

## Creation Section One – Your Description

We'll take you through character creation from the top of the CHARACTER SHEET down. You may find it easier for you to change the order later, but for now we'll start here.

<b>NAME:</b>	<b>CLASS:</b>	<b>HAIR:</b>
<b>AGE:</b>	<b>HEIGHT:</b>	<b>EYES:</b>
<b>RACE:</b>	<b>WEIGHT:</b>	<b>BUILD:</b>

**Name:** Come up with something creative! This is a fantasy world where anything is possible, so why not names? Do you have one name or a last name as well? Does your name come from where you live, or what you do? Is it noble, or common? Anything goes, so have fun.

**Age:** All races live between 1 and 70+ years, or common human life spans. To start, choose an age between 15 and 22. If you want fate to decide just roll 1d8 (1 = 15 up to 8 = 22). You can make a younger or older character, but be careful. Under 15, you lose twenty character points per year for building. Over 22, you lose five character points every five years. This is only at the start, because your character is assumed to begin adventuring when they are created.

**Race:** There are four races in this world to play. Each one has its strengths and weaknesses, so choose wisely. The brief descriptions are listed here, but see their full descriptions before you chose, as some give Character Build Point Bonuses; and some special powers.

**Humans** are just that. You and I, and everyone else in the real world are the most abundant race. **Shades** are half human ghosts. Their bodies are made of a compact smoke, but look outwardly normal to all who see them. If they are known to be shades, strangers tend to attack them on sight. **Cherubs** are half angels. They have very human looks, but bird-like eyes. Each is born with wings that can be used for

flight or fight, but some parents choose to have the wings removed for better acceptance. People don't trust half angels, as some are from a demonic parent. **Beasts** are half animals, which have made their way out of the wild. They could be made from magic, or experimentation; but are mostly wild none the less. **Ramous** are strange creatures that seemed to appear after the Fall of Waverly. Mistaken for Beasts by some (never a good idea) they have human like faces with stubbed wide noses. Their most distinct features are their curved ram-like horns, eight plus feet in height, and hoof style feet. **Aracs** are an insect race from the Mountains of Fire. With their odd looks they are not well respected, but as a race they are some of the most dedicated companions in a fight.

**Class:** This is your occupation in this world. There are seven to choose from, or you can choose to be **common**. Common characters lose all racial bonuses in creation.

**Vicars** are the warriors of the church. They can use Hexes (see Rules of Magic later), but no bladed weapons (unless the Regent allows). Race restrictions: can only be Human or Cherub.

**Avatars** are the knights of this world. They are skilled fighters, and leaders; but poor in social situations. There are no race or weapon restrictions, but they cannot use hexes.

**Friars** are the healers of the world. They cannot use any weapon, but can learn fighting skills. Most of their energy is used for hexes. They, as a class, are well treated in most situations, but they do not tend to be leaders. Race restrictions: No shades.

**Cons** are the thieves you want on your side. They can perform most any criminal activity with a REFLEX or HEART check. EXAMPLE: picking a lock is reflex, but to fast talk depends on heart. Cons use only small weapons that are easy to conceal, and have no race restrictions. They are distrusted by all but close friends, and are usually attacked when found out.

**Jesters** are like magicians. Most use their power for monetary gain, but have several Hexes they hold for adventuring. They are not trusted by the church, and are sometimes killed for their craft. As this is the case, they tend to be showman to hide



**Heart** is how you see the world, and the world sees you. Do you care for people? Can you talk your way out of things? Are you a leader? All this shows in your heart score.

**Soul** shows how resistant you are to evil.

**Mind** tells how smart you are, and helps you problem solve. If there is a puzzle to solve, you roll a mind check to see if you can. It also allows a Kinetic to use their powers.

**Strength** is the fitness of your body. How much you can lift, bend, harm in combat all come from your strength. To perform a feat of strength, just make a strength check. Some would argue strength of one couldn't lift what a seven could; and that is true. The body; however, can work almost miraculous things when it needs too. A feat of strength check lets even a weak character save someone or themselves under extreme circumstances. This also gives you your Body Damage points (see section four)

**Reflex** shows how well you control your own body. Low Reflex makes you clumsy, and high can show great skill of movement. If a group is surprised, a reflex check can say if you saw it coming, and you can warn the others. It also allows a Con to perform his trade.

