

HOLLOW EARTH EXPEDITION

CHARACTER GENERATION CHEAT SHEET!

VERSION 4A

BY NESTOR!

STEP ONE: ARCHETYPES!

Pick One

Academic H: 39	Martian R: 10
Adventurer H: 39	Moneyman H: 40
Barbarian M: 10	Monk S: 7
Beastman M: 10	Mystic M: 11
Celebrity H: 39	Native M: 11
Crewman G: 1	Noble R: 10
Criminal H: 39	Nomad R: 10
Doctor H: 40	Occultist H: 40
Engineer H: 40	Outcast M: 11
Everyman S: 6	Reporter H: 40
Explorer H: 40	Robot R: 11
Guardian M: 11	Scientist H: 41
Healer M: 11	Soldier H: 41
Hunter H: 40	Spy G: 1, S: 7
Lawman S: 7	Survivor H: 41
Missionary H: 40	Warrior M: 12

STEP TWO: MOTIVATIONS!

Pick One

Creation R: 11	Justice S: 8
Destruction R: 12	Love H: 42
Duty H: 41	Mystery G: 1, S: 8
Escape H: 42	Power H: 42
Excellence R: 12	Preservation M: 12
Faith H: 42	Redemption S: 8
Fame H: 42	Revenge H: 42
Glory M: 12	Survival H: 42
Greed H: 42	Truth H: 42
Honor S: 7	Wisdom M: 12
Hope S: 8	

STEP THREE: PRIMARY ATTRIBUTES!

H: 43-46

Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5

Body	Charisma
Dexterity	Intelligence
Strength	Willpower

Legend: H=HEX core, G=GM screen, S=SotSW, M=MotHE, R=RoM

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STEP FOUR: SKILLS!

Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5

Skill Specializations cost ½ Points, no more than one Specialization per Skill at character creation, add +1 to Skill when they apply

Skill	Attribute	Specializations
Academics ●	Intelligence	History, Law, Literature, Philosophy, Religion H: 50
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling H: 50
Animal Handling	Charisma	Cats, Dogs, Horses, Birds, Reptiles H: 50
Archery	Dexterity	Blowguns, Bows, Crossbows, Nets, Slings H: 51
Armed Combat ●	Strength	Blossfechten, Bojutsu, Eskrima, Fencing, Kenjutsu, La Canne, Murmillo, Shastar Vidiya, Sword-and-buckler, Vikingr R: 12
Art ●	Intelligence	Music, Painting, Photography, Sculpture, Writing H: 51
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing H: 51
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws H: 52, S: 9
Bureaucracy	Intelligence	Academia, Business, Government, Legal, Military H: 52
Con	Charisma	Bluff, Fast Talk, Lies, Tricks, Seduction H: 52
Craft ●	Intelligence	Carpentry, Chemistry, Electronics, Mechanics, Medicines H: 53
Demolitions	Intelligence	Defusing, Dynamite, Gunpowder, Improvised, Incendiary H: 53
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics H: 53
Drive	Dexterity	Buses, Cars, Motorcycles, Tanks, Trucks H: 53
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives H: 54
Firearms	Dexterity	Archaic, Pistols, Rifles, Shotguns, Submachine Guns H: 54
Focus	Willpower	Concentration, Courage, Meditation, Resistance, Resolve S: 9
Gambling	Intelligence	Blackjack, Cheating, Craps, Poker, Roulette H: 54
Gunnery	Intelligence	Artillery, Bombs, Cannons, Machine Guns, Rockets H: 55
Intimidation	Charisma	Interrogation, Orders, Stare-down, Threats, Torture H: 55
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search H: 55
Larceny	Dexterity	Lockpicking, Pickpocketing, Safecracking, Security, Sleight of Hand H: 56
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation H: 56
Martial Arts ●	Strength	Aikido, Boxing, Capoeira, Judo, Kalaripayattu, Karate, Kung Fu, Savate, Tai Chi Chuan, Wrestling S: 9 Khalidar, Mag Kraava, Malar Kulus, Raekera, Vrikaan R: 14
Medicine	Intelligence	Diagnosis, Disease, First Aid, Surgery, Veterinary H: 56
Melee	Strength	Axes, Clubs, Knives, Spears, Swords H: 56 Bash, Disarm, Hack, Parry, Slash, Thrust R: 14
Performance	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing H: 57
Pilot ●	Dexterity	Aircraft, Balloons, Drilling Machines, Ships, Submarines H: 57
Ride	Dexterity	Bulls, Camels, Elephants, Horses, Mules H: 58
Science ●	Intelligence	Biology, Chemistry, Engineering, Geology, Physics H: 58
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking H: 58
Streetwise	Charisma	Black Market, Carousing, Hagglng, Rumors, Scrounging H: 58
Survival	Intelligence	Foraging, Hunting, Navigation, Shelter, Tracking H: 59
Warfare	Intelligence	Logistics, Organization, Strategy, Tactics, Terrain (Arctic, Desert, Jungle, Naval, Urban) S: 10

● Specialized Skill

STEP FOUR-A: ZERO-LEVEL SKILLS!

