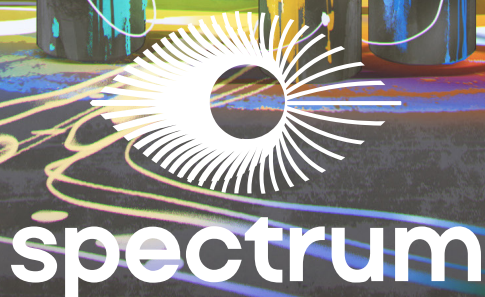


SPECTRUM

Universal Collaborative Storytelling System

Character Generation Reference Guide



How to Create a Character

Now you're ready to create a character using the following steps:

1. Create Character Concept
2. Distribute 90 Attribute Points
3. Choose Priorities
4. Assign Metaphysical Power
5. Distribute Trait Points
6. Calculate Instincts, Vitalities, and Movement
7. Distribute Skill Points
8. Assign Association Points
9. Purchase Assets
10. Assign Experience Points

A character sheet, a form used to conveniently and efficiently make a record of all the important aspects and resources of your character, has been provided in the appendix.

Create a Character Concept

Will you play the wandering exile, looking for a place to call home? Maybe a hardened soldier who wants nothing more than to open a bakery? Maybe a merchant with a taste for the finer things in life who has gotten herself in over her head? Creating a compelling character that both fits into the story and is interesting to play requires defining what the character is capable of and their limits. Character concepts can be as deep or shallow as you want.

Example:

Christina decides that she wants to play a much more interesting and accessible version of her favorite character from a somewhat popular series of novels about a special magic school for nascent wizards set in the hills of Nova Scotia. This character is bright, studious, brave, and geeky.

Distribute Attribute Points

All characters begin with 90 Attribute Points to distribute as they wish among the 8 core capabilities. The attribute values will later determine a character's Instincts, Vitalities, and Movement. At character creation, a player may not assign more than 20 points to an attribute.

The eight Attributes are as follows:

- | | |
|--------------------|---------------------|
| 1. Agility (AGI) | 5. Martial (MAR) |
| 2. Endurance (END) | 6. Perception (PER) |
| 3. Finesse (FIN) | 7. Reason (REA) |
| 4. Intuition (INT) | 8. Strength (STR) |

Example:

Christina spends 90 Attribute points as follows:

- **Agility: 10** – Not a natural athlete but not a klutz.
- **Endurance: 13** – The character was on the cross country team and walks everywhere. To represent this, Christina has chosen a slightly above average Endurance.
- **Finesse: 13** – Her character is fairly nimble, paints tabletop models, practices close-up coin tricks.
- **Intuition: 7** – Her character grew up spending most of her time reading books and pursuing various solitary extracurricular activities. To represent this, Christina has chosen a below-average Intuition.
- **Martial: 11** – While not an overtly violent person, the character comes from a rough family and a rougher neighborhood. She has learned how to keep cool even when taking a hit. Christina feels that her character does not like conflict or violence, and this is reflected in her Martial score.
- **Perception: 13** – Christina places her character's Perception above average to reflect that the character has spent some time trying to become more observant.
- **Reason: 17** – This is where the character shines. Christina wants a high reason to reflect the character's superior memory and aptitude.
- **Strength: 6** – While the character can run a 5k fairly easily, she is small, and the heaviest thing she regularly picks up is one of her many potted plants.

The Narrator points out to Christina that she could easily decrease the character's Martial by one and increase the Strength by one, which would put the character's Strength to the next column on The Chart without changing the column of the character's Martial attribute.

Christina thanks the Narrator but explains that, while the math works out better, she does not think the character would be as well represented if the attributes were optimized for rolling. Instead, she explains that she is looking forward to playing the character and figuring out which direction the character should go in.

Choose Priorities

Based on your character concept, you will rank six priorities to represent the prevalence and importance of each aspect of your character's identity. Assign each of these aspects a priority from 1 to 6, with 1 being the highest priority and 6 being the lowest. Each number may only be associated with one aspect.

