THE STRANGE

CHARACTER SHEETS

AND CHARACTER CREATION WALKTHROUGH

CHARACTER CREATION WALKTHROUGH

Follow these steps to create your character for *The Strange*.

1 GET PREPARED

Print out the two-sided main character sheet (the one pictured below) to create your character in her homeworld (which is most likely Earth).

Along the top of the sheet, you'll see a place to write your character's name, descriptor, type, focus, and starting world or recursion. Beneath that, you'll see a place for all of your character's stats, skills, abilities, and equipment.

On the back of the sheet, you'll see a place for your character's background, portrait, notes, and advancement tracking.

2 CHOOSE YOUR CHARACTER DESCRIPTOR, TYPE, AND FOCUS

Starting at the top of the sheet, record your character's name, descriptor, type, and focus to complete the sentence.

For this example, let's say I am an Appealing vector who Conducts Weird Science on Earth.

3 FILL IN YOUR STAT POOLS, AS DETERMINED BY YOUR TYPE

First, take a detailed look at your type, because that's where you'll get your Pool starting values. Fill in those values under Might, Speed, and Intellect Pool.

For my vector, my starting values are Might 10, Speed 10, and Intellect 8, plus 6 additional points to spread between the Pools. I'm going to add 3 points to Might, 1 to Speed, and 2 to Intellect, for totals of: Might 13, Speed 11, and Intellect 10.

Your descriptor might also add to your Pools. Feel free to check

your descriptor now to see if it gives you additional points, and, if so, add them to the appropriate starting Pool.

My descriptor of Appealing gives me +2 to my Intellect Pool. This increases my starting stat Pool numbers to Might 13, Speed 11, and Intellect 12.

4 FILL IN YOUR EDGE STATS, AS DETERMINED BY YOUR TYPE

My vector has a Might Edge of 1, a Speed Edge of 1, and an Intellect Edge of 0.

5 WRITE IN ADDITIONAL STATS AND ABILITIES, AS DETERMINED BY YOUR TYPE

Note any Effort, skills, and cypher limits, as well as any special abilities provided by your type. These include moves, revisions, and twists. Be sure to write down the cost (if any) of any special abilities and to note whether you are trained (T) or specialized (S) in a skill.

My vector has an Effort of 1 and a cypher limit of 2.

Under Skills, I'll note that I'm trained in Speed defense when not wearing armor. I am also trained in two skills of my choice. I'll choose jumping and running. All of these will be listed as skills under Speed, and I'll mark the T to show that I'm trained (not specialized) in them.

Under Special Abilities, I'll note that I am Practiced With All Weapons. All of the PCs can also translate as a special ability. As a vector, I am most effective at easing a translation.

As a vector, I can also choose two moves, so I'll take Bash and Fleet of Foot.

6 WRITE IN ADDITIONAL STATS AND ABILITIES, AS DETERMINED BY YOUR DESCRIPTOR & FOCUS

If you haven't already added any additional points from your descriptor and focus to your starting Pools, do so now. Add any additional skills or equipment from your descriptor and focus as well.

Appealing means that I am trained in pleasant social interactions and resisting persuasion or seduction; I'll list these as trained skills under Intellect.

I'll also add that my focus, Conducts Weird Science, means that I am trained in one area of scientific knowledge of my choice. I'll add chemistry to my skills list under Intellect.

Most foci also give you a special ability. Feel free to look at your focus now and add any special abilities.

My focus, Conducts Weird Science, gives me a special ability called Lab Analysis.

7 CHOOSE YOUR POSSESSIONS, AS DETERMINED BY YOUR TYPE

The possessions that you start the game with are dictated by your type and include weapons, armor, packs, and other gear. If you wear armor, or if you have a special ability that grants you Armor, note the total amount of Armor in the space provided.

Check to see if your descriptor gives you additional possessions, such as equipment or extra money.

My focus allows me to start the game with street clothes, a science field kit, light tools, a pen knife, a smartphone, and $2,000.

8 LIST YOUR ATTACKS

Attacks are based on your chosen weapons and your moves, revisions, or twists.

My focus doesn't include a weapon, so I will ask my GM if I can spend some of my money to purchase a medium handgun for $700.00. Then I can list that weapon as doing 4 points of damage.

9 ADD YOUR STARTING CYPHERS

Your GM will provide you with starting cyphers, if any.

