

# FINISHING THE CHARACTER

Use the following guide to finish filling out your character sheet.

**Character Information-** This section contains much of the information you would find on a passport -items like height, weight, age, gender, and ethnicity. You will also record your Archetype's Rank up in this section. Finally, on the right is a spot for the character's "wealth factor" (a multiplier based off of Archetype) and their current wealth (remember a character's starting money is affected by their Background too).

**Prologue-** The prologue is an area to describe what has happened in the MC's life thus far, leading them up to the first adventure they go on. This is a great place to specifically explain debts, dark secrets, or any special circumstances the MC might be in, as well as, details concerning their Background and Archetype.

*For example, if an MC is a Jack with a Affluent Background, in this section you might describe how they were born to a prestigious New England family, but dropped out of their University and travelled west to get away from it all. To survive they took up work with a group of Asians laying train track. Now, trackers have been sent by their father to hunt them down and haul them back...*

Hopefully you get the idea; the prologue section is all about filling in the conditions that charge the character's personality.

**Attribute Matrix-** As described in the previous chapter, using the totals assigned by the Archetype and Background, the player must assign die values to the 9 primary attributes and fill in their Set Values and resource pools. The rosettes can denote a gifted/flawed attribute.

**Possessions/Weapons-** Players may spend a MC's starting wealth to buy equipment and weapons. These items are listed here on the character sheet. Weapons are given a separate box, to maintain the stats that go with them. These items can be found in Chapter 5.

**Notes-** This box is used primarily during play to record important information from an adventure, or special rules placed on the character.

**Plot Points-** In this box players can record the MC's Plot Points (positive or negative). At the narrator's discretion, leftover positive Plot Points (from the purchase of Knacks) can be saved here to be spent after the MC's first adventure.

**Resource Pool Multipliers-** Players should record the MC's resource pool multipliers in this area. The multiplier will be based mostly on their Archetype's Rank, but may be affected by their Background or Knacks.

**Rank Goals-** The narrator and player can devise custom Rank goals for the MC in this area.

**Limitations-** Any Limitations picked up through the character's Background or attribute ratings should be described here. Limitations are listed in Chapter 4.

**Knacks-** Knacks assigned from the MC's Archetype, Background, or attribute ratings are recorded here. This includes Custom Knacks. Knacks (and the rules for Custom Knacks) can be found in Chapter 4.

This image shows the top portion of a character sheet form. It includes fields for Name, Sex, Gender, Age, Height, Weight, and Ethnicity. There is a section for 'Prologue' with several lines of text. Below that is an 'Attribute Matrix' with a grid for 9 attributes, each with 'Set Value' and 'Resource Pools' columns. To the right is a large circular area for a portrait. Below the matrix is a 'Possessions' table with columns for Name, Cost, and other details. Arrows from the text on the left point to these various sections.

This image shows the bottom portion of a character sheet form. It includes a 'NOTES' section at the top. Below that is a 'RANK GOALS' section with a grid for Rank and Goal. Below that is a 'LIMITATIONS' section with columns for Character, Cost, and Description. At the bottom is a 'KNACKS' section with columns for Rank, Cost, and Description. Arrows from the text on the left point to these sections.

