

# Character Creation Manual

## CHARACTER SHEET

### MOTIVATIONS

[IDEAL]

[BOND]

[SELF]

### METHODS

Cunning +d6

Eloquence +d6

Force +d6

Grace +d6

Knowledge +d6

Will +d6

### SKILLS

Academics ()

Athletics

Bureaucracy & Law

Combat (Close)

Combat (Ranged)

Craft ()

Etiquette

Drive & Pilot

First-Aid

Observe & Search

Perform()

Persuade

Repair

Sneak

Survive

Trick

### DISTINCTIONS +d8/DP

[ORIGIN]

[CAREER]

[TWIST]

### TALENTS +d8/DP or exrt

#1 #2 #3 #4

### ASSETS (RATED)

Purse +d6

Military sabre +d6

(personal tool) +d6

### PROPS (CARRIED)

### DRAMA POINTS

### STAMINA POINTS

### CONDITIONS &

### COMPLICATIONS

### EXPERIENCE

### PATH OF

### PATH OF



## STEPS TO CREATE A CHARACTER

1. Pick your origin.
2. Pick your first career (up to three careers). More careers means more props.
3. Roll or add props.
4. Add a twist that made you become a thrall of the Lost-and-Found Bureau.
5. If you have fewer than five **DISTINCTIONS**, add that many d6 **SKILLS** in one of the following: Academics(), Craft(), Perform().
6. Name and rate your Motivations: d10, d8, d6.
7. Methods: set all at d6. Then set one at d10, another at d8, and finally one at d4.
8. Select your skills: default is d4, four are at d6, four are at d8.
9. Pick four Talents: 2 must be related to your careers, two others may be from any list.
10. Starting Purse is d6, starting weapon is Military sabre at d6. Add

a tool for learning that is appropriate to your character.

11. Roll or add props.

12. Stamina points: Max (Force or Will)+Max (Combat (Close), Athletics, Perform, Survive)

13. Starting Drama is 3.

14. Pick two paths.

## ORIGINS

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## CAREERS

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## ADVANCEMENT

Gain experience by fulfilling goals outlined in Paths. You may change Paths freely after each adventure. Once you accumulate enough XP to meet a milestone threshold, you may spend it as outlined below or continue to hoard it. If the expenditure does not make sense in a character or story context, a GM may decline to accept it.

### Milestones

**0 XP:** Change your Path after an adventure.

Replace a talent with another after an adventure.

**3 XP:** Improve a Method from Untrained (d4) to Competent (d8). Repair an Asset from Damaged (d4) to Functional (d6). Replace a Talent during an adventure.

**5 XP:** Improve a Method from Competent (d6) to Expert (d8). Expand a Distinction to include a new descriptive item (max three items per Distinction). Add a d6 signature asset (asset types: Purse, Conflict, Learning) or change a temporary Ally (d6) into a permanent and reliable partner.

**10 XP:** Upgrade an existing trait from d6 to d8 (Motivations, Methods, Relationships). Add a d8 signature asset (asset types: Purse, Conflict,

Learning). Upgrade an Ally from d6 to d8. Add a new Talent. Replace or add a Distinction (this is a major turning point in a character's existence).

**15 XP:** Upgrade an existing trait from d8 to d10 (Motivations, Methods, Relationships, Distinctions, Assets, Allies). Add a d10 signature asset (asset types: Purse, Conflict, Learning).

**20 XP:** Upgrade an existing trait from d10 to d12 (Motivations, Methods, Relationships, Distinctions, Assets). Add a d12 signature asset (asset types: Purse, Conflict, Learning).

### REVISED TALENTS

To use a talent, you spend a Drama Point or Exert an associated trait (i.e. step down associated trait until the next rest downtime) – the cost of exerting takes place after you use the talent at the end of the

scene. Using a talent allows you to automatically succeed in unopposed roll or add d8 to your pool. The effect lasts for a scene unless otherwise specified.