10 INCLUDE YOUR BACKGROUND

The aspects of your character can help define your background. Your type gives you some general information about your experience in the world and society, your descriptor gives you an initial link to the first adventure, and your focus gives you a connection to the other PCs. You can list these on the back of your character sheet.

For my link to the first adventure (descriptor), I'll say that I got involved by pure happenstance. For my connection to another PC (focus), I'll talk to one of the other players, and we'll work it out that he asked me to design a gun that could shoot through walls.
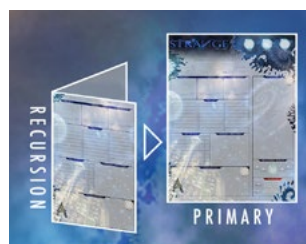
11 DURING PLAY, NOTE DAMAGE TRACK, RECOVERY ROLLS, AND XP

During gameplay, keep track of how many recovery rolls you've used each day and where you are on the damage track. (If you're hale or dead, you won't need to mark anything; otherwise, it's important to make a note of your status on the damage track.) The 1D6+ box is for recording the amount that you add to your recovery rolls; this number is usually your current tier, but it can be altered by various modifiers.

Additionally, note what tier you are and how many experience points you currently have.

Last, there is space on the back to mark off your advancement progress, which allows you to track how you spend XP to advance to the next tier.

12 KEEP GOOD NOTES

The notes section is designated for events and experiences that happen to your character once the game begins.

13 ADDING A NEW RECURSION

When your character is ready to go to a new recursion, print out the recursion sheet (pictured below). You'll see that if you fold it along the FOLD HERE line and wrap it horizontally over the main character sheet, it fits perfectly over the parts of the character sheet that could change when you go to a new recursion.

When you switch recursions, your clothing, belongings, and focus are likely to change (unless you're using a draggable focus). Thus, you'll want to add any new stats and equipment that you gain from your focus. Your cyphers will carry over to the new recursion, but you'll want to make a note about their new appearance after you translate. You can also add a new portrait to the back side, if your character's appearance changes (some foci, such as Embraces Qephilim Ancestry, provide you with a new appearance, or you can work out a new look with your GM).

When I translate to Ardeyn, I choose a new focus. Thus, I change from an Appealing vector who Conducts Weird Science to an Appealing vector who Embraces Qephilim Ancestry. Now I look like a qephilim, and I trade my Earth focus equipment, abilities, and skills for ones that work with my new focus in Ardeyn.

THE STRANGE

TIER

EFFORT

XP

NAME

IS A DESCRIPTOR TYPE WHO

↯ RECURSION SHEET HERE ↯

FOCUS ON RECURSION

• MIGHT •

• SPEED •

• INTELLECT •

POOL	CURRENT	EDGE

POOL	CURRENT	EDGE

POOL	CURRENT	EDGE

• SKILLS •

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• ATTACKS •

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• SPECIAL ABILITIES •

• EQUIPMENT •

ARMOR

MONEY

• CYPHERS •

LIMIT

↕ RECURSION SHEET HERE ↕

• RECOVERY ROLLS •

☐ 1 ACTION
☐ 10 MINS
1D6+
☐ 1 HOUR
☐ 10 HOURS

• DAMAGE TRACK •

☐ IMPAIRED

+1 EFFORT PER LEVEL
IGNORE MINOR & MAJOR
EFFECT RESULTS ON ROLLS
COMBAT ROLL OF 17-20
ONLY DEALS +1 DAMAGE

☐ DEBILITATED

CAN ONLY MOVE AN
IMMEDIATE DISTANCE
IF SPEED POOL IS ZERO
YOU CANNOT MOVE.

↯ RECURSION SHEET HERE ↯

THE STRANGE

• ADVANCEMENT •

(You must have four of these to advance in Tier. Cost = 4XP each.)

☐ **INCREASE CAPABILITIES**
+4 points into stat Pools

☐ **MOVE TOWARDS PERFECTION**
+1 point to the Edge of your choice

☐ **EXTRA EFFORT**
+1 point into Effort

☐ **SKILL TRAINING**
Train in a skill or Specialize in a pre-existing skill

☐ **OTHER**
Refer to The Strange corebook

↓ RECURSION SHEET HERE ↓

• BACKGROUND •

• PORTRAIT •

• NOTES •

← RECURSION SHEET HERE →

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· PORTRAIT ·

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· SPEED ·

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· INTELLECT ·

POOL CURRENT EDGE

FOCUS

ON RECURSION

MONEY