You build these with your starting character points, and later with your experience points. Each point has a cost, and gets more expensive as it progresses. This is to slow the progression of characters that become too powerful too quickly.

Here's how it works. Each point forward is double the cost of the previous point. EXAMPLE: You can buy a HEART of 2 for four points.

Attribute Level	1	2	3	4	5	6	7
Cost at Creation	2 points	4 points	8 points	16 points	32 points	64 points	128 points

If; however, you have a HEART of two and want a HEART of four with experience points, you must buy each level. So you would spend 8 for three then 16 for four (24 total points). The following chart shows in the left column your current

score, and in the top row the level you want to buy with XP. The value listed is the exact amount you need to raise directly from one level to any other.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
1	-----	4	12	28	60	124	252
2	-----	-----	8	24	56	120	248
3	-----	-----	-----	16	48	112	240
4	-----	-----	-----	-----	32	96	224
5	-----	-----	-----	-----	-----	64	192
6	-----	-----	-----	-----	-----	-----	128

**History** gives you the option of giving your character a back story. This is not required for play, but if used; you must follow it as written. EXAMPLE: Your character was turned into a Shade by a Fallen Vicar, and now hates all Vicars.

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### Creation Section Three – Checks, Damage, and Outlook

Here we have some simple, but necessary parts to the character sheet.

<b>BODY DAMAGE:</b>	/	<b>STRIKE:</b>	○ ○ ○ ○ ○ ○ ○	<b>SKILL:</b>	○ ○ ○ ○ ○ ○ ○
<b>SOUL DAMAGE:</b>	/	<b>REPEL:</b>	○ ○ ○ ○ ○ ○ ○	<b>RESIST:</b>	○ ○ ○ ○ ○ ○ ○
<b>BODY ARMOR:</b>	/	<b>OUTLOOK:</b>		<b>EXPERIENCE:</b>	/

**Body Damage** is the total amount of injury you can take before you die. If attacked, each successful hit will cause damage to your body. When you reach zero, you are dead (or see chapter one character creation). Once the character is down to one damage point, they can no longer fight, and are considered knocked out. If they are healed at any point they will be able to return to a fight in one round.

To calculate body damage at creation, look at your strength and reflex score.

Add together the total point value of each score, plus a 1d8 start bonus. You will be adding the total amount of the point costs to get this number. EXAMPLE: A 1 Strength costs 2 points, a 2 would cost 4 points. Added together you get a point value of 6. This does not reflect the amount you spent at creation (as you only spend the exact amount for each attribute) but what you would spend if each level were bought separately.

If you have 2 strength (worth 6 total points), and a 3 reflex (worth 14 total points); you get a total of 20 + 1d8 body damage bonus.

Attribute Level	1	2	3	4	5	6	7
Body Damage	2 points	6 points	14 points	30 points	62 points	126 points	254 points

The max total would be 28. As you grow as a character, this will increase.

EXAMPLE: You have the max as listed above, and add one point of strength to your character. This adds 8 points to your total for 36. If you add a point of reflex as well, you add another 16 points for a total of 52. After creation, there is no bonus roll.

**Soul Damage** is taken from certain Hexes, kinetic attacks, and some monsters. This type of damage causes no pain, but can still kill you. Once your soul reaches zero, the character is dead. The worst part of soul attacks, your character can still function; but is taken over by the Regent. No hex can cure this damage, but it is restored (1d8 points) every morning after rest.

To calculate your soul damage, use the body damage guide; but add the point value of HEART and SOUL plus 1d8. After creation progression works the same as body damage.

You also have four checks used in encounters, and other situations the Regent asks. The rolls reflect how real life situations have a certain element of luck involved. Just like your Attributes, there are seven levels to each check; and the die roll works the same way (1 always successful, 8 always fails).

The cost is higher for checks, to reflect how hard it is to learn new weapons, skills, fighting styles, and the like (A person doesn't become a black belt in karate over night). The starting cost is 1 point, but to increase them is three times the previous

cost.