### **Cunning or Knowledge Talents (d10)**

1. Always find a way out.
2. Bribery.
3. Cheat.
4. Disguise.
5. Hidden Pockets.
6. Improvised Tools.
7. Lawyer.
8. Scientific analysis.
9. Vouchsafe (people who can hide you).
10. Discern truth.

### **Force or Will Talents (d6)**

1. Dangerous Reputation (Intimidate by revealing your name, position, job or asset).
2. Demolish (destroy an object).
3. Dress to impress (captivate attention of the target audience).

4. Make an offer they can't refuse.
5. In demand (secure profitable job offer).
6. Endure hardships.

### **Grace Talents (d6)**

1. Acrobat.
2. Hypnotise.
3. Climber.
4. Free running.
5. Mesmerising presence.
6. Vanish in a crowd.

### **Eloquence Talents (d6):**

1. Fast Talk.
2. Sway a group.
3. Showmanship.
4. Win an argument.
5. Captivating.
6. Gift for languages.

### **Heritage Talents (d6)**

Once upon a time Mars was inhabited by different human species, genetically engineered to adapt to harsh conditions. However, since then Mars became much more hospitable, and humans, being compatible, mingled eventually losing most of

their distinctive traits. Selecting one of these talents means that due to chance your character manifested one of the original adaptations. The looks are optional. Using a Heritage Talent exerts a Motivation.

1. Red Martian Hibernation – your skin tone is brownish with copper undertones. Entering and exiting Hibernation takes a scene. While hibernating you can spend a downtime without drink or food, however if the downtime lasts more than one day, you wake up with a Ravenous complication (d4, step up per week).
2. Roundhead Data Meditation – your head is bigger than average and hairless. Enter a meditation state for an hour (up to 12 hours). While in this state you are unable to perform conscious actions aside from reading or responding to complex calculus requests. Once

the meditation is over, you can recall all information you have processed.

3. Pale Martian Nocturnal Adaptation – vestigial secondary hands (partially usable), pale skin, above-average light and sound sensitivity. You can move at night, and even in total darkness, orient by sounds and almost never stumble. This state of heightened awareness lasts until dawn.
4. Skarrut Underground Affinity – leathery skin, with traces of scales. Can instinctively navigate underground toward sources of water or toward exits by detecting traces of moisture or minimal movements of air.
5. Wyeth Plant Symbiosis – you are cultivating certain species of miniature plants in your body. They grow under your skin providing you with additional nutrients as long as you expose your skin to sunlight. Can subsist on

half a daily ration. May return from Presumed Dead condition after a week of downtime provided water, sunlight.

6. Zaius Water Hump – above-average amount of body hair and a distinctive hump on your back. You can store an enormous amount of concentrated fat in a hump on your back (the hump visibly grows to reflect it), allowing you to survive up to seven days without eating and drinking.

## CAREERS

### Talents & Props (d20)

#### [1] *Mind Talents (d4)*

1. Astrology (ask three questions about a character, one about their past, one about their present, one about their future).
2. Psychometry (ask three questions about an object, lasts a scene).

3. Telekinesis (turn a zone feature into an asset with d6 die for a scene).
4. Telepathy (communicate with a visible person for a scene).

#### [2] *Adept / Monk of the Third Eye Order (d4)*

1. Dowsing (10 miles, find an object)
2. Psychometric Master (ask 6 questions, does not need to touch an object but the object must be still visible).
3. Telekinetic Control (turn a zone feature into an asset with d10 die for a scene).
4. Windspeaking (as Telepathy, may also speak to Ghosts and ancient devices; may receive radio waves).