The priorities are as follows:

- | | |
|-----------------|-----------|
| 1. Associations | 4. Power |
| 2. Experience | 5. Skills |
| 3. Means | 6. Traits |

Example:

Taking into consideration her character being a trained magic user with considerable skill in the arcane arts, very few friends, and even less money, Christina ranks her priorities as follows:

- #1 Metaphysical Power (13)
- #2 Experience (45)
- #3 Skills (70)
- #4 Associations (10)
- #5 Means (Purple)
- #6 Traits (0)

Priority	Associations	Experience	Means	Power	Skills	Traits
1	45	70	Yellow	13	150	17
2	30	45	Green	10	100	13
3	20	30	Cyan	7	70	10
4	10	20	Blue	3	50	5
5	5	10	Purple	0	35	3
6	0	5	Ultraviolet	Mundane	22	0

Assign Metaphysical Power

Record the character's Power based on the priority you chose. Yes, this step is, in fact, that easy.

Example:

Christina chose Metaphysical Power priority #1 to reflect that she is a wizarding powerhouse, at least for a newbie. Her character will start with 13 Power.

Distribute Trait Points

Trait points can be used to assign various traits that range from mundane, such as increasing attributes and assets, to the extraordinary, such as the ability to breathe underwater or have a prehensile tail. Unspent points will be banked as starting experience points.

Example:

Christina chose to make traits her lowest priority. This works just fine for the character concept Christina has chosen.

Instincts, Vitalities, Movement

Instincts, vitalities, and movement are calculated from the character's 8 primary attributes.

Instincts

- Aegis = (Endurance + Reason) ÷ 2
- Awareness = (Intuition + Perception) ÷ 2
- Reflex = (Agility + Finesse) ÷ 2
- Resolve = (Martial + Reason) ÷ 2
- Toughness = (Endurance + Strength) ÷ 2

Vitalities

- Life = (Toughness + Reflex) × 2
- Will = (Resolve + Awareness) × 2

Movement

- Run = (Strength + Agility) ÷ 3
- Jog = 3 (default for starting characters)
- Walk = 2 (default for starting characters)

Example:

Christina's Instincts, Vitalities, and Movement are calculated as follows (taking into account that decimals are always rounded down):

- Aegis = (Endurance 13 + Reason 17) ÷ 2 = 15
- Awareness = (Intuition 7 + Perception 13) ÷ 2 = 10
- Reflex = (Agility 10 + Finesse 13) ÷ 2 = 11
- Resolve = (Martial 11 + Reason 17) ÷ 2 = 14
- Toughness = (Endurance 13 + Strength 6) ÷ 2 = 9

- Life = (Toughness 9 + Reflex 11) × 2 = 40
- Will = (Resolve 14 + Awareness 10) × 2 = 48

- Run = (STR 6 + AGI 10) ÷ 3 = 5
- Jog = 3
- Walk = 2

Distribute Skill Points

Based on the priority of skills, assign the number allotted of skill points to increase the character's rating in each skill, representing how much the character knows or how well they know how to do it.

To determine the character's skill rating, the player adds the associated attribute value to the number of assigned skill points minus the skill's starting deficit (Attribute + skill point - deficit). Any unspent skill points will be converted to starting Experience Points.

Example:

Christina is going to try to make the character's skill list fit the profile of a studious middle schooler. She has 70 points to distribute. She chooses the following skills:

- Academics (Library Science) = 10
- Academics (History) = 7
- Academics (Herbology) = 7
- Academics (Botany) = 10
- One-Handed Melee = 3
- Stealth = 13
- Dodge = 10
- Craft (Baking) = 10

Assign Association Points

Association points are assigned based on the priority that associations were placed. The character may use these points to establish contact ratings with individuals or ranks within an organization. Any unspent Association points will be converted to starting Experience Points.