S: 8, M: 13, R: 82

Zero Level Skills are not subject to the -2 penalty for untrained use.

Improving a Skill from 0 to 1 at character creation costs a half point. Improving it during play costs 1 Experience point. After the first Skill level is acquired, Experience cost reverts to normal.

S: 8

Race	Zero Level Skills
Surface World	Athletics, Brawl, Drive, Empathy, Stealth

M: 13

Race	Zero Level Skills
Surface World	Athletics, Brawl, Drive, Empathy, Stealth
Amazon	Athletics, Brawl, Melee, Stealth, Survival
Cannibal	Brawl, Intimidation, Melee, Stealth, Survival
Cargo Cultist	Brawl, Diplomacy, Melee, Stealth, Survival
Neanderthal	Athletics, Brawl, Melee, Stealth, Survival
Noble Savage	Athletics, Brawl, Melee, Stealth, Survival
Pirate	Brawl, Firearms, Intimidation, Melee, Stealth
Titan	Athletics, Brawl, Intimidation, Melee, Survival
Vril-ya •	Brawl, Diplomacy, Linguistics, Stealth

• Vril-ya also gain a Zero Level Skill based on their caste (M: 89). Priests learn Academics: Religion, Warriors learn Firearms, and Builders learn a specific Craft (choose one).

Race	Zero Level Skills
Apeman	Athletics, Brawl, Melee, Stealth, Survival
Gillman	Athletics, Brawl, Melee, Stealth, Survival
Greenman	Athletics, Brawl, Diplomacy, Stealth, Survival
Hawkman	Athletics, Brawl, Melee, Stealth, Survival
Lizardman	Athletics, Brawl, Melee, Stealth, Survival
Mantisman	Athletics, Martial Arts: Mantis Style, Melee, Stealth, Survival
Moleman	Athletics, Brawl, Craft: Mining, Stealth, Survival
Pantherman	Archery, Athletics, Brawl, Stealth, Survival

R: 82

Race	Zero Level Skills
Martian Human	Athletics, Brawl, Melee, Stealth, Survival
Chitik	Athletics, Brawl, Empathy, Stealth, Survival
Dheva	Acrobatics, Brawl, Performance, Stealth, Streetwise
Elosi	Athletics, Brawl, Focus, Stealth, Survival
Grodh	Athletics, Brawl, Melee, Stealth, Survival
Praelor	Athletics, Brawl, Bureaucracy, Stealth, Survival
Sauren	Athletics, Brawl, Melee, Stealth, Survival
Vrii	Academics: Philosophy, Athletics, Brawl, Focus, Stealth
Zhul-ya	Athletics, Brawl, Linguistics, Melee, Stealth

STEP FOUR-B: MARTIAL ART STYLES!

S: 9

Style	Block	Grapple	Kick	Punch	Throw
Aikido	+1		-1	-1	+1
Boxing	+1	-1		+1	-1
Capoeira	+1	-1	+1	-1	
Judo		+1	-1	-1	+1
Kalaripayattu		+1	-1	+1	-1
Karate		-1	+1	+1	-1
Kung Fu			Varies		
Savate	+1	-1	+1		-1
Tai Chi Chuan	+1	-1	+1	-1	
Wrestling	+1	+1	-1	-1	

R: 14

Style	Bonus	Penalty
Kalidhar	+1 to Flurry maneuver	-1 to standard attack
Mag Kraava	+1 to standard Total Attack maneuver	-1 to standard attack
Malar Kulus	+1 to Called Shot maneuver	-1 to standard attack
Raekera	+1 to attacks immediately after moving	-1 to stationary attack
Vrikaan	+1 to Cautious Attak maneuver	-1 to standard attack

STEP FOUR-C: CHARACTER TEMPLATES!

Characters can exchange their starting Talent/Resource for a Template.