Props: Simple robes, a complex pattern (tattoo/device) for meditation purposes

**[3] Assassin / Member of the Hungry Brotherhood / Government Black Op (d6)**

1. Bleeding Cut (step up combat complication effect die, cumulative with Slip the Knife Deeper).
2. Invisible Blade (vanish and appear in a nearby zone bypassing defences and obstacles; if you initiate a combat and attack during the same scene, the opponent loses a die of your choice from their pool).
3. Network of Whispers
4. Slip the Knife Deeper (step up combat complication effect die, cumulative with Bleeding Cut).
5. Taste of Poison (you perform your attack stealthily, using food, drink or contact poison; you can also identify a poison).
6. Killer gizmo (a one-shot device for killing, received once per mission)

Props: Concealed weapons, a document or an item confirming identity, disguise kit

**[4] Astrologer / Contemplative of the Academy of Natural Studies (d4)**

1. Foreordained (ask a question about today's session).
2. Master Astrologer (make a prediction as to the target's fate, an event that reflects the prediction takes place during the session or nearest downtime).
3. Portents (if the prediction was negative, you may step up the effect die making the effect worse).
4. Quick Read (read a person's future after a short exchange of words or blows, gain d8 against that person to grant d8 via advice to a select action of that person).

Props: Several books with tables, dice/sticks/water bowl for divinations

**[5] Cavalier / Musketeer / Highwayman (d4)**

1. Fast Footwork (cross a zone or reach a target regardless of obstacles).
2. Flashing Blades (gain d8 during martial exchange or impress onlookers with your skill).
3. Mounted Combatant (gain d8 while mounted or driving, also while fighting on an unstable surface of a vehicle).
4. Snipe (gain d8 to a sniping shot).

Props: A flashy sabre, a custom-made electric-pistol or a gauss rifle, travelling clothes

**[6] Courtesan / Personal Escort / Poet**

1. Accepted Everywhere
2. Importance of Ceremony
3. Seduction
4. Whispered Secrets (downtime action, ask



three questions and learn secrets)

5. Ancients Arts of War
6. Unexpected helper

Props: A decent flat, high-quality perfumes, a few works of art, an important letter of recommendation

### **[7] Entertainer / Street Performer / Artist (d4)**

1. Distraction
2. Inspiration
3. Lasting Impression
4. Keeping up with the News (learn the latest and most up-to-date news for the area you are in)

Props: Performing mat, several sets of clothes, training equipment

### **[8] Fixer / Artisan / Radiooperator (d4)**

1. Cobble Together (impromptu technical solution that lasts at least a scene)

2. Director (add d8 while working on a group project)
3. I made it, I know how it works (step up asset dice, then it breaks at the end of a scene)
4. Mastercrafter (gain d8 while fixing or creating)

Props: A workshop, set of high quality tools, several professional books

### **[9] Labourer / Manufacturer / Farmer (d6)**

1. Arrange Supplies
2. Repairs, Assembly and Crafts
3. Labor Union Network
4. Used to Physical Labor
5. Blend in Crowds
6. Civil Rights Activist

Props: A family clan assets related to work (tools, materials, food), lodging

### **[10] Merchant / Peddler / Salesman / Clerk (d4)**

1. Accounting
2. Appraisal

3. Make a Sale
4. Well-Travelled

Props: Profitable Venture set up, lodging, credit notes for arranging purchases

### **[11] Noble / Officer (d4)**

1. Command Respect
2. Friends in Charge
3. Insider's Knowledge
4. Resources

Props: Military weapon, seal of nobility, personal mask (unused)

### **[12] Physician / Chirurgeon (d3)**

1. Expert in the Field (remove a complication or ask three questions about subject of a research, requires a scene)
2. First Aid/Quick Assessment (reduce a complication by one step or ask a single question, requires an action)
3. People of the Science

Props: A bag with expert medical tools and a set of

chemical mixtures, several books with important academic knowledge

**[13] Pilot / Navigator / Guide (d4)**

1. In Command
2. Navigational Expertise
3. They All Work the Same
4. I've Know the Way

Props: Personal map, standard issue map, sextant

**[14] Water Priest / Electro Priest (d6)**

1. Calming Presence
2. Ritual Fervor
3. Raise Morale
4. Preserver of Knowledge
5. Engine Maintenance Specialist
6. Agriculture Maintenance Specialist

Props: Meditation beads, a book of recorded knowledge, tools and maintenance chemicals

