Lifepath Character Creation

This is an alternate method of creating Player Characters for the *Warriors of the Cosmos* setting. The GM must authorize the use of this system before the players can use it to create their heroes. If used for your game, it completely replaces the standard method(s) of character creation seen in the *CAH: Season 3* rulebook.

Your character's story will be defined further with each step in this process. When it's all said and done, you will have a fully fleshed out hero with an exciting background, personality and, of course, game stats. Most of it will be determined by random rolls, but you'll have some choices to make as well. In many ways, it's like a game-within-a-game.

It must be stated that the system focuses on heroes only. Creating villains would be a whole other ball of wax. It's also worth mentioning that there are probably character concepts that are beyond the scope of these rules, but don't worry; it accommodates most character ideas perfectly.

Each step must be completed before moving to the next step.

Step 1: Species
Step 2: Foundation
Step 3: Life Events
Step 4: Experiences
Step 5: Guardians of Iconia Entry
Step 6: Development
Step 7: Gimmick
Step 8: Qualities
Step 9: Special Rules
Step 10: Star Power
Step 11: Pulling It All Together

THE GOLDEN RULE: If, during character creation, your character gains a new Trait that is almost identical to one you already have, you may get rid one and keep the other, adding both Traits' ratings together to determine the remaining Trait's rating. This can never bring a rating to higher than 8. If there's ever any doubt as to whether a Trait is nearly identical to another Trait, the GM is the final arbiter. The GM is encouraged to be rather lenient as long as the player isn't trying to abuse the system.

Step 1: Species

This step determines what your character is, in terms of their race. The species your character belongs to will define the character's initial Traits.

Roll a d12:

1-6   Human/Near-Human
7-10   Humanoid (roll another d12)
11-12 Robot (or Construct)

Human/Near Human

The Human race is the predominant species found on Iconia. They lack some of the pizazz that other races have, but they are the most versatile people on the planet. Near-Humans are races that are essentially humans with cosmetic changes (such as different colored skin, elongated ears, a non-prehensile tail, etc.). Basically, they don't have any "abilities" that make them substantially different than humans (such as scaly skin, a prehensile tail, ram-like horns, wings, four arms, etc.).

● Create two or three Traits that reflect skills, talents, knowledge or anything else that isn't superhuman, supernatural, magical or technological in nature. ***Allocate 3 points to these Traits as you see fit.***

Humanoid

The character belongs to a race that is quite different than humans. Iconia os filled with all manner of races, which means you get to define the race's aspects through the use of Traits.

● Roll a d12 to determine one of your species' defining Traits. These are very generalized, allowing you to create your own Traits from the results. ***The Trait has a rating of 1.***

1   Body Alterations
2   Enhanced Senses
3   Extra Appendage
4   Mental Powers
5   Miscellaneous
6-7   Natural Weapons
8   Special Movement
9   Unusual Skin
10   ***[Roll again on this table; the resulting Trait has a rating of 2]***

11 *[Roll again on this table; the resulting Trait has a rating of 3]*
12 *[Roll twice on this table; the resulting Traits have ratings of 1]**

* If you roll the same category twice, you may re-roll the second result or keep take the category twice (thus creating a different Trait from that same category).

Sample Traits For Exotic Humanoids
Remember, there is some overlapping between categories, so don't fret it.

Extra Appendage: PREHENSILE TAIL, FOUR ARMS, WINGS
Unusual Skin: CHAMELEON, SCALY SKIN, LEATHERY HIDE, SLIPPERY SKIN
Enhanced Senses: EXTRA EYE, NIGHT VISION, ACUTE SMELL, DANGER SENSE
Special Movement: FLIGHT, TELEPORTATION, TUNNELLING, SUPER-LEAPING
Mental Powers: MIND BLAST, TELEKINESIS, MIND READING, MIND CONTROL
Natural Weapons: CLAWS, LASER EYES, SHARP TEETH, SPIKED TAIL
Body Alterations: SHRINKING, TRANSFORM, LIQUID BODY
Miscellaneous: TALK TO ANIMALS, BREATHE UNDERWATER, FORCE FIELD

Robot/Construct

The character is a construct made from metal, circuitry, gears or whatever else seems appropriate. Some robots are even created by magic, such as golems and the like.