Check Level	1	2	3	4	5	6	7
Cost at Creation	1 points	3 points	9 points	27 points	81 points	243 points	729 points

Just like Attributes, you only spend the cost for the level you want at creation (27 points for a four); but to raise scores after creation you must buy each level (raise from four to six is 81 + 243). The chart below shows the exact amount of Experience points needed to raise a Check score to any other level, as the left column is your current score; and the top row the level you want.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
1	-----	3	12	39	120	363	1092
2	-----	-----	9	36	117	360	1089
3	-----	-----	-----	27	108	351	1080
4	-----	-----	-----	-----	81	324	1053
5	-----	-----	-----	-----	-----	243	927
6	-----	-----	-----	-----	-----	-----	729

The following are the four checks for game play:

**Strike** is used for any attack. If you swing a sword, or just hit someone, you have to make a successful strike. **Repel** is used to block attacks made against your character. If successful, you are not damaged in the attack. **Skill** is used to perform any action from the skill sets you've taken. Even combat related skills can be used for non combat uses. EXAMPLE: Using a sword to pry open a door. If you make a successful skill check, the action you wanted happens. **Resist** checks have several uses. Hexes and kinetics have no effect if you resist; also, any situation you must fight your own nature uses this check. EXAMPLE: You have a hatred for the church, and run into a Vicar. They are offering help, but your impulse is to attack. A successful resist check will keep you from attacking.

Your **Outlook** is how you are as a person. Are you good or evil? Maybe you are a little of both. How your character looks at the world will determine how the world

looks back.

Avid role-players will know the three common types of outlooks (called alignments and natures in some games). The basics would be good, neutral, and evil. This; however, is a little vague for game play. Let's break them down into something more defined.

### **Good Outlooks:**

**Noble** - the ultimate in positive and humility. You would kill or die for anyone who needs your help, and never boast about it. Noble characters follow the laws of every town, and will stop others from breaking them.

**Vigilant** - You look more for the good in the situation, than if the situation is good. Playing this outlook says you follow the spirit of the law, not the letter. Even in situations where a noble person would sacrifice themselves, a vigilant character would let one die to save the rest. Hopefully not themselves.

**Enforcer** - You see the world as a bunch of sinners needing punishment. Yes, you follow all laws... when they work for you. It is as if you elected yourself judge, jury, and executioner. Enforcers will kill others that commit crimes; or, if you're lucky, just beat you down until you are not the same again. Once they start, they can't stop until they see "justice".

### **Neutral Outlooks:**

**Principled** - You do what is good for you. Sure you don't go out of your way to break laws, but if they get in the way what's the harm? You set your own view of good and evil, and trust that others can do the same... unless it conflicts with yours.

**Scrupled** - Laws are just guidelines. You want the world in true balance, and will act accordingly, as long as it serves you. You are everyone's best friend, until their enemies are better serving. Think of it like this. Someone asks you "Are you with us?" You answer, "When it suits me." If the battle is lost, you may kill your friends so the enemy leaves you alone.

**Anarchist** - Authority is the true evil, so follow yourself. It's the "feels good do it" to the extreme. Anarchists would sit still if told to stand, or start a revolution, just

because that would be fun. It is hard to trust them, as they trust no one who is not themselves.

**Evil Outlooks:**

**Paranoid** - "There all out to get me, so I better sleep with my eyes open!" Trust no one; they might be one of them. You will follow in groups to find out if they are them, but would leave just as fast if they acted like them (whoever THEY are!) Everything is a conspiracy, even the fact you had three crumbs on your plate just a second ago.

**Psychopath** - Murder is ok, as long as you only get caught when you want to. No one's life is worth yours, so you'd better get rid of them. Psychopaths have no real humanity, so law and life have no meaning. If you knew it was a trap, just go last so they die. If it serves you do it, there is no cost.

**Monstrous** - You are completely wild, lacking social skills. Think of it as being raised by wolves. Instinct is more important than the rule of law. You tend not to speak, and are prone to outbreaks of violence. One you start something you will die to complete it. You don't immediately trust anything, but once you do it sets a life bond. What is trusted is worth dying for.