M: 30, R: 29

Template	Attribute Adjustments	Natural Advantages	Inherent Flaw
Apeman	None	Climb (double Move rating when climbing); Prehensile Feet (may use feet as hands)	Primitive
Apeman, Giant	-1 Charisma -1 Intelligence +1 Willpower	Climb (double Move rating when climbing); Giant (+1 Body, Strength, Size); Prehensile Feet (may use feet as hands)	Primitive
Gillman	+1 Body -1 Dexterity +1 Strength -1 Charisma -1 Intelligence +1 Willpower	Gills (may breathe underwater); Swim (double movement rate when swimming)	Primitive
Greenman	+1 Body -1 Dexterity -1 Intelligence +1 Willpower	Chlorophyll (does not require food); Longevity (ages extremely slowly)	Primitive
Hawkman	-1 Body +1 Dexterity -1 Strength -1 Intelligence +1 Willpower	Wings (fly at full Move, 10-ft. wingspan); Keen Senses (+4 bonus on sight-related rolls); Talons (0 L)	Primitive
Lizardman	+1 Dexterity -1 Charisma -1 Intelligence +1 Willpower	Claws (0 L); Regeneration (may regrow lost limbs and organs)	Primitive
Mantisman	-1 Body +1 Dexterity -1 Charisma -1 Intelligence +1 Willpower	Carapace (+2 Passive Defense); Hooked Arms (2 N); Keen Senses (+4 bonus on sight-related rolls)	Primitive
Molemen	+1 Body -1 Dexterity +1 Strength -1 Charisma -1 Intelligence +1 Willpower	Claws (0 L); Tunneling (double Move rating when digging)	Poor Vision (-2 penalty on sight-related rolls); Primitive
Pantherman	+1 Dexterity -1 Intelligence +1 Willpower	Claws (0 L)	Primitive
Titan	None	Giant (+1 Body, Strength, Size)	Primitive
Yeti	-1 Charisma -1 Intelligence +1 Willpower +1 Size	Native Terrain: Mountains (Immune to deprivation and exposure); Hollow Earth Sense (Make a Perception roll to locate the nearest portal into the Hollow Earth)	Primitive

R: 27

Martian Template	Attribute Adjustments	Natural Advantages	Natural Disadvantages	Inherent Flaw
Chitik	+1 Body +1 Dexterity -1 Charisma -1 Intelligence +1 Willpower	Keen Sense (+2 to smell-based Perception Rolls); Disease Resistance (+2 bonus to resistance rolls); Hard exoskeleton (+2 Passive Defense)	Dwarf (-1 Body, Strength, Size); Detritivore (can only eat decomposing material)	Primitive
Dheva	-1 Body +1 Dexterity -1 Strength	Four Arms	None	None
Elosi	-1 Charisma +1 Willpower	Telepathy	None	Mute (unable to speak)
Grodh	+1 Body -1 Dexterity +1 Strength -1 Charisma -1 Intelligence +1 Willpower	Six Limbs, Prehensile Feet (May use feet as if they were hands)	None	Primitive
Praelor	+1 Intelligence -2 Initiative	Dual brain	None	None
Sauren	+1 Body -1 Dexterity -1 Charisma -1 Intelligence +1 Willpower	Giant (+1 Size, Body, Strength); Alertness (+2 Perception); Sauren Natural Advantage (choose one)	None	Primitive
Vrii	+1 Body -1 Dexterity -1 Charisma -1 Intelligence +1 Willpower -2 Move	Giant (+1 Size, Body, Strength); Crystal Body (+2 Passive Defense); Channel Energy; Longevity; Does not eat, drink, or breathe; Immune to terrestrial poisons, drugs, and diseases	Slow healer (half as fast); Cannot benefit from Medicine rolls; Susceptible to alien poisons, drugs, and diseases	Heavy
Zhul-ya	None	Atlantean Warrior	None	None

Robot Template	Attribute Adjustments	Natural Advantages	Natural Disadvantages	Inherent Flaw
Calculating Robot	-1 Charisma +1 Intelligence	Skill Mastery (choose one Intelligence-based Skill); Doesn't need to eat, drink, or sleep; Immune to poisons, drugs, and diseases	Can't heal naturally; Requires spare parts to heal; Craft: Mechanics required for Medicine rolls; Susceptible to water and rust damage	None
Companion Robot	None	Skilled Assistant (+2 Teamwork bonus); Doesn't need to eat, drink, or sleep; Immune to poisons, drugs, and diseases	Can't heal naturally; Requires spare parts to heal; Craft: Mechanics required for Medicine rolls; Susceptible to water and rust damage	None
Construction Robot	+1 Dexterity -1 Charisma	Built-in tools (+2 bonus to one Craft specialty); Doesn't need to eat, drink, or sleep; Immune to poisons, drugs, and diseases	Can't heal naturally; Requires spare parts to heal; Craft: Mechanics required for Medicine rolls; Susceptible to water and rust damage	None
Security Robot	-1 Charisma +1 Willpower	Danger Sense (never surprised); Doesn't need to eat, drink, or sleep; Immune to poisons, drugs, and diseases	Can't heal naturally; Requires spare parts to heal; Craft: Mechanics required for Medicine rolls; Susceptible to water and rust damage	None
War Robot	+1 Body -1 Charisma	Armored Skin (+2 Passive Defense only); Doesn't need to eat, drink, or sleep; Immune to poisons, drugs, and diseases	Can't heal naturally; Requires spare parts to heal; Craft: Mechanics required for Medicine rolls; Susceptible to water and rust damage	None
Worker Robot	+1 Strength -1 Charisma	Hardened (defend normally against one caustic damage type); Doesn't need to eat, drink, or sleep; Immune to poisons, drugs, and diseases	Can't heal naturally; Requires spare parts to heal; Craft: Mechanics required for Medicine rolls; Susceptible to water and rust damage	None
Alien Template	Attribute Adjustments	Natural Advantages	Natural Disadvantages	Inherent Flaw
Alien	None	Natural equipment (radiation sense, color-changing skin, etc.); Immune to Deprivation, Exposure, and Suffocation in a specific alien environment, such as space or methane atmosphere; Immune to terrestrial poisons, drugs, and diseases	Requires specialized medical supplies; Science: Biology required for Medicine rolls; Susceptible to alien poisons, drugs, and diseases	None

STEP FIVE: TALENTS & RESOURCES!

