

1. HERITAGE

| | | | | |
|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> | D <input type="checkbox"/> | E <input type="checkbox"/> |
| Any* | Any* | Any* | Human or Synthetic | Human or Replicant |

*Replicant is only available at Rank E.

Human *Base Zoetic Potential (BZP) = 6*
No special rules.

Uplifted *BZP = 5* pp. 48–9
Choose type from the lists; Reduce attribute points (Step 3) accordingly. +30% body equip. price if large, +40% if small.

Green *BZP = 6* p. 50
Choose (a) no special traits, (b) 1 heritage trait or (c) 2 heritage traits and 1 drawback.

Blighted *BZP = 6* p. 51
Choose (a) no special traits, (b) 1–2 heritage traits or (c) 3 heritage traits and 1 drawback.

Synthetic *BZP = 1* p. 52
Your ZP is not reduced by cybertechtronics. You are *durable* (p. 52); Take any or all frame mods.

Replicant *BZP = 6* p. 52
+6 attribute points, +6 skill points. 1+1d6 years until your expiration date; A razor-runner hunts you.

2. MAGIC

| | | | | |
|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> | D <input type="checkbox"/> | E <input type="checkbox"/> |
| Archmage | Mage | Amp or Speaker | None* | None* |

*All characters have access to Rituals.

ARCHMAGE

35 force pts. to spend on:
—spells from *any* school (p. 168–78) for pts. = max force
—first spirit bond slot on a spirit grid (p. 182–3) for 15pts.
—foci/fetishes (p.168) or spirit bags (p.183–4) for 1pt./rank
May take amplifications at *full* price (pp. 180–2)

MAGE

25 force pts. to spend on:
—spells from *one* school (p. 168–78) for pts. = max force
—foci/fetishes (p.168) for 1pt./rank

AMP

May take amplifications at *half* price (pp. 180–2)

SPEAKER (read pp. 182–4)

One spirit bond slot on a spirit grid
11 pts. to spend on spirit relationships
10 pts. to spend on infusions

Step 3. ↗

6. THE LITTLE DETAILS

Receive 1 asset, or 2 if your Charisma is 11+.
Roll 2d6 for your Ghost Rating.
Roll 4d6×100 \perp for starting cash.
Make your Brand together with the group (p. 47).
Fill in biographical and character details, etc.

3. ATTRIBUTES

| | | | | |
|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> | D <input type="checkbox"/> | E <input type="checkbox"/> |
| 46 pts | 38 pts | 32 pts | 29 pts | 27 pts |

to spend on attributes, each of which starts at 1 (for free!) and has a default maximum of 20. You must spend points so that all attr. are at least 1.

| | | | | | |
|-----|-----|-----|-----|-----|-----|
| | | | | | |
| STR | BOD | REA | INT | WIL | CHA |

These determine your dice pools. Choose one pool to receive the $\frac{1}{4}$ Charisma bonus.

| | | | | | |
|----------------------|-------|-----------------|-----------------|-----------------|--------------------------|
| | 1 | + $\frac{1}{2}$ | + $\frac{1}{2}$ | + $\frac{1}{4}$ | + $\frac{1}{4}$ CHA |
| Brawn = STR | + BOD | | | + WIL | <input type="checkbox"/> |
| Finesse = REA | + BOD | | | + INT | <input type="checkbox"/> |
| Resolve = WIL | + INT | + CHA | | | <input type="checkbox"/> |
| Focus = INT | + REA | | | + WIL | <input type="checkbox"/> |

Each attribute also grants, (per 1 pt of total unless otherwise specified):

STR +1 weight unit of carry capacity
+1 thrown and melee weapon damage
Increase recoil cap one step (per 12 pts)

BOD +1 physical condition box (per 2 pts)

REA +1 initiative

INT +2 knowledge skill pts.

WIL +1 stun condition box (per 2 pts)

CHA +2 etiquette skill pts.
+1 starting asset if total 11 or greater (once)

4. SKILLS

| | | | | |
|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> | D <input type="checkbox"/> | E <input type="checkbox"/> |
| 48 pts | 36 pts | 30 pts | 27 pts | 24 pts |

to spend on active skills listed on pp. 66–9, including Rituals (p. 69, detailed pp. 179–80).

Gain 2×INT knowledge skill points to spend on languages, etc. (see p. 69 for examples).

Gain 2×CHA etiquette skill points to spend on: Corporate, Street, Civic, Aristocratic, Military, Criminal and/or Wasteland etiquette. These are required to activate Assets during play (p. 79).

5. RESOURCES

| | | | | |
|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> | D <input type="checkbox"/> | E <input type="checkbox"/> |
| 1.2M \perp | 600k \perp | 250k \perp | 60k \perp | 25k \perp |

in gear from Chapters 6–9 and/or paid lifestyle costs (p. 46).

ANY POINTS OR RESOURCES NOT SPENT
IN CHARACTER CREATION ARE LOST.

