

Character Creation Cheat Sheet

Attributes
Brawn
Agility
Stamina
Reasoning
Perception
Will

Free Traits & Levels	
Attributes	3
Skills	30
Gifts	1
Faults	0
Powers	0*
*Will vary by genre	

Misc Default Values	
Luck	3
Scale	0
Income	Fair
All of these traits can be increased and decreased by taking gifts and faults.	

Cost for Specific Skill Levels		
Desired Level	Non-Existent	Poor
Superb	7	5
Great	6	4
Good	5	3
Fair	4	2
Mediocre	3	1
Poor	2	0
Terrible	1	-1

Cost for Shifting Traits
1 attribute level = 3 skill levels
1 gift = 6 skill levels
1 gift = 2 attribute levels

Table 4-1: Gifts		
Adrenaline Rush	Foreign Tech	Quick Reflexes*
Always Keep Your Cool	Grapevine (pick type)*	Rapid Reload
Ambidexterity	High Pain Threshold*	Refuge*
Animal Empathy	Increased Income*	Savoir-Faire
Artful Dodger	Inheritance *	Shot on the Run
Attractive*	Keen Sense (pick one)*	Single minded
Beautiful speaking voice	Lucky*	Skill Specialization
Blind-Fight	Never forget a feature (pick one)	Stunning Fist
Born to Money	No Identity	Sucker Punch*
Contact (pick one)*	Offensive Driver	Tough Hide*
Danger Sense*	Passionate (pick one)	Trustworthy
Defensive Driver	Patron (pick one person)	Two-Weapon Fighting
Diplomatic Immunity	Perfect Timing	Well-Traveled
Famous	Presumed Dead	
Favor (pick one person)	Quick Draw	
* These gifts can stack.		

Table 4-2: Faults				
Absent-Minded	Cursed	Hunted	Multiple Personality	Softhearted
Addiction	Decreased Income	Hunting	Obligation	Stubborn
Alienated	Defeated	Impulsive	Obsession	Submissive
Ambitious	Easily Distracted	Indecisive	Outlaw	Tunnel Vision
Amnesia	Enemy	Intolerant	Overconfident	Unlucky
Amorous Heartbreaker	Finicky	Lazy	Overly Talkative	Vain
Attention Hog	Foolish Bravery	Lecherous	Pacifist	Vendetta
Blunt & Tactless	Jinxed	Lost or Forbidden Love	Phobia	Violent when enraged
Bossy	Glutton	Low Pain Threshold	Practical Joker	Vow
Code of Behavior	Gossip	Machismo	Quick-Tempered	Worry Wart
Compulsive Behavior	Greedy	Manic-Depressive	Rivalry	Zealous behavior
Coward	Gullible	Melancholy	Secret Identity	
Curious	Handicap	Mistaken Identity	Socially awkward	

Table 3-1: Mental Skills

Skill	Default	Skill	Default	Skill	Default
Animal Care	NE	Engineering (pick a type)	NE	Profile	NE
Appraise	Poor	First Aid	Poor	Psychology	NE
Area Knowledge	Poor	Forgery	Poor	Read Lips	Poor
Autopsy	NE	Hypnosis	NE	Religion (pick one)	Poor
Business Sense	Poor	Interpret Language	NE	Repair Device (pick one)	Poor
Computer Use	NE	Knowledge (pick one)	Poor	Research	Poor
Concentrate	Poor	Language (pick one)	NE	Ritual (pick one)	NE
Cryptozoology	Poor	Nature Lore	Poor	Science (pick one)	NE
Culture (pick one)	Poor	Navigate	Poor	Streetsmarts	Poor
Decipher Script	NE	Notice	Poor	Surgery	NE
Demolitions	NE	Occult Knowledge	Poor	Surveillance	Poor
Diagnose	NE	Pantomime	Poor	Train Animal	NE
Direction Sense	Poor	Parapsychology	NE	Treat Injury	NE
Disable Device (pick one)	NE	Photography (pick type)	Poor	UFOlogy	Poor
Disguise	Poor	Primitive Tools	Poor	Write	Poor

Table 3-2: Physical Skills

Skill	Default	Skill	Default	Skill	Default
Acrobatics	Poor	Hide Traces	Poor	Shadow	Poor
Balance	Poor	Jump	Poor	Sleight of Hand	Poor
Brawl	Poor	Martial Art (pick one)	NE	Stealth	Poor
Breaking & Entering	Poor	Mimic Animal Noises	Poor	Swim	Poor
Climb	Poor	Pick Lock	Poor	Throw	Poor
Craft (pick type of item)	Poor	Pick Pocket	Poor	Track	Poor
Dodge	Poor	Pilot (pick craft)	NE	Weapon (pick one)	Poor
Drive (pick vehicle)	Poor	Ride Animal (pick one)	NE	Zero-G Maneuver	Poor
Escape Artist	Poor	Run	Poor		
Fish	Poor	Sail	Poor		

Table 3-3: Social Skills

Skill	Default	Skill	Default	Skill	Default
Bluff	Poor	Haggle	Poor	Perform	Poor
Camaraderie	Poor	Hold Your Liquor	Poor	Persuade	Poor
Diplomacy	Poor	Innuendo	Poor	Seduce	Poor
Etiquette	Poor	Interrogate	Poor	Sense Motive	Poor
Gamble	Poor	Intimidate	Poor	Tall Tales	Poor
Gather Information	Poor	Oratory	Poor	Uplift Spirits	Poor

Table 5-1: Standard of Living Resource Tickets

Income	Tickets	Description
Superb	10	Rich: owns more than one home, vehicles, lots of expensive items, etc.
Great	7	Upper middle-class: owns big house, multiple new cars, plenty of big items, etc.
Good	5	Middle-class: owns house or condo, new car, some big items, etc.
Fair	4	Lower middle-class: Rents a decent apartment or owns a small house or trailer, owns a used car, and a few big items.
Mediocre	3	Lower class: rents an apartment, owns an old car, and a couple big items.
Poor	2	Poor: rents a room, has no car, and has little to no big items.
Terrible	1	Homeless: owns only a handful of small items.