CHARACTER CREATION WORKSHEET

Game Name: Scope: What sort of people are your characters? What sort of environment are they in? Current Issue: Sanssi Impending Issue: Name: Name: Name: FACES & PLACES Issue / Aspect: Issue / Aspect: Issue / Aspect: CHARACTER Culture: High Concept: Genotype: Trouble: Occupation: Name: CHOOSE: PHASE ONE - Your Adventure: Tech Index (from culture) Habituated Gravity Starting Equipment (page 28) **SKILLS & STUNTS:** 1 x Great (+4) 2 x Good (+3) Phase One Aspect: • 3 x Fair (+2) • 4 x Average (+1) 3 stunts for free • Buy up to 2 more for 1 refresh each 3 stunts = 5 refresh PHASE TWO - Crossing Paths: 4 stunts = 4 refresh
5 stunts = 3 refresh PHASE TRIO **EXTRAS BUDGET:** 1 aspect 2 stunts 6 skill points Phase Two Aspect: STRESS: • 2 stress boxes for physical, mental, and credit stress. Physical Stress:

Physique 1-2: +3 pt box • Physique 3-4: +4 pt box

- Physique 5+: +mild consequence

Mental Stress:

- Empathy 1-2: +3 pt box
- Empathy 3-4: +4 pt box
- Empathy 5+: +mild consequence

Credit Stress:

- Resources 1-2: +3 pt box
- Resources 3-4: +4 pt box
- Resources 5+: +mild consequence

PHASE Three - Crossing Paths Again:

Phase Three Aspect: