

PC CREATION GUIDE

1) CHOOSE ARCHETYPE. See pages 28–57. When you've selected an archetype and decided on a basic concept, start to fill in character sheet section 1. See page 211.

2) SELECT PERSONALITY TRAITS. Choose 3 public and 1 private trait. Traits are sorted by astrological signs beginning on page 60. List these on the character sheet.

a. Option: Add 1 more private trait for +1 point to spend on general assets.

3) CHOOSE A CORE COMPETENCY. Determine how you want to spend character points on core values, skill set, general and supernatural assets. See page 64.

a. Touched: cv 14, sk 20, ga 10 sa 0

b. Gifted (recommended for Hackers): cv 12, sk 18, ga 10, sa 5

c. Fluxed (required for Sorcerers and Witchers): cv 11, sk 17, ga 10, sa 10

4) DEFINE CORE VALUES. Put character points into STR, DFT, MTL, KNO, WIT, and MGK. List these on character sheet section 2. See page 64.

a. No core value can be lower than 1 or higher than 4 at this time.

b. Calculate Maximum Wounds [MTL x 2]

c. Calculate magic resistance on character sheet section 3: Base Fitness Ratings.

5) PURCHASE SKILLS. Put character points into the various skills and their specialties. List these on character sheet section 2. See pages 65–72.

a. At this stage, no skill can be greater than its associated Core Value +1.

b. Valor starts at 0 and cannot be purchased.

c. Calculate remaining Base Fitness Ratings on character sheet section 3.

6) CALCULATE FLUX POINTS. New characters have FP equal to [KNO+WIT+MGK].

7) PURCHASE ASSETS. Select your general and supernatural asset points. Each archetype gets a discounted price on one asset listed in *Chapter 3: Assets* and in the archetype descriptions. Apply any asset modifiers to core values and skills.

a. Hackers can hack into any device through wireless or direct access, provided the [KNO + Sciences: Computer] check reaches or exceeds the Target Number. The NT3RF4C3 asset makes this easier and opens access to virtual worlds.

b. Spellcasters can cast any sample spell (pages 90–97) in disciplines they purchased, as long as the ability check reaches or exceeds the Target Number. You can also create new spells of your own; these should be approved by the Director.

8) CHOOSE WEAPONS AND EQUIPMENT. All PCs receive a pistol, one other weapon, one shield and/or suit of armor, EyePhone, one personal or weapon augment, and a \$10,000 starting bonus. Additional items must be purchased with the starting bonus or with the Funding asset. See the Director for how to handle purchases.

a. List any ranged weapon statistics on character sheet section 4.

b. List any melee weapon statistics on section 5.

c. List any armor, shields, or other protection on section 6.

d. List augments on section 1. Apply modifiers (+/-) to other sections as needed.

9) CALCULATE REPP (OPTIONAL). New characters have REPP equal to [WIT x 6] plus any provided by the Star Power asset (see page 81).

1. Employee Information <i>(All sections to be verified by Knightwatch Director upon date of employment.)</i>			
Surname	First Name/M.I.	AKA	Archetype(s)
Hair Color	Eye Color	Gender	Age
Ethnicity	Body Type	Style	Marital Status
Assets			Flux Points
Augments			Building Points

2. Core Values and Skills		+/-	
STR	Fisticuffs	base	mod
	Getting Medieval	base	mod
DFT	Athletics	base	mod
	Firearms	base	mod
MTL	Valor	base	mod
	Valor (starting)	base	mod
KNO	Business	base	mod
	Crime	base	mod
	Humanities		
	Antiques	base	mod
	Arts	base	mod
	History	base	mod
	Language	base	mod
	Music	base	mod
	Religion	base	mod
	Sciences		
	Biology	base	mod
	Chemistry	base	mod
	Computer	base	mod
	Mechanical	base	mod
Medicine	base	mod	
Physics	base	mod	
Psychology	base	mod	
WIT	Influence	base	mod
	Instinct	base	mod
MGK	Sorcery		
	Holography	base	mod
	Kinesis	base	mod
	Metamorph	base	mod
	Technomancy	base	mod
	Witchcraft		
	Charm	base	mod
	Elemental	base	mod
	Perception	base	mod
Spiritism	base	mod	

3. Base Fitness Ratings									
Initiative	Melee Attack	Ranged Attack	Unarmed Attack	Dodge	Block	Run	vs. Physical spell	vs. Mental spell	
WIT + Instinct	STR + G.Medieval	DFT + Firearms	STR + Fisticuffs	DFT + Athletics	DFT + G.Medieval	Athletics x 15	MGK + MTL	MGK + WIT	
Special Modifiers (+/-)									

4. Ranged Weapon Loadout								
Ranged Weapon	Ammo/Reload	Base Range	Rate of Fire	Attack Modifiers	Attack Total	Damage	Damage Modifiers	

5. Melee Weapon Loadout					
Melee Weapon	Attack Modifiers	Attack Total	Damage	Damage Modifiers	

6. Personal Protective Equipment						
P.P.E. (Armor, Shield, Other)	DFT Modifier	Damage Reduction			Casting Modifiers	Misc Modifiers
		Melee	Velocity	Energy		
Totals						

Public Traits
Private Traits
Other Notes

Max. Wounds

Hit Locations