

# Character Creation

This will guide you through the process of developing a character to begin an adventure with! Are you looking to be a fantastical hero, a diabolical villain or just explore a world of limitless possibilities with your new found superpowers?

You can get as creative as you like with some of the personal details. Think up a name and an alter ego if you want. Describe their appearance and create a backstory, as detailed or as ambiguous as you see fit. Depending on the character's backstory, it may be necessary to state their reputation.

## 1) **Species selection**

Select, or roll to determine (depending on the rules which you have chosen) your character's species.

## 2) **Health**

Roll the dice in the chosen species health section, then add this value to your character's species health (SH) to determine your character's health points (HP).

## 3) **Willpower**

Roll to determine your character's willpower (add the values of your species specific dice rolls).

## 4) **Vitality**

Roll to determine Unique Vitality, then add  $\frac{1}{4}$  of the characters maximum health to know the character's current Vitality.

## 5) **The 6 Central Stats**

Roll for the 6 central stats (3D6 per stat, adding each set of 3D6 together to generate 6 values). These values can be assigned to the 6 central stats in any arrangement of your choosing. Now roll an additional 2D4s; subtract the result of this dice roll from your choice of the central stats, if applicable to your character's species.

## 6) **Move Speed**

Roll to determine your character's move speed.

## 7) **Character weight**

Roll to determine your character's weight, the final value of weight is then in kg.

## 8) **Superpowers**

Choose superpower(s) if applicable.

## 9) **Personal specialties**

Select personal specialties, bonuses to your auxiliary stats (+6 points).

## 10) **Personal flaws**

Select personal flaws, minuses to your auxiliary stats (-6 points). NB: you are unable to balance specialties with flaws, in order to have neutral auxiliary stats. Refer to page 9 for a list of these auxiliary stats.

## 11) **Trades and proficiencies**

- All characters start off with 4 levels to be chosen for trades or proficiencies.
- Check Trades and proficiencies for further information.

## 12) **Personality**

Select 1 vice and 1 virtue for your character, well as write down their likes, dislikes, fears, obsessions.

### **13) Starting equipment**

Choose a miscellaneous item for your character to possess from the start of the game (cannot be a weapon, single stone or armour, unless your species specifies otherwise).

## **Species**

There are eight species, one of these can be chosen or randomly appointed via a dice roll (D8):

- 1) Human
- 2) Super Human
- 3) Anomaly
- 4) Shadow (Husk) - Wraith
- 5) Archling (Husk) - Demon
- 6) Omegan

NB: the maximum player level of all species is 30 husk powers and cybernetics levels do not count towards these.

### **Human**

Natural damage dice: D4.

No superpowers, therefore unaffected by animite damage. This species can also start with a basic weapon.

Human character creation:

- Species Health:  $d10+10$
- Species willpower :  $4D4$
- Species vitality :  $2D4$
- Physical melee range: 2m
- Species movement speed:  $3d10+5$
- Species body weight:  $2d4 \times 20$
- Select a starting item, this can be either a weapon or a miscellaneous item. Weapons may be from the existing list, or custom (please read custom weapon rules). The material of this weapon is decided by the material randomiser.
- Finally, this character has a boost of 2 extra trade levels, which means this character starts off with 6 trade / proficiency levels in total.
- Skill harmony: this race can achieve 2 skill harmony perks, unlike other races. (This is a proficiency/ trade based perk)

## Super Human

Those who are superhuman have one random (or chosen ) power, go to 'Super power selection' on page (Blank).

This species takes animite damage.

