



# *Fading Suns* Guide to Character Generation

*Last updated May 10th, 1997*

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The page or pages of material that follow pertain to the Character Generation system for the *Fading Suns* science fiction roleplaying game. The following is a guide to the character generation process for the *Fading Suns* rpg that offers some tid-bits of advice, some warnings, and other information that players (and possibly GMs) might want to know before and during the character creation process. This set of guidelines and advice are quite subjective and are based entirely on my perceptions of the game and on the thoughts pertaining to this that I've heard from my players during the time that I've been running the game. Everything here should be taken with a grain of salt, and a liberal dose of coriander.

The sections to be found in this Guide to Character Generation include:

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## **The Character Concept**

























rationale. Don't take the cybernetic devices just because they're cool to have. Consider the ramifications of the cybernetic devices for your character, from the point of view of the personal, social, cultural, and psychological well-being of the character.

## Starting Money and Equipment

The general rule of thumb, as most GamesMasters of the system know, is that starting money and equipment is derived as a function of Benefices and Afflictions, and possibly some Blessings and Curses. Many of the Character Roles provide certain guidelines for starting equipment for characters, notably energy shields, weapons, and the like, but other possessions tend to be ignored.

The **Forbidden Lore: Technology** supplement provides some guidelines for economics in the universe of the Fading Suns, and there are plenty of of guidelines for salaries, yearly earnings, stipends, and the like there. But that covers mere money; it doesn't deal with the concept of family heirlooms, personal items (like photos of a beloved family member and the like) that a character might have, and other such mundane items. The player should sit down and think about the type of starting items and equipment he or she would want. When a list is prepared and presented to the GamesMaster, the player and the GM can hammer out some sort of compromise between them of what the player character can start the game with.

The player should think of personal items, objects and other stuff that is personal in nature, that has *meaning* for the player character. Other items, such as hygienic kits or items, timepieces, work clothes, casual clothes, identification card and credit chits, and so forth should be considered by the player for his or her character. Player character should also be permitted by the GM to start with some money in their pockets. Social class, standing, and group affiliation might have something to do with a character's starting monies, but the GM should come up with a reasonable means of determining starting money-in-hand for the characters.

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