Pick one Talent or Resource

Talent	Prerequisite	Benefit
<i>Acclimated</i>	Body 3	Take half damage from exposure M: 13
Accuracy	—	Reduced called shot penalties H: 60
<i>Agile</i>	—	+1 Dexterity rating H: 61, R 15
Alertness	—	+2 Perception rating H: 61
Animal Affinity	Charisma 3	Temporarily recruit Animal Followers H: 61, M: 13
<i>Antiseptic Bite</i>	Chitik	Can clean wound with saliva R: 16
Atlantean Blood ●	—	Longevity and improved abilities S: 11
<i>Atlantean Builder</i>	—	Longevity and improved abilities R: 16
Atlantean Commands	Atlantean Power Words	Can issue complex commands S: 11
Atlantean Healing Words	Atlantean Power Words	Can heal with words R: 16
Atlantean Killing Words	Atlantean Power Words	Can wound with words R: 16
Atlantean Language	Linguistics 6	Fluent in Atlantean language G: 1, S: 12
<i>Atlantean Priest</i>	—	Longevity and improved abilities R: 17
Atlantean Power Words	Atlantean Language	Can issue one-word commands G: 2, S: 12
<i>Atlantean Warrior</i>	—	Longevity and improved abilities R: 17
Attractive	—	+1 Charisma bonus dealing with people H: 61
Autofire	Firearms 4	Improved autofire attack H: 61
Beast Rider	Ride 4	Treat hostile mounts as cooperative mounts M: 15
Berserker Fury	Willpower 3	Exert to gain Strength-based Skill bonus M: 15
Bipedal Attack	Groth or six limbs	Can attack up to four times with Total Attack R: 17
Blind Fight	—	Reduced penalty for poor visibility H: 61
Block	Brawl/Martial Arts 4	Perform block as a reflexive action H: 62
Blunt Strike	Melee 4	Do nonlethal damage with lethal weapons H: 62
Bold Attack	Charisma 3	Use Charisma with a specific combat Skill H: 62
<i>Bold Defense</i>	Charisma 3	Use Charisma for Active Defense rating H: 62
Breaking Blow	Brawl/Martial Arts 4	Damage Structure with unarmed attacks S: 13
<i>Breath of Life</i>	Transmutation	Create living artifacts M: 15
Calculated Attack	Intelligence 3	Use Intelligence with a specific combat Skill H: 62
<i>Calculated Defense</i>	Intelligence 3	Use Intelligence for Active Defense rating H: 62
Callous Rider	Ride 4	Exert your mount to gain Ride bonus M: 15
Captivate	Performance 4	Temporarily entrance targets H: 62
<i>Chameleon</i> ●	Greenman, Lizardman or Mantisman	Improved hiding ability M: 15
Channel Life	Vrii	Can transfer living energies between self and others R: 17
<i>Charismatic</i>	—	+1 Charisma rating H: 63, R: 18
<i>Climb</i>	—	Improved climbing speed H: 63
Civilized	Primitive Flaw	Improved modern technology bonus M: 15
<i>Combat Aptitude</i>	Intelligence 3	Exchange attack and Defense dice H: 63
Combat Clinch	Brawl/Martial Arts 4	Damage opponent with a successful Grapple M: 16
Combat Skill	Skill 4	+2 Defense with specific non-combat Skill H: 63
Conductive Aura	Vrii	Can transfer living energies over an area R: 18
Counterstrike	Brawl/Martial Arts 4	Damage attacker with a successful Block G: 2, S: 13
Damage Control	Craft 4	Reduced penalty for Structure damage S: 13
<i>Danger Sense</i>	—	Reduced surprise penalty H: 63
<i>Deep Breath</i>	Body 3	Improved lung capacity M: 17
Delayed Blow	Brawl/Martial Arts 4	Can delay damage from unarmed attack S: 13
Diehard	—	Improved death threshold H: 63
<i>Direction Sense</i>	—	Always know direction H: 64
Disarm	Brawl/Melee 4	No penalty when disarming an opponent R: 19
Disease Resistance	Body 3	Improved resistance to disease and illness M: 17
Diseased Bite	Chitik	Bite can transmit disease R: 19

Talent	Prerequisite	Benefit
Dive Bomb	Winged	Improved throwing bonus while flying M: 17
Dodge	Athletics 4	Perform dodge as a reflexive action H: 64
Drive-by Attack	Firearms/Gunnery 4	Reduced penalty for speed S: 14
<i>Dual Brain</i>	Dheva or Zhul-ya	Has two semi-independent brains R: 19
Dual Wield	Dexterity 3	Reduced penalty for two-weapon attacks H: 64
Echolocation •	Perception 4; Gillman or Moleman	See without light; improved blind attack M: 17
Escape Artist	Acrobatics 4	Escape from restraints M: 17
Evasive Action	Drive/Pilot 4	Perform evasive action as reflexive action S: 14
Evasive Riding	Ride 4	Use Ride Skill for Defense roll M: 18
<i>Famine Hardy</i>	—	Half damage from starvation and thirst M: 18
Fearsome	Intimidation 4	Temporarily frighten opponents H: 64
Fearsome Attack	Intimidation 4	Can use Intimidation Skill for attack roll M: 18
<i>Feign Death</i>	Con 4	May pretend to be dead M: 18
Feint	Brawl/Melee 4	Can perform Feint maneuver R: 19
Feline Grace	Pantherman	Use Athletics to balance or break falls M: 18
Finesse Attack	Dexterity 3	Use Dexterity with a specific combat Skill H: 64
Flurry	Dexterity 3	Reduced penalty for multiple strikes H: 65
Focused Attack	Willpower 3	Use Willpower with a specific combat Skill H: 65
<i>Focused Defense</i>	Willpower 3	Use Willpower for Passive Defense rating H: 65
<i>Four Arms</i>	Praelor or Zhul-ya	Has four arms R: 20
<i>Gargantuan</i>	Titan	Your character is Size 2 M: 19
<i>Giant</i>	—	Your character is Size 1 H: 65, M: 19
Guardian	Intelligence 3 Perception 4	Provide Defense bonus to allies H: 65, R: 20
Hardening	Body 3	Increased resistance to caustic damage M: 19
<i>Headstrong</i>	Willpower 3	Use Willpower for Stun rating H: 65
Heavy Lifting	Strength 3	Increased carrying capacity M: 19
Herb Lore	Medicine 4	Use natural supplies for medicine M: 20
High Pain Tolerance	—	Reduced penalty for wounds H: 65
Immovable	Body 3	Improved resistance to Knockback and Knockdown M: 20
Immunity	Body 3	Immune to specific disease, drug or poison M: 20
Independent Thought	Praelor or Dual Brains	Can perform two different actions without penalty R: 20
Inspire	Diplomacy 4	Provide Skill bonus to allies H: 66, R: 20
<i>Instant Reload</i>	—	Reload weapon as a reflexive action H: 66
<i>Intelligent</i>	—	+1 Intelligence rating H: 66, R: 21
Iron Jaw	—	+1 Stun rating H: 66
<i>Iron Will</i>	—	+1 Willpower rating H: 66, R: 21
Jack of All Trades	Intelligence 3	Improved untrained Skill rolls S: 14
<i>Jump</i>	—	Improved jumping distance H: 66
Jury-Rig	Craft 4	Can improvise repairs S: 14
Keen Sense •	—	+4 Perception rating with a specific sense H: 67
<i>Kip Up</i>	—	Stand up as a reflexive action H: 67
Knockout Blow	Brawl/Martial Arts 4	Improved knockout ability H: 67
Lethal Blow	Brawl/Martial Arts 4	Do lethal damage with Brawl attacks H: 67
<i>Lifesaver</i>	Medicine 4	Improved healing ability H: 67
Light Sleeper	—	Halves normal amount of sleep required M: 20
<i>Long Shot</i>	—	Double weapon ranges H: 67
Lucky	—	+2 bonus to any one roll per game session H: 67
<i>Magical Aptitude</i>	—	Ability to channel magical energy S: 14
Missile Deflection	Brawl/Martial Arts 4	Can block ranged weapons S: 15
Mobile Attack	Dexterity 3	Move and attack simultaneously H: 68
<i>Moneywise</i>	Intelligence 3	Improved Wealth Resource S: 15