### Superhuman character creation

- Species Health: d10+10
- Species willpower : 2D4
- Species vitality : 3D4
- Physical melee range: 2m
- Species movement speed: 3d10+5
- Species weight multiplier: 2d4x20
- Select a miscellaneous item to begin the game with.
- Choose a superpower from the powers listed on pages 6-8 of this document (for further explanations of these powers, refer to the Power Compendium). This superpower may be chosen randomly, using the Power Selection table on page 6, but this is not mandatory.
- Power discovery :
  - the player starts with an array of different perks to choose based on how they first discovered their powers.
  - 1) Discovery via tedious / mundane task : User can skip S-P / SPMA roll check once a day.
  - 2) Discovery via rescue : The user can react to an attack that isn't directed at them so long as the target is within their powers range, once every long rest.
  - 3) Discovery via tragedy : The user has a fear that, if they come into contact with, they have advantage with using their powers to fend off or flee away from it for 1d4+1 minutes /in combat rotations.
  - 4) Discovery via fight : When in combat, the user can either deal 2x more damage , heal 2x more , or resist 2x more than usual for one attack / one action, once a day.
  - 5) Discovery via accident : User rolls disadvantage when using powers on purpose however, when rolling reactively the user rolls advantage. (Until the user's S-P or SPMA modifier is more than 5+, however this ability is removed).
  - 6) Discovery via self evident experience : User rolls advantage with their powers but only in the exact or heavily similar environment/ situation that birthed their powers.
  - 7) Discovery via gift : Due to the user being given this power, the user was originally a human so they can roll an extra d4 to add to their willpower.
  - 8) Discovery via desire : User either has a power that they desperately wanted or deeply hates, meaning the user can roll insight on anything to see if it's their power's weakness, if they succeed with a 15+ on insight they roll advantage with evasion or another stat to avoid said weakness. This ability resets immediately when the user insights a new thing (even if failed).
  - 9) Discovery via theft : Since the user stole or tricked someone into giving them the power they currently have the user has the ability to roll deceit with advantage once a day and can even reroll a deceit once a day.
  - 10) Discovery via conduit :User starts with a blood transfused item / weapon that helps / enables the users powers. If the user is away from this item they roll disadvantage until they get it back or another blood infused item. (user must get to power or SPMA level 10 or have an S-P modifier of +10 to remove the disadvantage).
  - 11) Discovery via lineage :
    - User gains one of 4 abilities : (1). The user gains advantage with intimidation, diplomacy, or nerve whenever their powers are being used or shown. (2).User can learn the first 5 levels of one trade /proficiency with advantage as well as that trade requires half the amount of xp required till level 5. (3). User is well known and therefore the user can roll advantage with seduction, persuasion, or taunt to those who know the user's lineage. (4). The user rolls advantage with power knowledge when it comes to their powers or powers similar to theirs.
  - 12) Discovery via experiment : The user of the power(s) knows their own abilities inside and out, this grants them the ability to start with levels in their powers via sacrificing levels in trades

- 13) Discovery via new generation / unique circumstances: The user of this power has known for a while there is or was something different about their power, this discovery starts the character with a unique attribute based on their powers. (Check the signatures page for more information.)

### **Power prestige :**

- Once a super human has levelled up to 10 on their powers they can choose to level themselves up again instead of levelling their character level to 20. This allows the player to get abilities they didn't get the first time around, more buffs, or "Iron Clad" an existing ability which the player can make the requirement of that ability lower or expand its time limit by 1 increment higher. If the player cannot "Ironclad" the ability they can instead grant themselves a buff or an SPMA that doesn't count towards their SPMA level. The player cannot get the opposite evolution or mutation than the player took, however to "iron clad" the evolution/mutation the player can ; increase any time limits on transformations to unlimited time, decrease the roll requirement by 1 increment, make "once a day" usage abilities be able to be used multiple times however the roll requirement increases by 1 increment after every use, the player can grant themselves a master level skill without needing to be master level with SPMA, or the player can grant themselves a buff worth 2 buffs. Each level after level 10 is 250 for each prestige power level.

### **Crossborne**

This species is able to have two powers, however, also takes 2x animate damage.