Example:

Christina decides to give the character a pen pal from Portland, to whom she is genuinely fond of and has written hundreds of letters back and forth with over the years. She assigns her character the following Contact: Amanda Whitman: Contact Rating 10.

Purchase Assets

During character creation, a character's starting assets is determined by how the player prioritizes their means. In most settings, means refers to a character's starting purchasing power and financial access. During character creation, a player may use their means to purchase material goods, pay for services, or any other external assets the character may need or want, assuming that the character would have access to such things. A player can spend up to their total means or, per narrator approval, spend their way into debt.

After character creation, record your remaining means, if any, on your character sheet. The Narrator may decide at the start of the story to translate the character's means to the story's prevailing currency.

Determining Means

During character creation, the character's initial means is determined by the level of priority attached. Additionally, the player can use various traits to affect the character's starting means.

Means Value Starting Capital

IR		1-2 billion dollars
Red		200-300 million dollars
Orange		30-50 million dollars
Yellow	Priority #1	5-7 million dollars
Green	Priority #2	700k to 1 million dollars
Cyan	Priority #3	100k to 130k dollars
Blue	Priority #4	13k to 17k dollars
Purple	Priority#5	1.7k to 2.2k dollars
Ultraviolet	Priority #6	220 to 280 dollars
White		17 - 35 dollars
Grey		3 - 5 dollars
Black		Debt

Using Means to Acquire Gear

A character's color of means represents the absolute most they can afford to purchase, while being able to afford various items of lesser color.

The number of items that a character can start with, is represented by the following general rule:

- Asset @ Color of Means = One, lose 4 color of means
- Asset @ Color of Means = One, lose 2 color of means
- Asset @ Color of Means = One
- Asset ↓1 Color of Means = Couple / Few (2-3)
- Asset ↓2 Color of Means = Some (4-9)
- Asset ↓3 Color of Means = Several (10-15)
- Asset ↓4 Color of Means = Many (16-20+)
- Asset ↓5 Color of Means = Inconsequential*

*Inconsequential does not mean infinite, but it does mean an awful lot.

Don't worry, Spectrum provides plenty of opportunities for a starting character to spend themselves poor. If the character wishes to start the game with an item that their means does not afford them, they are welcome to, prior to purchasing anything else, obtain an item of one higher cost, while simultaneously dropping their means color by 2.

Example:

Christina chose her means priority at #5 to reflect her character's meager financial background. She references the Assets resource document to figure out what items her character can reasonably start with. Her means is purple, so she can start with:

- One item of Purple value
- A couple of Ultraviolet items
- Several White items
- and several Grey items

Of course, Christina has the option to acquire a single item of Blue value, but as this would decrease her means to White, she chooses to forgo anything opulent.

Her character starts with some sets of basic clothing (White), a few hard to find books on herbology and the occult (Ultraviolet), and a decent wand (Purple) as she doesn't want to embarrass herself on her first day of class.

Assign Starting XP

Characters start with varying amounts of Experience Points depending on what priority level they choose for experience. To determine the character's starting experience, add the experience gained from their priority assignment plus any unused trait, skill, or association points.

Starting Experience Points may be immediately used to acquire metaphysical abilities, increase skills or attributes, or a character can bank their experience to take advantage of a respectable amount of Kismet (better to be lucky than good).

Example:

Christina places experience as her #2 priority to reflect her character having learned a not unimpressive amount of metaphysical abilities prior to starting her wizarding school. She starts with 45 experience and references the Metaphysics resource document to pick her starting metaphysical abilities, which in this genre, reflect magical spells. Christina spends her experience to start with the following metaphysical abilities:

Detect Mana (2)
Mana Shield (3)
Mana Beacon (5)
Increase Resistance (5)
Minor Telekinesis (2)
Telekinetic Slam (3)
Alter Gravity (3)
Force Push (5)

For a total of 28 Experience Points spent:
45-28=17

She has 17 Experience Points left that she chooses to bank in order to start with 17 Kismet.