- Create one Trait that represents the character's tough exterior structure. *It has a rating of 1.*
- Create one or two Traits that reflect the character's programming, built-in gadgets, sensors or anything else that the robot's creator might have installed into their body. *Allocate 2 points to these Traits as you see fit.* You may spend one or both of these points on increasing the character's Trait that represents their tough exterior structure (see above).
- Robots cannot harness and use magic, though they can wield magical items and weapons.

Step 2: Foundation

It is during this step that you will start to develop what your character is all about and what their strengths are going to be. Choose or roll for a Foundation. The Foundation gives your character the most essential Traits as well as an initial rating for each one; These are called Compulsory Traits. Your character will also be given one Variable Trait, which must be randomly selected from the ones listed in the Foundation entries. The GM may allow you to select one instead of acquiring it randomly.

Some Traits have bracketed text in their name. In such cases, you have to replace that text with something appropriate.

You should consider personalizing the Trait's name to better fit your character concept. This will help keep all the PCs from seeming too similar. Don't change the entire complexion of a Trait, just tweak it. For example, if your character has SHOOTING, you could change it to MARKSMANSHIP, UNERRING AIM, ACCURATE SHOT, BORN TO SHOOT or anything else that helps with using ranged weapons. Renaming it FISTICUFFS, MENTAL STRENGTH, TOUGH GUY, or anything else that completely changes its meaning, should be avoided.

Choose a Foundation Table and then roll a die, consulting that table. If you would rather randomize everything, you may opt to roll to see which Foundation Table you'll use:

1-3: Foundation Table A
4-6: Foundation Table B
7-9: Foundation Table C
10-12: Foundation Table D

FOUNDATION TABLE A:
1-2: Inventor
3-4: Tracker
5-6: Adventurer
7-8: Swashbuckler
9-10: Powerhouse
11-12: Prowler

FOUNDATION TABLE B:
1-2: Noble
3-4: Sage
5-6: Warrior
7-8: Fixer
9-10: Spy
11-12: Archer

FOUNDATION TABLE C:
1-2: Leader
3-4: Scientist
5-6: Knight
7-8: Scout
9-10: Battle Mage*
11-12: Gadgeteer

* Reroll if the character is a Robot/Construct

Adventurer

The Adventurer is the all-rounder; the character who has a little bit of everything.
Compulsory Traits: FIGHTING 1, SHOOTING 1, ATHLETIC 1
Variable Traits: *1-4:* PILOT 1, *5-8:* WILDERNESS SURVIVAL 1, *9-12:* RUGGED 1

Archer

The Archer specializes at using bows to take down their enemies.
Compulsory Traits: ARCHERY 2, BOW 1
Variable Traits: *1-4:* COORDINATION 1, *5-8:* BOW MAKING 1, *9-12:* AGILE 1

Battle Mage

This sorcerer concentrates solely on aggressive attack spells rather than trying to spread the wizardry to other areas.
Compulsory Traits: LIGHTNING BOLT SPELL 2, FORCE FIELD SPELL 1
Variable Traits: *1-4:* MIND BLAST SPELL 1, *5-8:* MYSTIC LORE 1, *9-12:* MAGIC SWORD 1

Comic Relief

The Comic Relief character's main purpose is to entertain to audience. And, hey, they can sometimes prove to be useful as well.
Compulsory Traits: GOOFY ANTICS 2, HIDE 1
Variable Traits: *1-4:* FLEE 1, *5-8:* SILLY CHARM 1, *9-12:* UNEXPECTED INSIGHT 1

Enforcer

The Enforcer is a man or woman of the law or they might be self-styled peace keeper.
Compulsory Traits: GUNSLINGER 2, LAW 1
Variable Traits: *1-4:* PILOT 1, *5-8:* GRAPPLE 1, *9-12:* TOUGH CUSTOMER 1

Fixer

The Fixer can be a grease monkey mechanic, an electrician or anyone else who repairs mechanical things.
Compulsory Traits: REPAIR [TYPE OF OBJECTS] 2, STEADY HANDS 1