Talent	Prerequisite	Benefit
Mounted Attack	Ride 4	Use Ride Skill for attack roll M: 20
Mounted Charge	Ride 4	May charge without losing Active Defense M: 20
Native Terrain	—	Improved abilities on specific terrain M: 21
Natural Leader	Charisma 3	Recruit temporary allies S: 15
Orichalcum Sense	Lizardman	Can determine direction of orichalcum M: 21
Paralyzing Blow	Brawl/Martial Arts 4	Can paralyze target with unarmed attack S: 16
Parry	Melee 4	Perform parry as a reflexive action H: 68
Poison Skin ●	Gillman, Greenman	Skin secretes Toxin rating 3 M: 21
Poison Tolerance	Body 3	Improved resistance to drugs and poisons M: 21
Polydextrous	Dexterity 3 & 3 or more arms	Can attack without penalty with any hand R: 21
<i>Primeval Armor</i>	Sauren & Head Plate or Thick Hide	Can resist caustic damage R: 21
<i>Primitive Adaptation</i>	Sauren	Has two sauren Natural Advantages R: 22
Provoke	Con 4	Temporarily provoke opponents H: 68
Psychic Ability ●	—	Ability to use psychic power S: 16
Psychic Resistance	Willpower 3	Improved resistance to supernatural powers M: 21
<i>Psychic Sensitivity</i> ●	—	Sensitive to psychic phenomena H: 68
<i>Quick Draw</i>	—	Draw weapon as a reflexive action H: 69
<i>Quick Healer</i> ●	Body 3	Double the normal healing rate H: 69
Quick Reflexes	—	+2 Initiative rating H: 69
Quick Repair	Craft 4	Improved repair ability S: 16
Quick Strike	—	Can attack sooner with Brawl or Melee attack G: 2
Rapid Shot	Dexterity 3	Reduced penalty for multiple shots H: 69
Reckless Driver	Drive/Pilot 4	Improved driving and piloting S: 16
Rend	Claws or Talons	Brawl attacks ignore Passive Defense rating M: 22
Ricochet Shot	Firearms 4	Reduced called shot penalty for cover S: 16
Ride-by Attack	Ride 4	Mount may move and attack simultaneously M: 22
Riposte	Melee 4	Damage attacker with a successful Parry G: 2, S: 17
Robust	—	+2 Health rating H: 69
Rooted	Greenman	Improved resistance to Knockback and Knockdown M: 23
<i>Run</i>	—	Improved running speed H: 69
Rustproof	Robot	Can ignore effects of rust damage R: 22
Self-Repair	Robot	Does not need spare parts when repairing R: 23
<i>Sharp Claws</i>	Claws or Talons	Improved claws or talons M: 23
Shield Bash	Melee 4	Can perform Shield Bash maneuver R: 23
Skill Aptitude	—	+2 Skill rating with a specific Skill H: 69
Skill Mastery	Intelligence 3	General expertise with one Specialized Skill H: 70
Skilled Assistant	—	Improved teamwork bonus S: 17
Snapshot	—	Can attack sooner with ranged attack G: 3
<i>Spark of Life</i>	Weird Science	Can create intelligent artifacts S: 17
Staggering Blow	Brawl/Martial Arts 4	Improved knockback ability H: 70
<i>Sticky Feet</i> ●	Lizardman, Mantisman	Can scale sheer surfaces M: 23
Strafe	Firearms 4	Improved strafing ability H: 70
<i>Strong</i>	—	+1 Strength rating H: 70, R: 23
Strong Attack	Strength 3	Use Strength with a specific combat Skill H: 70
<i>Strong Defense</i>	Strength 3	Use Strength for Passive Defense rating H: 70
Subtle Strike	Stealth 4	Can use Stealth for attack roll S: 17
Sweep	Brawl 4 or Melee 4	Reduce penalties for sweep attacks M: 23
Swift	—	+2 Move rating H: 70
<i>Swift Flight</i>	Winged	Increased flight speed M: 23
Swift Mount	Ride 4	Mount gains +2 Move rating M: 24
<i>Swim</i>	—	Improved swimming speed H: 71

Talent	Prerequisite	Benefit
<i>Time Sense</i>	—	Always know time H: 71
Tinker	Craft 4	Improved tool bonus S: 17
<i>Titanic</i>	Gargantuan	Your character is Size 4 M: 24
Total Defense	Dexterity 3	Improved Defense ability H: 71
<i>Total Recall</i> ●	—	Never forget anything H: 71
<i>Tough</i>	—	+1 Body rating H: 71, R: 23
Tough Attack	Body 3	Use Body with a specific combat Skill H: 71
<i>Transmutation</i>	—	Create Arcane Artifacts with Alchemy M: 24
Trick Rider	Ride 4	Improved riding ability M: 24
<i>Tunneling</i>	—	Double Move rating when digging M: 24
Unarmed Parry	Brawl/Martial Arts 4	Can block melee weapons S: 17
Venom ●	Lizardman	Bite is poisonous M: 25
Venom Spitting	Venom	Spit venom M: 25
Vigorous Defense	Dexterity 3	Reduced penalty for multiple attackers H: 71
Watertight	Robot	Can ignore effects of water damage R: 24
<i>Weather Sense</i>	—	Can accurately predict the weather M: 25
Weird Science	Science 4	Ability to create weird science artifacts S: 18
<i>Well-Connected</i>	Charisma 3	Improved Contacts Resource S: 18
Wheelman	Drive/Pilot 4	Reduced penalty for adverse conditions S: 18
Wings	Mantisman	May fly at half Move rating M: 25

<italics> Unique Talent

● only available during character creation

Resource	Description
Allies	Close friends and relatives that can be counted on for help H: 72, S: 19
Animal Followers	Faithful animal companions that help out and can be counted on M: 25
Artifact	Unique and powerful item in your character's possession H: 72, S: 19
Contacts	Network of associates that may be called on for items and information H: 73, S: 20
Fame	Reputation, notoriety, and influence due to your character's popularity H: 73, S: 21
Followers	Faithful friends and retainers that accompany your character H: 74, S: 21
Mentor	A powerful patron, teacher, or protector who looks out for your character H: 74, S: 21
Rank	Rank and membership in a secret or exclusive organization H: 74, S: 22
Refuge	A safe and comfortable home. Private retreat, or secret laboratory H: 75, S: 22
Status	Social status and income due to your character's profession or birthright H: 75, S: 23
Wealth	Income and assets, plus amount of money available to invest H: 75, S: 23

STEP SIX: FLAWS!

