

► 2. Chapter Two: Character Design

Perk List

Accelerated Healing	4	
ACUTE SENSES (SPECIFIC)		
Hearing	1	
Sight	1	
Smell/Taste	2 each	
Ambidextrous	1	
Animal Companion	1-8 (depending on the usefulness)	
Animal Kinship	1 for modern setting, 5 for fantasy	
Authority	3	
Common Sense	4	
Connections	1	
Allies	between 3 and 7 per ally depending on the quality	
Contacts	between 1 and 5 per contact	
Double Jointed	3	
Fake Identity	3 per fake identity	
Famous	between 1 (local actor) and 7 (world famous)	
Favor		
Financial Debts	Debts of Honor	Point Cost
20,000 credits	key favor	1
50,000 credits	multiple favors	2
75,000 credits	major boon	3
150,000 credits	multiple boons	4
500,000 credits	life boon	5
Immunity	1	
Influence	2-6 depending on the scope & power of it	
Intuition	4	
Light Sleeper	5	
Longevity	3	
Lucky	10	
Machine-Touch	5	
Perfect Pitch	5	
Photographic Memory	2 per rating, up to +3	
Property	1 to 9, depending on the property	
Quick Learner	2	
Radiation Resistance	2	
Military Rank		
Rank	Military	Civilian
Enlisted/Member	2	0-2
Junior Nco/Veteran Member	4	2-4
Senior Nco/Assistant-Director	8	6-8
Senior Officer/Director	12	10-12
Sense of Direction	2 for 2D, 5 for 3D	
Sense of Time	2	
Strong Immune System	3	
Subordinates	1 per Subordinate's 5 Char. Pts or skill Pts	
Thick-Skinned	5	
Wealthy	3 points per rating (1 pt. per rat. if non-renewable)	

Flaws List

Addiction	Addiction or Dependence Value/3 as appropriate
Age	-4 (young), -2 (old)
Amnesiac	-4
Animal Antipathy	-2
Bad Luck	-5
Beliefs	-1 to -3 depending on the nature of the belief
Bloodlust	-4
Code of Honor	-1 to -4 depending on the depth of the code
Criminal Background	-1 to -2 depending on the severity
Curse	-2 to -6, depending on the gravity
Debt	(Same as perks but - instead of +)
Dedicated	-1 to -3 depending on the demands of the dedication
Dependent	
CP/SP*total	cost
20/30	-1
10/20	-3
5/10	-4
*Character Points/Skill Points	
Destitute	-2
Flashbacks	-2
Goal	-3
Heavy Sleeper	-2
Infamous	-1 to -4 depending on the severity & expanse
Insomniac	-1
Lame	-6 if permanent, -2 if removable
Liar	-1, -5 if mythimaniac
Mechanical Inaptitude	-5
Motion Sickness	-1 per Rating
Nemesis	-1 per Nemesis' 10 character points or skill points
Obligation	-1 to -3 depending on the severity and frequency
One-Armed	-2, -5 if permanent
Paranoid	-3
Phobia	-2 for Mild Phobia, -4 for Sever Phobia
Poor Senses (Specific)	
Hearing	-1
Sight	-1
Smell/Taste	-1
Blind/Deaf	-2 each to -8 each if permanent
Quirk	-1 per Quirk (max. -2)
Radiation Vulnerability	-2
Secret	-2 to -3 depending on the gravity
Sick	-1 to -7 depending on the gravity
Slow Healing	-4
Slow Learner	-2
Social Stigma	-1 to -3 depending on the severity
Split Personality	-7
Thin-skinned	-4
Wanted	-1 to -5 depending on the power of the hunter
Weak Immune System	-3

