	Character Burner									· · · · · · · · · · · · · · · · · · ·			
1. Character Concept:	Recommended #LPs:									3. Age Time + Leads =			
¥	2. Lifepaths								Starting character age.				
Lifepath		Time	Lead	Res	Stat	Skill	Gen	Trait			- L		
Born			· · ·						44 Con	4. S sult the	Stats	rt	
									Using th	he chara	cter's ag	e, consu	
									the applicable age chart to find his starting base stat pools. Add				
									in M an	d P bon	ises from	n LPs.	
									Mental Pool:				
									- Physical Pool:			_	
									4B. Divide           Divide Mental Pool between W           and Perception.		waan W/i		
											veen wn		
									Will [	Pe	Perception 🗌		
									Divide Physical				
									Agility,	Speed, 1	Power a	ind Fort	
									Powe	r 🗌 l	Forte	]	
	Totals:								Aginț	y 🗌 S	speea ∟		
	5. Skil	ls						6	6. Traits	5			
Skill	1	1	ices   Fi	nal Ex	ponent	Trait				Req	Cost	Туре	
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t <mark>1</mark>													
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Carried and the second se							
7. Attributes	Resource Point Expenditures						
<b>Health Health He</b>	Item (gear, relationships, affs, etc.)	Cost Notes					
Steel							
Steel starts at base 3 and the final result is determined by the Steel w questions on page 91 of the CB.							
Reflexes							
Mortal Wound Mortal Wound is the average of Power and Forte (rounded down) plus a base of 6.							
<b>Emotional Attribute</b> Faith, Greed, Grief, and Hatred are a few examples of Emotional Attributes. The rules for factoring the exact exponent for each attribute are varied. See the appropriate chapter in the CB for more on each one.							
<b>8. Resource Points</b> Take the Resource points (rps) from the lifepaths. Using the general Relationships costs and specific Gear lists for your chosen race/culture spend the points on the stuff you need.							
Total Resource points from LPs:							
<ul> <li>Relationship Costs</li> <li>A relationship with a character who is considered powerful and who plays a large role in the game setting costs 15 rps.</li> </ul>							
• A relationship with a character who is considered significant or important to the game setting is 10 rps.							
• A relationship with a character who plays a minor role in the setting or situation costs 5 rps.							
• Immediate family relationships are -2 rps.	<b>9. Resources and Circles Abilities</b> Total the resource points the player spent on his character's <i>property</i> , <i>reputations</i> and <i>affiliations</i> —not relationships, spells or gear. Property is specifically designated in the resources lists. Divide by 15. Round down.						
• Other family relationships (cousins, aunts, etc.) are -1 rps.							
• Relationships involving bonds of romantic love are -2 rps.	5 exponent points may be spent for a Gray	shade.					
• Forbidden relationships are -1 rps (the Bishop who pals around with the bandit king, for example).	Resources						
• Relationships that are hateful, are rivals or are extremely unfriendly to the character are -2 rps. (Enemy of the king? 13 rps.)	<b>Circles</b> Starting Circles is half Will exp, rounded d if 50 or more rps were spent on property a						
Relationship have a minimum cost of 1 rp.	10. Physical Tolerances						
<ul> <li>Affiliations</li> <li>1D, 10 rps. A small, local or specialized group</li> <li>2D, 25 rps. A large, regional or expansive group</li> <li>3D, 50 rps. A national, powerful or ruling group</li> </ul>	Superficial is half Forte rounded down plus 1. Mortal Wound is factored as an attribute in step 7. Place the other wounds between these at half Forte rounded up steps from the previous tolerance. Mark these on your character sheet.						
Reputation	11. Beliefs and	Instincts					
<ul> <li>1D, 7 rps. Local or minor reputation</li> <li>2D, 25 rps. Regional or notable reputation</li> <li>3D, 45 rps. National or major reputation</li> <li>Gear</li> <li>See the individual character stock lists in their respective chapters.</li> </ul>	This is the last major stage for character burning. Before you hit play, get together with your GM and discuss appropriate Beliefs and Instincts for the character and how to tie them into the situation at hand. I even recommend discussing them with the group at large. But don't write them here! Christen your new character sheet with your Beliefs and Instincts. Make them the first thing you write!						
Stray Resource Points You can always buy a minor close family, forbidden or hateful relationship. We recommend it. It's one point for a fun skeleton in your closet. Or you can buy a piece of armor—a gambeson—for one point. You can buy spikes, weights and beaks for your weapons. You can also buy a leaky shack if	<b>12. Nam</b> Name your character and you're finished.	e!					

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