

CHARACTER GENERATION: THE CHEAT SHEET

The first five statistics are called **Base Stats** and are rolled as follows: 4d6-4, generating a number from 0-20. Remember, Bogies, Racial Modifiers, Starsigns, and any perverse whims your Game Master could add or take away from these stats.

Constitution

Dexterity

Intelligence

Self-Discipline

Stature

The next are **Derived Stats** [or calculated, etc]

Fitness = Constitution + Self Discipline / 2

Agility = Fitness + Dexterity / 2

Strength = Fitness + Stature / 2

Education = Intelligence + Self-Discipline / 2

Secondary Stats are determined as follows:

Missile Bonus = +%5 per point of DEX over 15, -%5 per point below 5

Majik Points = INT + CON + SELF

Psionic Points = {[INT x 2] + SELF} - CON

Coolness Under Fire = 10 - [1d6 + 0.5 per year in military] [*scenario dependent*]

Sanity = 99, or SELF x 5, or rolled randomly [*scenario dependent*]

Height = PC Choice with GM guidance

Weight = STA x 4 + 40 for kilograms [x 2.2 for pounds]

Body Combat Damage = (STR + STA) x [Body Combat Skill / 200]

Initiative Plus = +1 per point of AGI over 15, -1 per point below 5

Defensive Bonus = +%5 per point of AGI over 14, -%5 per point below 5

Age = EDU + 8 + 1d6 [*scenario dependent*]

Companionship = 1d6

Social Standing = 4d6-4 [*scenario dependent*]

Healing Rate = FIT + CON / 10

Throw Range = 2 x STR

Load = [STR x 2] + CON

Skill Points = [INT x 20] + [EDU x 20]

Skill Freebies are very scenario dependent, but when playing a straight up normal hu-monkey they are as follows:

Ranged+20, Melee+20, Body Combat+20,
Wheeled Vehicle Driver/Equestrian +40, Thrown
Weapons [*aerodynamic or non*] +20

In multi race scenarios, humans get Medic and Melee at half cost

Range Weapon Target Numbers are determined as follows:

	Short	Medium	Long	Extreme
Snap Shot =Base Skill	x 0.6	x 0.3	x 0.1	x 0.05
Aimed Shot =Base Skill	x 1.2	x 0.6	x 0.3	x 0.1

Starting Cash = Wildly variable. May use Twilight 2000 rules, Fantasy Wargaming, AD&D, GM's Perverse Whim, etc. [*very scenario dependent*]