← **Step 6.**

THE FIREARMS CHART

| MODEL | SG? | ACC | DAM | MODES | H | P | B | C | AMMO | RNG | PRICE | WT | R |
|-------------------------|-----|-----|-----|------------|---|---|---|---|----------------------|-----|---------|----|---|
| HANDGUN | | | | | | | | | | | | | |
| Slimline Defender | | - | 2 | SS | 4 | 2 | X | 1 | 5 | S | 189 虫 | - | 2 |
| DV-662 Devotion | | - | 2 | SS | 2 | 2 | X | 1 | 5 | S | 289 虫 | 1 | 2 |
| KL-.89 Klaw | | - | 3 | SS | 2 | 2 | X | 1 | 5 | S | 299 虫 | 1 | 2 |
| Ironclad Sentinel | | 2 | 2 | SS DT B | 6 | 2 | X | 2 | 11 | S | 399 虫 | 1 | 2 |
| Kaos-9X | Y | 3 | 3 | SS DT B | 4 | 2 | X | 2 | 9 | S | 469 虫 | 1 | 2 |
| Ironclad Reaper | | 2 | 6 | SS DT | 4 | 4 | X | 3 | 11 ₁₅ | S | 499 虫 | 1 | 2 |
| Goliath TRGT-9 "Target" | Y | 3 | 3 | SS DT B | 3 | 2 | X | 2 | 9 | S | 549 虫 | 1 | 2 |
| Krieg Viper | | - | 8 | SS DT | 4 | 2 | X | 3 | 7 | S | 649 虫 | 1 | 2 |
| Ironbark SMT | Y | 3 | 3 | SS DT B | 3 | 2 | X | 2 | 9 | S | 699 虫 | 1 | 2 |
| Eisentech S-U Epsilon* | Y | 4 | 5 | SS DT | 5 | 3 | X | 2 | 9 | S | 749 虫 | 1 | 3 |
| Syncsight Hunter | | 4 | 2 | SS DT B | 4 | 2 | X | 2 | 9 | S | 799 虫 | 1 | 2 |
| SHOTGUN | | | | | | | | | | | | | |
| Warhammer H40mm-ER | | 2 | 4 | SS DT | 5 | 3 | 2 | 2 | 5 ₁₁ (sh) | S+ | 549 虫 | 2 | 2 |
| Krieg Defender | | - | 10 | SS | 6 | 3 | 4 | 4 | 5 ₁₁ (sh) | M | 699 虫 | 2 | - |
| Helios Hardliner | | - | 8 | SS B | 6 | 3 | 4 | 3 | 10(sh) | M | 1,299 虫 | 2 | 4 |
| SMG | | | | | | | | | | | | | |
| G-Tiger Beat | | - | 1 | SS DT B FA | 3 | 1 | 1 | 2 | 50 | M+ | 1,199 虫 | 1 | 3 |
| Krieg Ripper | | 1 | 2 | SS DT B FA | 3 | 2 | 3 | 2 | 120 | M+ | 1,999 虫 | 1 | 3 |
| RIFLE | | | | | | | | | | | | | |
| Goliath Highwayman | | - | 6 | SS DT B FA | 5 | 3 | 4 | 3 | 30(r) | L | 699 虫 | 2 | 2 |
| 450 Tek-Urban | | 1 | 6 | SS DT B FA | 5 | 4 | 4 | 3 | 50(r) | L | 4,599 虫 | 2 | 3 |
| Krieg V-100 Vigilant | | 2 | 6 | SS DT B FA | 8 | 4 | 4 | 3 | 100(r) | L | 2,999 虫 | 2 | 3 |

*Tagline "Sunshine." | **SG?** Smartgun? | **ACC** Accuracy | **DAM** Damage | **SS** Single-shot, **DT** Double Tap, **B** Burst Fire, **FA** Full-Auto | **H** Hardness, **P** Penetration, **B** Barrier, **C** Concealment | Ammo format: [basic magazine]_[w/ ammo mod](ammo type)—Ammo Types: (nothing) handgun/smg/small caliber, **sh** shotgun/shot/slug, **r** rifle/large caliber | **RNG** Range—see table below | **WT** Weight | **R** Rarity

| MODEL | TYPE | ACC | DAM | H | P | B | C | HEAT | DANGER! | PRICE | WT | R |
|----------------------|--------------|-----|-----|----|---|---|---|------|---------|------------|-----|---|
| Neon Fang LX | Laser Pistol | 4 | 2 | 8 | - | X | 1 | 1 | 3+ | 74,899 虫 | 1+1 | 5 |
| Photon Reaver | Laser Rifle | 6 | 4 | 11 | - | X | 3 | 2 | 5+ | 180,199 虫 | 2+1 | 5 |
| Thunderbold Vanguard | Railgun | 3 | 12 | 9 | 9 | X | 5 | 3 | 6+ | 499,999 虫* | 2+2 | 6 |

*Some restrictions apply | **DANGER!** At this point, you start making overhear rolls. | **WT** Weapon+Pack

| RANGE | +1 within | | +0 then within | | -2 then within | | -4 then within | | -8 any farther |
|-------|--------------|-----|-------------------|-----|-------------------|------|-------------------|------|-----------------------|
| S | 5m | 3" | 16m | 8" | 30m | 15" | 50m | 25" | |
| S+ | 5m | 3" | 20m | 10" | 40m | 20" | 60m | 30" | |
| M | 5m | 3" | 20m | 10" | 50m | 25" | 100m | 50" | |
| M+ | 10m | 5" | 40m | 20" | 80m | 40" | 150m | 75" | |
| L | 50m | 25" | 150m | 75" | 300m | 175" | 550m | 225" | |

HAVE A NICE DAY!