The next part is your **Experience** space. Here you put all the points you've earned, and saved. As you earn or spend experience on your character this number will change. The space is split in half so you can see your overall experience earned. This will help you keep up with how far you have progressed in your character development.

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## Character Creation Section Four – Skills

This part of the sheet is the information you use to flush out your character, and

give them the basic abilities they have.

HOBBIES: O O O O O	COMMON SKILLS:	FIGHTING SKILLS:	WEAPON SKILLS:

To start you have three **Skill** types to choose from. **Common** skills cover everything from tracking to fire building. They also include such skills as theft (for non Con characters), hiding, and other useful non attack combat skills. Each common skill cost 10 points, and uses the skill check to complete. **Fighting** skills are specific styles of combat. Here you would place martial arts, boxing, wrestling, and ex. Their cost is 15 points, but uses a strike check to use. **Weapon** skills show what items you have learned for combat. If you have no sword skills, you can't use a sword effectively; and would receive a penalty to strike (at the Regent's discretion). Their cost is 20 points, and also uses a strike check to use. You can find a list of Skills later, or you can come up with your own with the Regent's approval.

**Hobbies** are like common skills, but are not learned in a training environment. These are little things you have picked up as you traveled, or taught yourself to do in your spare time. Unlike skills they have a separate check roll at a 5 point maximum. You still roll 1d8, but have more of a chance to fail due to your lack of training. Any Common skill can be used as a Hobby at a cost of 5 CBP. The check roll "Hobbies" only costs seven points per level and each level must be bought.

The following chart shows the cost for each type of skill. The actual skills are listed later:

Common – 10 Points Each	Fighting – 15 Points Each	Weapon – 20 Points Each	Hobby – 5 Points Each
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## Creation - The Rest

Here you find the final touches for your character.

<b>MONEY:</b>	<b>BARTER ITEMS:</b>
<b>PERSONAL ITEMS:</b>	
<b>HOLDINGS:</b>	
<b>HEXES:</b>	<b>KINETICS:</b>

**Money** and **Barter Items** are used for trade in Waverly Armageddon. The currency is called a Talent, and comes in coin form. They have several denominations, up to a hundred talent coin, that break down like the US Dollar. Because coins in large numbers can be cumbersome, many people carry barter items as well. These you list, with their value in talents, to trade for what you need. They can be really anything, even a service you would offer, as long as you find someone who wants them.

**Personal Items** differ from barter items, only because you wouldn't want to part with them. Here is a good place to list weapons, religious items, hex books (grimwares), and family heirlooms.

**Holdings** include lands, homes, and personal items you keep in storage. If you keep money with a Vicar, you list that here. The trouble with holdings, they can be taken when you are away. If you rely on them, you could come home to nothing.

To get your **starting money**, roll 1d8 and see the list below to see what you have:

**1:** You have 5000 talents worth of money and items. Also, you have a small home on two acres of land.

**2 - 4:** You have 2000 talents worth of money and items.

**5 - 7:** You have 1000 talents worth of money and items.

8: You have no real money, only 50 talents worth of barter items, and the clothes on your back.

**Hexes** and **Kinetics** are the list of magical abilities you know. You must buy them with character / experience points, each type having its own cost. Hexes are one word powers that create a desired effect. Their types and costs are in the following chart:

Attack Powers: 15 Points Each	Defense Powers: 10 Points Each	Heal / Neutral Powers: 5 Points Each
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Kinetics are powers of the mind, and can be more powerful than some Hexes. The cost reflects this. They are bought in Steps as the chart shows.

Step 1: 10 Points Each	Step 2: 20 Points Each	Step 3: 30 Points Each	Step 4: 40 Points Each	Step 5: 50 Points Each
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You can find a list of Hexes and Kinetics later, or you can make your own (with Regent's approval). A full description of how they work is in the Magic Chapter. Make sure your character's Class and Race allows their use before buying any magical ability.

The back of the character sheet gives you a place to put any information that won't fit on the front, and an optional travel journal. Also, you can find an NPC Mini sheet that can be used to store your private characters with less space.