



# Character Creation

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Start with 10 points to make your character.

## Step 1 - Choose a character Template

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Your character template defines the type of powers your character will have.

**3 pts Summoner**

Creating objects out of thin air. Most summoners deal with one type of object, such as a favored weapon, some create more varied but more temporary objects. Attack 4, Defense 3, Pluck 3

**4 pts Blaster**

Creating waves, beams, or projectiles of energy and projecting them away from the body. Attack 4, Defense 3, Pluck 3

**4 pts Runner**

Moving inhumanly fast, either physically or with teleportation. Attack 2, Defense 4, Pluck 4

**4 pts Force Wielder**

Using forces such as magnetism or gravity to manipulate objects. Attack 4, Defense 2, Pluck 4

**5 pts Gadgeteer**

Creating and using mechanical trinkets and doodads. Gadgeteers tend to have a variety of useful objects for multiple situations, but usually have a theme to their designs. Attack 3, Defense 3, Pluck 5

**5 pts Specialist**

Using one weapon really, amazingly well - so well that skill and abilities often seems impossible. Attack 4, Defense 3, Pluck 4

**5 pts Rock**

A tough, defensive layer that protect with either a force field or by literally manipulating skin into metal or stone. Attack 3, Defense 5, Pluck 3

**5 pts Brute**

A super strong punching machine, bends bars and breaks bones. Attack 5, Defense 4, Pluck 2

## Step 2 - Choose one power variance

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This is optional. You may, if you like, choose a variation to your power.

**2 pts Activated Power**

Your powers must be activated to be used, so they're not always available. Recharge pool points at twice the normal rate when your powers are off.

**2 pts Slippery**

Take a hit against any pool to automatically escape this combat. Discard your combat roll and ignore your opponents roll against you.

**2 pts Weakness**

There's a thing that turns your powers off, completely. Gain +2 attack and watch out!

**2 pts Acrobatics**

You may roll less attack dice next round to gain defense this round. For every 1 die less you roll next round (up to your maximum attack) gain 1 additional defense success this turn.

**2 pts Toughness**

Automatically reduce opponent attack successes by 1

**3 pts Object Based**

Your powers only work when you are in contact with a certain object. Gain +2 pluck and don't lose that object!

**3 pts Flight**

You can fly! Gain +2 defense and try to keep your feet on the ground.

**3 pts Combat Ready**

Every defense success increases attack successes when fighting minions

**4 pts Feint**

You're the kind of fighter who sometimes looks like they're taking a serious beating, only they weren't, they were planning out their finishing moves. After rolling your combat dice, you may, if you like, switch your defense successes to attack successes and attack successes to defense successes.

**4 pts Rechargeable**

Your powers can be recharged at four times the normal rate using a special object. Each round of combat you lose 1 attack or 1 defense (your choice) regardless of how many hits you've actually taken.

**4 pts Regeneration**

Regain 1 die for any pool each round of combat. Regain all combat pool points at the end of combat.

## Step 3 - Choose a secret identity

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You may, if you like, put some of your remaining points into a secret identity. Describe what your secret identity does for a living. This allows you to call on those skills and contacts in the game.

## Step 4 - Distribute your remaining points

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Any points you have left over can be spent raising your attack, defense, or secret identity pools. You cannot increase your pluck pool.