CHARACTER CREATION

TABLE 2:1 CHARACTER CREATION

1. Create a character brief
2. Choose a genotype (race), mutations, and other options
3. Choose a character background
4. Pick a profession (class)
5. Roll the six ability scores and assign them
6. Determine starting equipment
7. Select optional character details

   | Cryptic Coalition
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STEP 1: Create a character brief

Before rolling dice and calculating the six character abilities, create a character brief (or concept) and write it down. What's your profession? Are you a healer, soldier, the intelligent nerd, the shaman, or a mystic that slings spells? Are you a human, a mutant, or a droid? Write down what your life philosophy is and how you interact with other genotypes, etc. What are your goals ultimately? Do you have any secrets in your past? What motivates you. Having a good character brief written down helps to speed up the mechanics of character creation later. It doesn't have to be incredibly detailed but should be at least one or two paragraphs. A more detailed character background can be written later to give your GM backstory to work from. Old enemies that come back to haunt you, the trader that you stole from may come back to get his due or a long lost love finds you again.

EXAMPLE: Yusef Lowlander is a young altered human. His genotype is an altered human. He has black fur with a white stripe down his middle from his forehead. His friends call him "Stinker" because he looks quite like a skunk. Yusef has wanderlust and wants to explore the world. He is incredibly quick and stealthy so he thinks he could make his living as a scout. He was thrown out of his settlement because he was accused of stealing and he could not prove his innocence. He gets along with most other genotypes but is very uncomfortable with pure humans because of all the genetic purist groups he heard stories about all of his life; his settlement had no humans in it, and he does not understand tech 4 or higher equipment, but is fascinated by it.

Because we have this information, we now have the character name, profession, appearance, and a general psychological profile and background. This will make creation go smoother. At this point you should write any of this information on the character sheet. If you are new are unfamiliar with genotypes and professions, just focus on the character's gender, name, appearance, and a general idea of the profession you want to be.

If you are an experienced gamer you can always skip this step and "wing it", go to step 2.

The character will represent you in the game, so choose wisely when designing them. There will be opportunities as the character levels up to enhance and change a few things but most things like class, genotype, and their abilities will stay the same throughout the campaign. You can use the character sheet found at the back of this book, or feel free to design your own. This section of the book is here to help people who are unfamiliar with role-playing and the Apocalypse 5E (A5E) system in general. If you're familiar with role-playing systems feel free to skip ahead to the Character Abilities section on page xx. **Table 2:1** suggests how the character creation process may take place, but feel free to do the steps in any order you wish.

Pictured: Pureblood Human
Scout Bountyhunter

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STEP 2: Choose a Genotype

Your character's genotype (or race), is one of the most important things to decide. The genotype can modify abilities scores and other stats. It can also determine how the world at large reacts and treats the character. The first impression you make in most encounters is based upon how the character looks, which include the genotype. Keep in mind the most common genotypes in the post-apocalyptic world are altered humans, mutated animals, and pure humans. A brief description is listed in the following table but an extensive description for each genotypes can be found on the following pages.

Genotype Attributes

GENOTYPE TRAITS
The description of each genotype (referred to as race in other 5E books) includes the traits that are common to members of that particular genotype. This is not meant to stereotype the genotypes but give an overall sense of what each culture is like. The following entries appear among the traits of most of the genotypes.

HISTORY
This gives a brief history of the genotype surrounding the apocalypse both before, during, and after. This will give you a better sense of how they fit into the overall history of the planet.

TECH LEVEL
There are always some who are higher or lower in education, but this denotes a "typical" tech level for the genotype as a whole.

CULTURE
This describes the day-to-day lifestyle of the genotypes. There are always "cliques" in every society but this will detail the most common types of behavior and customs.

GENOPSYCHOLOGY
Genopsychology details how the genotype relates to other cultures and species foreign to their own.

ABILITY SCORE MODIFIER
Every genotype has at least one ability score that is increased or modified somewhat.

AGE RANGE
The age entry notes when a member of the genotype is considered as an adult, as well as the expected lifespan. You can pick any age you want unless told otherwise by the GM.

SIZE
Most genotypes are Medium size (about 4 to 8 feet tall). Small is about 2 to 4 feet tall. It is rare, but some are Large which stand over 8 feet tall.

SPEED
Your speed determines how far you can move when traveling and fighting. Typical speed is 30 feet per round.

LANGUAGES
The ability to read and write certain languages. Most genotypes know how to read and write Common.

Aliens

Aliens are classified as any DNA type that is not of earthly origin. There are many aliens that the GM can use but these few provided are the most "common". For sake of easy gameplay aliens will use the same professions as any human and progress in levels the same way. The GM can introduce them in any way they prefer in the world, but an easy assumption is that the alien race is from a remnant group that was part of an invasion force for the planet. For whatever reasons they are here and quite possibly stranded. Their goals, culture, and xenopsychology should be a mystery to other players. Other genotypes experiences with them are varied and most of what creatures know about them are the stuff of myths and legends.

TECH LEVEL
Most aliens are familiar with tech 5 and 6 tools and weapons. They generally ignore items that are tech 4 unless absolutely necessary. Tech 3 items and tools are pretty unusable by them as they lack the knowledge on how to use them let alone know what they are.

CULTURE
Some differ but most aliens have an organized caste system whose rank and status depends upon their profession and achievements. They generally are law-abiding (their laws, not human laws).

Pictured: Saurian Mystic Healer

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