Anomaly character creation:

- Species Health: d10+10
- Species willpower : 2D4
- Species vitality : 3D4
- Physical melee range: 2m
- Species movement speed: 3d10+5
- Species weight multiplier: 2d4x20
- Select a miscellaneous item to begin the game with.
- Choose a superpower from the powers listed on pages 6-8 of this document (for further explanations of these powers, refer to the Power Compendium). The second superpower must be selected randomly, using the Power Selection table on page 6. Both powers may be selected randomly, using the same method, but this is not mandatory.

### **Balance :**

- An anomaly cannot use both powers together at the same, nor can they utilise both powers in one attack, however when both powers are at the same level (5 or 10) then the user gains the ability, "Balance".
- This ability allows the user to use both powers together as they have both merged and even merge the two power's separate S-P modifiers (not allowing any higher than +10).
- The player can choose to take balance when both powers are level 5, however, the player is not allowed to level up either powers any further afterwards.

## Duskmorne (Husk)

| Species   | Statistical Differences              | Physical attributes                                                                                        |
|-----------|--------------------------------------|------------------------------------------------------------------------------------------------------------|
| Duskmorne | Super Dex +1<br>Passive Night Vision | Humanoid shape and height varies between 4 and 7 feet. Skin colour is typically pale white or pitch black. |

These sub-species are humans who have mutated into creatures akin to monsters. Although husks possess three superpowers, (refer to the Husk Power list on page 9) they take triple animate damage as a consequence. The two subspecies have a few statistical differences, (as listed above) however, the other processes/stats involved in wraiths' character creation are the same:

- Species Health: d12 (instead of d10) +15
- Species willpower : 2D4
- Species vitality : 4D4
- Physical melee range: 2m
- Species movement speed: 9
- Species body weight: x20
- Select a miscellaneous item to begin the game with.
- The powers of any husk can either be chosen or can be selected randomly, by rolling a D4 to select a power from each category from the list of Husk Powers on page 8, according to your character's race (wraith or demon).
- Select 1 physical mutation (individual from superpowers) for your character to possess, either randomly (roll 1 D4) or by choice from the following list:
  1. Additional arms -can grab double the amount as the user now has two additional arms, can deal hand to hand damage twice in one turn, once per day (technique: Four-arms thrash)
  2. Fangs - roll 1d8 piercing damage when biting.
  3. Claws - can deal an extra +4 slash damage with melee.
  4. Freakish Tongue - tongue can extend up to 15 feet and can grab objects or people using strength rolls.

## Pallorin (Husk)

| Species         | Statistical Differences | Physical attributes                                                                                         |
|-----------------|-------------------------|-------------------------------------------------------------------------------------------------------------|
| <b>Pallorin</b> | Super Dexterity +2      | Humanoid shape and height varies between 4 and 7 feet. Skin colour is typically pale white or greyish skin. |

These sub-species are humans who have mutated into creatures akin to monsters. Although husks possess three superpowers, (refer to the Husk Power list on page 9) they take triple animate damage as a consequence. The two subspecies have a few statistical differences, (as listed above) however, the other processes/stats involved in wraiths' character creation are the same:

- Species Health: d12 (instead of d10) +15
- Species willpower : 2D4
- Species vitality : 4D4
- Physical melee range: 2m
- Species movement speed: 9
- Species body weight: x20
- Select a miscellaneous item to begin the game with.
- The powers of any husk can either be chosen or can be selected randomly, by rolling a D4 to select a power from each category from the list of Husk Powers on page 8, according to your character's race (wraith or demon).
- Select 1 physical mutation (individual from superpowers) for your character to possess, either randomly (roll 1 D4) or by choice from the following list:
  1. Additional arms -can grab double the amount as the user now has two additional arms, can deal hand to hand damage twice in one turn, once per day (technique: Four-arms thrash)
  2. Fangs - roll 1d8 piercing damage when biting.
  3. Claws - can deal an extra +4 slash damage with melee.
  4. Freakish Tongue - tongue can extend up to 15 feet and can grab objects or people using strength rolls.