(Optional) Pick one

Flaw	Description
Physical Flaws	
Albino	Lacks skin pigmentation M: 28
<i>Alien Lungs</i>	(Alien only) Unable to breathe oxygen R: 24
Blind	Automatically fail sight rolls H: 76
Carnivore	(Sauren only) Can only eat meat R: 25
Clipped Wings	(Hawkman only) Cannot fly M: 28
Clumsy	Has poor coordination S: 24
Cold-blooded	(Lizardman or Mantisman only) Becomes sluggish when cold M: 28
<i>Crippled</i>	Cannot walk S: 24
Deaf	Automatically fail hearing rolls H: 76
De-clawed	(Beastman only) Claws and talons do nonlethal damage M: 28
Disease Prone	Weakened immune system R: 25
Dry Skin	(Gillman or Greenman only) Must wet skin regularly M: 28
Dwarf	Not as big or as strong as others H: 76, M: 28
Dying	Has an incurable disease and may soon die H: 76
Elderly	Advanced in age S: 24
Fading	(Vrii only) Unable to regenerate life force R: 25
Flea-infested	Infested with blood-sucking parasites M: 28
Glass Jaw	Easily stunned or knocked out S: 25
Hard of Hearing	Poor hearing and may misunderstand speech H: 76
Heavy	(Alien, Robot only) Extremely dense and heavy R: 25
Herbivore	(Sauren only) Can only eat plants R: 25
<i>Illness</i>	May be incapacitated by illness S: 25
Lame	Has a bad leg or foot and moves slower than others H: 77
Low Pain Tolerance	Has extreme sensitivity to pain S: 25
Mange	(Apeman, Moleman or Pantherman only) Skin is scabby and infectious M: 28
Missing Limb	(Multiple arms or legs only) Missing extra arm or leg R: 25
Mute	Can't speak and must write or gesture instead H: 77
Obese	Larger and slower than normal S: 25
One Armed	Missing an arm and has trouble doing work H: 77
One Eyed	Missing an eye and has poor depth perception H: 77
Poor Vision	Bad eyesight and has trouble identifying things H: 77
Ravenous	Requires double amount of food M: 28
Rusted	(Robot only) Suffers from corrosion R: 25
Sickly	Illness causes major discomfort S: 25
Skinny	Has a weak physique S: 25

Flaw	Description
Slow Healer	Heals at half speed R: 25
Thumbless	Cannot use tools M: 28
Viral Vulnerability	(Alien only) Susceptible to terrestrial viruses R: 25
Young	Child or youth S: 25
Mental Flaws	
Absent-Minded	Often forgets or overlooks important details H: 77
Addicted	Hooked on a specific substance or activity H: 77
Alien Logic	(Alien only) Incomprehensible point of view R: 25
Amnesic	Has lost his memory and may have flashbacks H: 77
Blasé	Easily jaded and bored S: 26
Childlike	(Titan only) A child in an adult body M: 28
Claustrophobia	Fear of enclosed spaces R: 25
Code of Conduct	Lives by an inflexible set of rules M: 28
Coward	Afraid of conflict and may run from a flight H: 77
Curious	Fascinated by the unknown G: 3, S: 26
Deluded	Suffers from hallucinations S: 26
Depressed	Sad and pessimistic S: 26
Dueling Brains	(Dual brain only) Dual brains conflict with each other R: 25
Easily Lost	Poor direction sense M: 28
Hard to Train	-2 penalty to all non-Zero Level skills M: 29
Hardwired	(Robot only) Cannot make untrained Skill rolls R: 25
Hedonist	Prioritizes pleasure over hard work R: 25
Hive Mind	(Chitik, Robot, or telepath only) Reliant on collective intelligence R: 25
Illiterate	Dyslexic or uneducated and cannot read or write H: 77
Impulsive	Impatient and reckless and often gets in trouble H: 77
Indecisive	Cannot make up his mind M: 29
Malaise	Constantly ill at ease and lethargic M: 29
Malfunctioning	(Robot only) Unreliable and problematic R: 26
<i>Megalomaniac</i>	Delusions of grandeur S: 26
Mind Mute	(Elosi only) Born without telepathy R: 26
Multiple Personalities	Personalities interfere with each other M: 29
Obsessed	A compulsion to perform a particular activity H: 77
Obvious	Cannot stay inconspicuous M: 29
Orranophobia	(Moleman only) Irrational fear of falling upward M: 29
Overconfident	Foolhardy and sometimes gets in over his head H: 77
Paranoid	Anxious and distrusts everyone around him H: 77
Phobic	Scared of a particular thing and will avoid it H: 78
Short Tempered	Has trouble controlling anger S: 26
Skeptic	Never takes anything at face value S: 26
Slow Thinker	Slow to react to new information R: 26
Strange Imprinting	(Sauren only) Imprinted on an unusual person or object R: 26
Territorial	Aggressively defends territory and possessions M: 29
Thrill-seeker	Addicted to danger G: 3, S: 26
Timid	Nervous and anxious S: 26
<i>Vow</i>	Sworn to an action or organization S: 27
Social Flaws	
Aloof	Distant and remote S: 27
Animal Antipathy	Instinctively heated by animals M: 29
Callous	Selfish, uncaring, and insensitive of others H: 78
Condescending	He is better than everyone else H: 78
Criminal	Believed to have committed a serious crime H: 78
Disfigured	Ugly, unattractive, and repulsive to others H: 78

