

SHADOW GAMES

Character Construction Aid

PLAYER: _____

CONCEPT: _____

CHARACTER: _____

CHARACTERISTICS:

ATTRIBUTES	ALLOCATE			MOD FOR SEX		
	POINTS (20; min. 1, max. 4)	ROLL (#dice = allocation)	DOUBLE (roll)	(Female)	(Final)	(Male)
Intelligence				20		20
Sensibility				25		25
Agility				30		30
Coordination				20		20
Constitution				30		30
Strength				25		30
Personality				25		20
Appearance				25		20
Bravado				20		25
Willpower				30		30

WHAT ROLE DO YOU WANT TO FILL ON YOUR TEAM:

Look at the descriptions of the following in the Role Choices document to determine what role(s) you would like to fulfill in the team.

- Prime Role + 295+ ◇ Cell Leader
- 955+ ◇ Analyst
- 570+ ◇ Covert Entry
- 725+ ◇ Demolitions
- 650+ ◇ Wheelman
- 870+ ◇ Gearhead
- 645+ ◇ Grifter
- 705+ ◇ Hacker
- 815+ ◇ Hitter
- 900+ ◇ Investigator
- 470+ ◇ Medic
- 545+ ◇ Pilot
- 595+ ◇ Scout
- 665+ ◇ Sniper
- 675+ ◇ Weapons Specialist

CHARACTER INFORMATION:

Age	
Beginning Cash	\$
Years Advanced Education	
Education Total	\$
Remaining Cash	\$
Height	
Weight	
Handedness	

SECONDARY ATTRIBUTES & MASS FACTOR:

These are static and will be accounted to each character when construction is completed and character sheets are filled out.

TALENT BASES:

CATEGORY	FORMULA	TOTAL
Academic	(INT + WIL) / 20	
Creative	(SEN + COR) / 20	
Dom/Technical	(SEN + COR + CON) / 30	
Medical	(INT + SEN + COR) / 30	
Natural	(SEN) / 10	
Physical	(AGL + STR + CON + WIL) / 40	
Reflexive	(AGL + SEN) / 20	
Scientific	(INT) / 10	
Social	(PER + BRA) / 20	

AVAILABLE SKILL POINTS:

PART 1 (World Experience)

[(Chosen Age) x (Strength + Personality + Bravado/3)] = Total

Age	x	Str+	Per+	Bra	/3 =	Total
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+ PART 2 (Education)

[(Higher Education) x (Intelligence + Sensibility + Willpower/3)] = Total

Years	x	Int+	Sen+	Will	/3 =	Total
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(Part 1 Total + Part 2 Total) = **TOTAL** Total Skill Points

