

SINergy Character Creation Primer

There are three main stages to character creation. Let's go through them as we start creating a new character.

- **The basic concept.**

At the most basic level, you need a general idea of what sort of character you'd like to play, for example: soldier, medic, corporate, gang member, etc. You don't have to start adding character background at this stage but it helps.

*Our new character is going to a 'gun for hire'. He was a soldier for several years but then got kicked out. We haven't decided why yet.
Let's give him a name - Jack.*

- **What do they do?**

Think about what sort of things your character can do. Again, keep it pretty simple, we'll add the detail later. It's also a good time to start padding out their background.

*Jack's ex-military so he's in good physical shape with a decent combat skills - guns, close combat, that kind of thing. He's got some basic medic training and mechanical repair knowledge. Maybe he can fly a helicopter, that sounds good.
Since leaving the forces he's done mostly private security work and got to know a few people who can help him get by. Jack's character is starting to take shape.*

- **The details.**

Now it's time to work out exactly what skills your character has and how good they are at each of them. Again, this is covered fully in the character creation guide but basically you've got 21 points to spend on a range of skills, resources and money - generally, the more points you spend on something, the better.

After looking at the character creation guide and skills list we've spent our points on some relevant skills:

- Law enforcement 1 (bodyguard 1), medical 1, military 2 (tactical 1)
- Mechanical engineering 1, pilot 1 (helicopter 1)
- Dodge 2, Endurance 2, Firearms 3 (pistol 2) unarmed combat 2

We also like the idea that Jack has a contact that knows people around the city and lets him know about possible job opportunities. Fortunately we've got 1 point left so we'll spend it on a 'streetwise contact'.

There are a few more bits to work out before you're ready to play (where you live, money, equipment, that kind of thing) but hopefully that gives you a good idea how to get started. Even if you just have a basic concept, that's fine - contact us or just turn up the pre-session meet and we'll be happy to help you with the rest.