Flaw	Description
Dominant	Seeks to subjugate others M: 29
Doomsayer	Foretells catastrophic events M: 29
Emotionless	(Robot only) Cold, logical, and unfeeling R: 26
Exiled	Forcibly outcast from society M: 29
Fanatical	Zealous and dedicated G: 3, S: 27
Gendered	(Elosi only) Displays masculine or feminine traits R: 26
Gullible	Believes almost anything S: 27
Heir Apparent	Next in line to inherit money or a noble title R: 26
Herd Mentality	Resists individualism and aloneness M: 29
Honest	Never lies S: 27
Inscrutable	Mysterious and hard to read S: 27
Intolerant	Biased and prejudiced against a certain thing H: 78
Liar	Constantly embellishes the truth S: 27
Lovelorn	Lovesick and forlorn S: 27
Masochistic	Desires pain M: 30
Merciful	Compassionate and forgiving S: 27
Miserly	Stingy and tightfisted R: 27
Noblesse Oblige	Magnanimous and generous to the less fortunate R: 27
Obsolete	(Robot only) Outdated and unpopular R: 27
Pacifist	Opposed to violence and war for any reason H: 78
Pheromone Deaf	(Chitik only) Unable to identify pheromones R: 27
Raised by Wolves	Disregards all forms of etiquette M: 30
Repulsive	Repellent to other people M: 30
Right-brained	Uncharacteristically creative and spontaneous
Sadistic	Unnecessarily cruel M: 30
Secret	Has an embarrassing or shameful secret H: 78
Shy	Dislikes social situations and tries to avoid them H: 78
Speech Impediment	Has trouble speaking and may be misunderstood H: 78
Stubborn	Obstinate and hard-headed G: 3, S: 27
Submissive	Wants others to make the decisions M: 30
Superstitious	Goes out of her way to follow her unusual beliefs H: 78
Vain	Egotistical and narcissistic S: 27
Xenophile	Obsessed with anything strange or unusual R: 27
Xenophobia	Hatred of anything exotic or unfamiliar R: 27

Miscellaneous Flaws

Alien Origin	(Alien only) Cannot communicate or use tools R: 27
Bestial	Cannot communicate or use tools M: 30
Danger Magnet	Attracts trouble through no fault of her own H: 79
Hunted	Pursued by an individual or organization S: 27
Past Life Burden	(Atlantean only) Has unfinished business from a previous life R: 27
Pawn of Prophecy	Fate controls your circumstances M: 30
Poor	Destitute and bad with money S: 27
Primitive	Unfamiliar with modern technology; -2 to all technology-related rolls H: 79, M: 30
Prototype	(Robot only) Hard to fix or repair R: 27
Unlucky	Cursed, jinxed, or otherwise unlucky H: 79
Weirdness Magnet	Attracts supernatural occurrences S: 27

<italics> Severe Flaw

STEP SEVEN: STARTING XP!

Spend up to 15 Points

(Unspent Points can be carried into play)

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5
Skill	New Skill Level x 2
Skill Specialization	3
Talent	15
Resource	15

STEP EIGHT: SECONDARY ATTRIBUTES!

HEX: 46-47

Calculate (Don't forget any Talent benefits)

Size = 0 (if human)

Move = Strength + Dexterity (or Athletics)

Perception = Intelligence + Willpower

Initiative = Dexterity + Intelligence

Defense = Passive + Active - Size

Passive Defense = Body

Active Defense = Dexterity

Stun = Body

Health = Body + Willpower + Size

STEP NINE: STARTING STYLE POINTS!

HEX: 79

Start play with up to 5 Style Points

- Taking a Flaw at character generation: 1 pt.
- Writing a character background: 1-3 pts.
- Creating a plot hook (e.g. a rival or dependent) for your character: 1 pt. each
- Using props or costumes for your character: 1 pt.
- Miscellaneous (e.g., hosting the game): 1 pt