## Archlinian (Husk)

| Name       | Statistical Differences | Physical attributes                                                                          |
|------------|-------------------------|----------------------------------------------------------------------------------------------|
| Archlinian | Super Constitution +2   | Humanoid shape, height varies between 4 and 8 feet. Skin colour varies between pink and red. |

Archlinians have increased physical durability, and are usually seen as aggressive beings, Humans who have mutated into creatures akin to monsters. Although husks possess three superpowers, (refer to the Husk Power list on page 8) they take triple animite damage as a consequence. This subspecies has a few statistical differences, (as listed above) however, the other processes/stats involved in demons' character creation are the same:

- Species Health: d12 (instead of d10)+15
- Species willpower :2D4
- Species vitality : 4D4
- Physical melee range: 2m
- Species movement speed: 5
- Species body weight: x30
- Select a miscellaneous item to begin the game with.
- The powers of any husk can either be chosen or be selected randomly, by rolling a D4 to select a power from each category from the list of Husk Powers on page 8, according to your character's race (wraith or demon).
- Select 1 physical mutation (individual from superpowers) for your character to possess, either randomly (roll 1 D4) or by choice from the following list:
  - Horns - grants 1d6 of pierce damage to head butting.
  - Wings - grants flight based on strength rolls 15 or above. (Wings grant flight of 10m +1m for every point in Str and +5m for every +1 SpStr modifier).
  - Tail - an extra extremity protruding from the lower back, can use strength through it.
  - Additional arms - two additional arms, which can be used to great effect in both combat and daily tasks; can deal hand to hand damage twice in one turn, once per day (technique: Four-arms thrash).

## Thracian (Husk)

| Name     | Statistical Differences | Physical attributes                                                                          |
|----------|-------------------------|----------------------------------------------------------------------------------------------|
| Thracian | Super Strength +2       | Humanoid shape, height varies between 4 and 8 feet. Skin colour varies between pink and red. |

Thracians have increased physical strength, and are usually seen as aggressive beings, Humans who have mutated into creatures akin to monsters. Although husks possess three superpowers, (refer to the Husk Power list on page 8) they take triple animite damage as a consequence. This subspecies has a few statistical differences, (as listed above) however, the other processes/stats involved in demons' character creation are the same:

- Species Health: d12 (instead of d10)+15
- Species willpower :2D4
- Species vitality : 4D4
- Physical melee range: 2m
- Species movement speed: 5
- Species body weight: x30
- Select a miscellaneous item to begin the game with.
- The powers of any husk can either be chosen or be selected randomly, by rolling a D4 to select a power from each category from the list of Husk Powers on page 8, according to your character's race (wraith or demon).
- Select 1 physical mutation (individual from superpowers) for your character to possess, either randomly (roll 1 D4) or by choice from the following list:
  - Horns - grants 1d6 of pierce damage to head butting.
  - Wings - grants flight based on strength rolls 15 or above. (Wings grant flight of 10m +1m for every point in Str and +5m for every +1 SpStr modifier).
  - Tail - an extra extremity protruding from the lower back, can use strength through it.
  - Additional arms - two additional arms, which can be used to great effect in both combat and daily tasks; can deal hand to hand damage twice in one turn, once per day (technique: Four-arms thrash).

## Omegan

Super beings that due to whatever circumstances, their bodies are more durable, some believe they are the next stage of human evolution in this superhuman world. Omegans have the capability to hold powers that no other creatures can handle due to the extreme power and the 'meta' nature of them is often mistaken for deific powers, hence where their race's namesake.

