

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	CP/SP*total	cost
20/30	-1	10/30	-2
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 permant		
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