damage		
Knockback & trips	-2, no damage, instead STR or AGL contest		
Called shots	**Target size**	**Test penalty**	**Damage bonus**
	Medium (limbs, book)	-2	+1
	Small (head, hand, foot)	-4	+2
	Tiny (eye, finger, One Ring)	-8	+3

Subduing / Knock out	-4 blunt attack. If successful roll only ½ damage and victim must succeed in a Tenacity Feat at a difficulty depending on his health level (see Knock Out).
Entangling & grappling	Combat test as usual. If attacker wins follow with a STR feat contest. If attacker wins, defender looses 1 action per 5 pts over. Defender at -4 thereafter. Entangler must spend 1 action to keep entanglement, defender can attempt STR feat contest to break free if actions are available (at -4). Entangler can hold, strangle or disarm (STR feat contest).
Cinematic bonus **OPTIONAL**	+1 for describing good cinematic action to be taken. GM decides. …

Weapon & environment damage examples

Weapon	Damage
Fists, knees, kicks	-1D
Gauntlets, knuckle guard	0
Nightstick / baton	0
Knife & dagger	1D
Horns	1D
Short sword	1D+2
Claws & bites	1-3D (don't forget injury bonus which can be substantial for creatures)
Broadsword, axe, mace, warhammer, spear	2D
Bow, crossbow	2D
Spear	2D+2
Battle sword, battle axe, halberd	2D+4
Falling	2D per 5 m
Fire/Heat/Smoke	1-2D per round
Hazardous environment	1-6D per round

Armour types and protection values

Armour type	Protection value	Move & AGL penalty	Min STR
No armour	0	0 / 0	-
Heavy robes/furs/thick animal hides	1D-4	0 / 0	-
Leather	1D	0 / 0	-
Studded, plated leather	1D+2	0 / 0	3
Rigid, waxed leather	1D+4	0 / -1	4
Chain mail	2D+2	-1 / -2	5
Banded armour / badass monster hide	2D+3	-2 / -3	5
Full plate / dragon scales	2D+5	-3 / -4	6
Magic / special armour	+1 to +3 and/or extra dice		

Shock and falling unconscious

If a hero receives more damage points in one blow than he has Tenacity, he must make a Tenacity feat test against a difficulty depending on which Health level he ends up in 12 (Flesh wounded), 16 (Lightly w.), 18 (Moderately w.), 22 (Seriously w.). Death's door is automatic unconsciousness.
Failure = Stun 1 round per failure
Failure by >5 = Unconsciousness for 1 round per failure.

Healing

All heroes heal their healing rate per day unless provided with medical care (+2 points) or herbs/potions/spells (+2 to 6 or set number of points).

Magic & Spells

All spells are bought as skills. (*However, all spell casters get bonus skills points dedicated to spells equal to **average of Intellect and Tenacity***)

Spells are created together with the GM. Common sense, fair play, game balance and costs are balanced against each other. Spells cost 1-5 points to purchase.

Base spell cost = 3, base Mana cost = 2, base Difficulty = 14

Example Modifiers

-2 Slow spell (3+ rnds)	-1 per level difficulty	+2 physical transformations
-4 Very slow spell (an hour+)	-1 per extra mana cost	+1 stunning, blinding etc spells
-2 immobile/helpless target	+0 Hearing / sight range	+1 to +3 Attribute contest skills
-1 Special casting needed	+0 1D damage spell	+2 to +4 enabling unnatural physical feats
-1 Touch range	+2 2D damage spell	(flying, teleporting etc)
-1 Ingredients/item needed	+3 3D damage spell	+2 to +3 Skill/Attribute curses (-1D or -4 to Test)
-1 spell verse required by player	+2 Instantaneous spell	+2 Long duration

Downright silly spells shouldn't be allowed!!!

Every spell costs Mana to cast, which is "recharged" by sleeping/resting 6 hours or so or by contact with powerful sources of magic, magic transferal from other spell users etc etc. Mana can also be stored in rechargeable (or non-refill) magic items, enabling extra spells to be cast per day.

All Spells are cast by using the Cast Spells skill.

Many spells are delivered by sight, hearing, touch etc. But some are thrown/shot/sith lord electrocuted. For these occasions use the Throw Objects skill.

A spell is described in detail (text) and always has:

1	A Cool name	Worthless otherwise!
2	Effect/damage	In text
3	Degree/diffulty	How hard it is to cast with the Cast Spells skill. Diff. is based on how good/powerful the spell is in game terms.
4	Mana cost	Costs to cast, 2-8 points depending on power
5	Casting time	Time in game rounds – 5 seconds
6	Special requirements	artifacts needed, rituals, victim prone, eye contact etc = reduces purchase and mana costs
7	purchase cost	Cost in character creation (and XP) skill costs, 2-5 pts (6+ cost spells are reserved for badass NPCs)

QUICK TIPS for GMs – Just go ahead and create spells for NPCs with easy to remember labels (fireball, crushing hand, crawl on ceilings etc with difficulties to cast and mana costs which can be compared with NPC casters abilities. Don't care about detailing things, rituals or purchase costs. By just seeing the name you'll remember how you imagined the spell. You can even throw in individually linked non-stealable magic mana items to enable a lot of spell casting.