- Species Health: d10+15
- Species willpower : 3D4
- Species vitality : 3D4
- Physical melee range: 2m
- Species movement speed: 3d10+5
- Species weight: 2d4x20
- Choose or roll for omegan power
- Power level cap : 10

# Superpowers (Superhuman / Crossborne)

To get a random power roll 1d10 and 1d8 and see which power(s) the character acquires. Powers are selected by the first number being column and the second number rolled being row, see the table below.

| Power Selection | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  |
|-----------------|----|----|----|----|----|----|----|----|
| 1               | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  |
| 2               | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 3               | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 4               | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
| 5               | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 6               | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 |
| 7               | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 |
| 8               | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 |
| 9               | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 |
| 10              | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |

1. Fire mimicry
2. Water mimicry
3. Living lightning
4. Gel/Slime
5. Melee Weapon physiology
6. Ranged Weapon physiology
7. Inorganic shapeshifting
8. Organic shapeshifting
9. Space
10. Structure
11. Nature
12. Amalgamation
13. Wasp physiology
14. Canine physiology
15. Frog physiology
16. Spider
17. Turtle
18. Bird
19. Big cat
20. Shark
21. Rino
22. Crocodile
23. Dragon
24. Basilisk
25. Kraken
26. Phoenix
27. Absolute strength
28. Speedster physiology
29. Rubber physiology
30. Ocular powers
31. Hyper agility
32. Cloning
33. Body augmentation
34. Adaptive mind
35. Flight
36. Teleportation
37. Telepathy
38. Copying
39. Emotional Empowerment
40. Kinetic Empowerment
41. Photonic Empowerment
42. Absorption Empowerment
43. Healing factor
44. Dermal armour
45. Adaptability
46. Intangibility
47. Projectile enhancement
48. Energy beam emission
49. Sound manipulation
50. Pyrokinesis

- |                              |                                 |
|------------------------------|---------------------------------|
| 51. Electrokinesis           | 66. Conjuring                   |
| 52. Poison generation        | 67. Energy mimicry              |
| 53. Chemistry manipulation   | 68. Sphinx (monomorph)          |
| 54. Effigy animation         | 69. Fish (monomorph)            |
| 55. Combustion manipulation. | 70. Crustaceans (monomorph)     |
| 56. Biology manipulation     | 71. Kitsune(monomorph)          |
| 57. Hydrokinesis             | 72. Elephant (monomorph)        |
| 58. Terrakinesis             | 73. Natural elemental stockpile |
| 59. Aerokinesis              | 74. Cryogenesis                 |
| 60. Telekinesis              | 75. Matter eating               |
| 61. Shockwave emission       | 76. Bat (monomorph)             |
| 62. Absorption regeneration  | 77. Horse (monomorph)           |
| 63. Decay                    | 78. Bear (monomorph)            |
| 64. Power Catalyst           | 79. Shadow manipulation         |
| 65. Gas mimicry              | 80. Empath                      |

# Husk Powers

These pages are a set of powers that are added to characters that have been experimented on in the husk laboratories. superhumans mutated so much that they've become a new species of human. Those who choose this race must choose 1 power from each of the 3 categories.

## Combat

- 1) Life drain
- 2) Super dexterity
- 3) Tendril manipulation
- 4) Biological melee limbs
- 5) Psycho touch
- 6) Elemental breath/Sonic screech
- 7) Super strength
- 8) Animite energy dispersal
- 9) Dark touch
- 10) Matter merge

## Defence

- 1) Regenerative Shedding
- 2) Elemental blood
- 3) Self softening
- 4) Super wisdom
- 5) Wall fazing
- 6) Super durability
- 7) Adaptive regeneration
- 8) Elemental empowerment stockpiling
- 9) Elemental aura skin
- 10) Reactive skin

## Special

- 1) Invisibility
- 2) Blood control
- 3) Aura detection
- 4) Biological symbiosis/possession
- 5) Super intelligence
- 6) Enlargement
- 7) Environmental symbiosis
- 8) Animite sharing (healing)
- 9) Super charisma
- 10) Mutation control

## Omegan powers

Roll a d10 to determine your power or choose for yourself.

| Omegans |                 |
|---------|-----------------|
| 1       | Animon Child    |
| 2       | Void Child      |
| 3       | Time Child      |
| 4       | Havoc Child     |
| 5       | Titan Child     |
| 6       | Spatial Child   |
| 7       | Fortune Child   |
| 8       | Truth Child     |
| 9       | Toon child      |
| 10      | Mortality child |