**[15] Scavenger (d4)**

1. Friends in Low Places

2. This Will Do
3. Tomb Raider
4. Danger Sense

Props: Protective mask, several luck charms, a decent blade, large backpack

**[16] Scholar / Scientist (d4)**

1. Forge Documents
2. Ready to Research
3. Well-Read
4. Scientific Method
5. Society of Learning
6. Erudite

Props: A bag with expert analysis tools and a set of chemical mixtures, several books with important academic knowledge

**[17] Servant / Squire / Right-Hand Man / Secretary (d6)**

1. Bureaucracy
2. Blade Carrier
3. Through The Back Door
4. Unobtrusive
5. All the Little Secrets
6. Management Skills

Props: Hidden money pouch, a few notebooks, spare items

**[18] Soldier (select soldier type) (d4)**

1. Deadly Force (step up a dice during an attack)
2. Pistoleer (step up a small arms die for a scene)
3. Tactician
4. Tech weapons

Props: Military weapon, a crossbow or a gauss gun

**[19] Thief / Spy / Security / Thug (d6)**

1. Silver Tongue
2. Find Secrets
3. Redistribution of Illicit Goods
4. Pick Pocket
5. Sneaky Git
6. Strike in the Vitals

Props: Disguise kit, spare clothes, several simple concealed tools

**[20] Transformed / Transcended / Exotic (d3)**

1. Regenerate (reduce physical complication)
2. Whip of Blood (weapon asset, lasts a scene)
3. Victim of an Experiment (describe outrageous body change that benefits you, and incurs heavy penalty after a scene)

Props: An artefact of sorts (a memento of past life)

## RANDOM PROPS

### Primary weapon (replaces Military Sabre) (d20)

1. an antique revolver
2. a bagh nakh (tiger claws)
3. a broadsword
4. a glaive
5. a katana
6. a kirpan (curved longknife)
7. a kukri
8. a long stiletto
9. a machete
10. a modern revolver
11. a morning star
12. a rapier
13. a swordcane
14. a tomahawk

15. a tonfa
16. a waraxe
17. a whip
18. a quarterstaff
19. a kama (a warpick)
20. a parang (a warcleaver)

### Secondary weapon (free if no Random item) (d20)

1. a blunderbuss
2. a bow
3. a crossbow
4. a dynamite stick
5. a flash bomb
6. a grenade
7. an incendiary bomb
8. a smoke bomb
9. a pistol with two magazines
10. poison darts
11. a repeating crossbow
12. a rifle with 30 loads of ammo
13. a shotgun with 10 loads of ammo
14. a sleeping gas
15. a tear gas
16. a gauss rifle
17. a pepper spray
18. a taser
19. a concealed ankle holster with a miniature revolver

20. a concealed poisoned blade

### Basic adventurer kit (free)

a first aid kit, travel clothes, personal id

### Random item (free if no Secondary Weapon) (d50)

1. an antidote
2. a bedroll
3. a brush, a comb, a personal hygiene kit
4. a bundle of aspirin tablets
5. a cheap wrist watch
6. a cook book and a cooking set
7. a deck of playing cards
8. a deck of tarot
9. a disguise kit
10. a disturbingly human body part turned into a charm
11. a figurine made of bronze
12. a guitar
13. a hermetic bottle filled strong spirits
14. a holy chalice charm
15. a lantern
16. a lucky charm
17. a machine repair kit
18. a manual with schematics



- 19.a memento of a long gone kin
- 20.a miniature gramophone that plays a haunting melodies
- 21.a mirror
- 22.a music box
- 23.a pet mouse
- 24.a philosophical treatise
- 25.a pipe with an assortment of relaxing drugs
- 26.a polishing set
- 27.a portable toolset
- 28.a set of glass bottles with various mixtures
- 29.a set of old maps with a sextant
- 30.a set of playing dice
- 31.s shrunk head of a criminal
- 32.s shrunk head of a hero
- 33.a small but vicious dog
- 34.a tent
- 35.a vial of holy blood  
(remove d8 stress)
- 36.a violin
- 37.a writing kit with several paper sheets
- 38.an expensive wrist watch
- 39.an umbrella
- 40.several books
- 41.several prosthetics

## **PATHS (d20)**

### ***#1 PATH OF THE BARBARIAN***

(xp 1) Defy local law or custom. (xp 2) Overthrow a local law or custom.