Remember, it's cooler and easier to remember spell of a NPC caster if their sorted into a theme. For example the Necromancer with Resurrect Dead, Talk with Dead, Zombify, Death's Touch, Dead Eyes, Chill of the Grave spells.

Character background creation

Make the character more exciting with a colourful background AND write down some notes to remember it.

Here's a sample list of Defining dominant virtues and flaws to get you started:

Virtues	Flaws	Other Virtues and Flaws:	
Considerate	Arrogant		• Irresponsible
Courageous	Bigoted		• Perfectionist
Courteous	Cowardly	• Talkative	• Cantankerous
Forgiving	Cruel	• Melancholy	• Generous
Generous	Dull	• Chivalrous	• Sarcastic
Gentle	Flippant	• Profligate	• Humorous
Honest	Foolish	• Moody	• Cheerful
Humble	Greedy	• Fiery	• Glutton
Imaginative	Impatient	• Brooding	• Responsible
Kind	Insecure	• Bad-tempered	• Liar
Optimist	Irreverent	• Pessimistic	• Devout
Patient	Lazy	• Drunkard	• Boastful
Peaceful	Liar	• Stubborn	• Sloppy
Pious	Mean	• Scornful	• Spendthrift
Productive	Pessimist	• Extravagant	• Greedy
Self-Confident Rude		• Reckless	• Lustful
Sober	Selfish	• Boisterous	• Obsequious
Tolerant	Vengeful	• Incomprehensible	• Disdainful
Wise	Violent	• Caring	• Decadent
		• Nervous	• Untrustworthy
		• Ashamed	• Prideful
		• Foolhardy	• Inscrutable
		• Gullible	• Shy
		• Obsessive	• Bloodthirsty
		• Careless	• Forgetful
		• Pious	• Brave
		• Exaggerator	• Unlucky
		• Serious	
		• Deceitful	

Rights and Wrongs (loves / likes & hates / dislikes)

Next, it helps to set out the character's main morality focuses, the things he or she will or won't do. Here are some examples:

• Duty: Does the character feel compelled to help people in trouble?

• Revenge: Is the character vengeful, or do they turn the other cheek?

• Punishment: Does the character believe in an eye for an eye or that people can change?

• Trust: Does the character think others are trustworthy or are they wary of others?

• Lying: Does the character ever lie? When is it acceptable?

• Cheating: Does the character ever swindle others or break the law? When or why?

• Stealing: Is it ever okay to steal from others? When is this justified and why?

• Killing: Is the character squeamish or reluctant to kill? In what circumstances would the character take a life?

What species or race? What religion? What gender? What about the young or old?

• Authority: Is the character a law-abiding or suspicious of authority figures? Do they ever question orders or law? Do they follow the law on principle, through fear of punishment or because of dogmatic belief?

• Class: How does the character relate to people in higher or lower social classes? Slaves? Servants? Untouchables? Nobles? Savages? Heathens? Criminals? Prostitutes? Merchants? Tradesmen? Can other social classes be trusted?

• Honor: Does the character have a code of honor that he or she follows? What does their code allow, what is forbidden, what is taboo and what *must* they do?

Major Life Events

Shortlist one or more significant events that the character has experienced in his lifetime and which have shaped him. Younger characters will have fewer events, older characters more:

1. Joined a profession	8. Made an enemy	15. Betrayed a friend
2. Made an ally	9. Fell in love	16. Lost a lover
3. Gained a mentor	10. Won a competition	17. Converted enemy to friend
4. Lucky break	11. Lost a fortune	18. Lost a job
5. Made a friend of an enemy	12. Ran afoul of the law	19. Social fall
6. Death of mentor or family member	13. Earned a debt of gratitude	20. Sustained a permanent injury
7. Improved social situation	14. Lost an ally	

Friends / Allies & Foes / Rivals

Friends and foes represent the character's social network. These are people with whom the character is closely acquainted.

Friends:
• Family members (siblings, parents, clansmen)
• Contemporaries, friends, colleagues, allies
• Comrades, fellow soldiers or students
• Merchants and traders
• Patron, sponsor or benefactor
• Criminal associates or underworld informants
• Blood brothers

Foes:
• Elder
• Family members (siblings, parents, clansmen)
• Rival/Contemporary
• Official or officer
• Feud-mate
• Infiltrator, turncoat or traitor

Woes

Woes are ongoing "background" problems that continue to plague the character and which could influence the campaign.
• Owes Hadda the Fat 50gp, and he wants it pronto
• Cursed lineage
• Estranged from family
• Engaged in a blood-feud with rival family

Goals

What makes the character tick. What's in it for him and how does he have to twist a task to suit his goals?

Short term goals:
• Survive until lunchtime
• Earn some gold
• Have fun in life
• Bring joy to others
• Resist the system
• Find or purchase better equipment
• Join a guild, order or sect
• Improve your skills
• Find and solve mysteries
• Sucking up to peers at all costs
• Explore a dungeon, ancient tomb or rat infested cellar

Long term goals:
• Defeat the evil tyrant
• Climb in social status / join the middle class / aristocracy
• Become the mayor, / prince / king of a land / town / area
• Explore other lands
• Avenge a deep hurt
• Earn unimaginable riches
• Lead an army
• Conquer time *and* space