### ***#2 PATH OF BLOODY KNIVES***

(xp 1) Defeat a threat by killing someone, or several someones. (xp 2) Slay a person or beast mightier than you.

### ***#3 PATH OF THE CONQUEROR***

(xp 1) Increase in power or prominence. (xp 2) Rise to a position of significant leadership.

### ***#4 PATH OF THE COWARD***

(xp 1) Escape danger by running from it.  
(Maximum once per session.) (xp 2) Escape danger by running from it and endangering another character.

### ***#5 PATH OF THE DECEIVER***

(xp 1) Deceive another character. (xp 2) Deceive

another character against substantial evidence.

### ***#6 PATH OF THE DEVOTED***

When you choose this path, pick someone or something your character devotes themselves to. (xp 1) Protect the subject of your devotion. (xp 2) Risk your life to protect the subject of your devotion.

### ***#7 PATH OF THE ENTRANCED***

(xp 1) Pursue an item or tale of the uncanny. (xp 2) Give over your own will to an uncanny force.

### ***#8 PATH OF THE FIRST FOOTSTEP***

(xp 1) Find a place that has never been found before, abandoned for a long time, or kept concealed. (xp 2) Find a place that has never been found before, abandoned for a long time, or kept concealed, and find a great treasure there.

### ***#9 PATH OF GIVING HANDS***

(xp 1) Help someone who cannot help themselves.  
(xp 2) Save someone from a threat as bad as, or worse than, death.

### ***#10 PATH OF JEWELLED THRONES***

(xp 1) Obtain wealth over the course of an adventure.  
(xp 2) Spend your wealth in extravagant fashion.

### ***#11 PATH OF LAMENTATION***

(xp 1) Commemorate something or someone great and lost. (xp 2) Leave a glorious monument to someone or something great and lost.

### ***#12 PATH OF THE LEGENDARY***

(xp 1) Do something that spreads your reputation.  
(xp 2) Risk death or worse to spread your reputation.

### ***#13 PATH OF OPEN ARMS***

(xp 1) Seduce another character. (xp 2) Seduce another character...while or after saving them from death or worse.

### ***#14 PATH OF THE NIGHT-THIEF***

(xp 1) Take something that does not belong to you.  
(xp 2) Risk your life or something greater to take something that does not belong to you.

### ***#15 PATH OF PROMISES KEPT***

When you choose this path, pick a specific vow for your character to make.  
(xp 1) The vow is kept in the face of duress. (xp 2) The vow is kept in the face of death or worse.

### ***#16 PATH OF THE VENDETTA***

When you choose this path, pick someone or something your character has a serious grudge against. (xp 1) Inconvenience the subject of your vendetta. (xp 2) Seriously hurt the subject of your vendetta.

### ***#17 PATH OF THE NEW AGE***

When you choose this path, pick a strong ideological viewpoint. (xp 1)

Conduct a passionate lecture on the merits of the viewpoint. (xp 2) Respond to a potential convert and inspire them.

### ***#18 PATH OF PENANCE***

When you choose this path, pick a deed your character needs to atone for. (xp 1) Perform a minor act of penance that induces a financial cost or takes at least two hours to complete. (once per session). (xp 2) Complete a major act of penance, a pilgrimage, or a deed that induces a major financial cost.

### ***#19 PATH OF STOIC INTROSPECTION***

(xp 1) A page in your memoir providing commentary on your recent endeavour (a session worth). (xp 2) A two-three page account of an adventure.

### ***#20 PATH OF CONTINUOUS DISAPPOINTMENT***

(xp 1) Make a mistake or fail, yet still open a path forward. (xp 2) Make a

profit from a disastrous  
mistake that ruined,  
doomed or absolutely  
infuriated an important  
person.

**#21 PATH OF  
UNYIELDING  
CURIOSITY**

(xp 1) Discover a new fact  
about your mission. (xp 2)  
Uncover a plot, conspiracy  
or find a culprit.