Variable Traits: *1-4:* TOOL KIT 1, *5-8:* PILOT 1, *9-12:* DRIVE 1

Healer

The Healer mends wounds or sooths the mind and (or) treats illnesses through magic, technology or medical techniques.
Compulsory Traits: HEALING 2*, MENTAL HEALING 1**
Variable Traits: *1-4:* HERB KNOWLEDGE 1, *5-8:* PSYCHOLOGY 1, *9-12:* MEDICAL KIT 1

* Unless the character is a robot, you may instead take HEALING SPELL 2.
** Unless the character is a robot, you may instead take MENTAL HEALING SPELL 1.

Inventor

The Inventor comes up with and builds gadgets, gizmos and devices.
Compulsory Traits: ENGINEERING 2, SCIENCE 1
Variable Traits: *1-4:* TOOL KIT 1, *5-8:* ON-THE-SPOT INVENTION 1, *9-12:* RESEARCH 1

Knight

The Knight is a warrior in service to a kingdom.
Compulsory Traits: SWORDSMAN/WOMAN 2, PLATE ARMOR 1
Variable Traits: *1-4:* HORSEMANSHIP 1, *5-8:* HONORABLE 1, *9-12:* SWORD 1

Leader

The Leader has a knack for successfully commanding others and making tactical and strategic decisions.
Compulsory Traits: LEADERSHIP 2, STRATEGY AND TACTICS 1
Variable Traits: *1-4:* NERVES OF STEEL 1, *5-8:* TOUGH 1, *9-12:* FIGHTING 1

Marksman/woman

The Marksman/woman is a ranged combat specialist, known for their accuracy.
Compulsory Traits: ACCURATE AIM 3
Variable Traits: *1-4:* STEALTH 1, *5-8:* COOL UNDER PRESSURE 1, *9-12:* LASER RIFLE 1

Master of Weapons

The Master of Weapons is an expert with all close combat weapons.
Compulsory Traits: MELEE WEAPONS 3
Variable Traits: *1-4:* ATHLETIC 1, *5-8:* SWORD 1, *9-12:* TOUGH 1

Gadgeteer

The character utilizes (but doesn't necessarily invent) gadgets that enables them to bring the fight to Nekrottus and his evil minions.
Compulsory Traits: DEVICES 1 [Versatile]*

Variable Traits: *Gadgeteers don't get a Variable Trait.*

* Don't forget to determine slots (see page 110 of the CAH:S3 rulebook).

Noble
The Noble belongs to the ruling class of a kingdom, land or other group.
Compulsory Traits: DIPLOMACY 2, ETIQUETTE 1
Variable Traits: *1-4:* FENCING 1, *5-8:* RIDING 1, *9-12:* VIRTUOUS 1

Powerhouse
The Powerhouse is someone who relies on size and physical power to get things done.
Compulsory Traits: STRONG 3
Variable Traits: *1-4:* TOUGHNESS 1, *5-8:* BRAWLING 1, *9-12:* +1 to STRONG

Prowler
The Prowler is stealthy, clinging to shadows, silently climbing walls and jumping deftly from rooftop to rooftop.
Compulsory Traits: STEALTH 2, ATHLETIC 1
Variable Traits: *1-4:* SILENT ATTACK 1, *5-8:* DISGUISE 1, *9-12:* ESCAPE ARTIST 1

Sage
The Sage's weapon is knowledge and wisdom as opposed to swords and lasers.
Compulsory Traits: WISDOM 3
Variable Traits: *1-4:* KNOWLEDGE OF [SUBJECT] 1, *5-8:* OBSERVATION 1, *9-12:* CLAIRVOYANT 1

Scientist
The Scientist uses fact and scientific theory to fight the Blackskull Empire.
Compulsory Traits: SCIENCE 3
Variable Traits: *1-4:* LOGICAL 1, *5-8:* PORTABLE LAB KIT 1, *9-12:* KNOWLEDGE OF [SUBJECT] 1

Scout
The Scout forges ahead of his comrades to gather information about the enemy's position, strength or movements.
Compulsory Traits: STEALTH 1, ALWAYS ALERT 2
Variable Traits: *1-4:* ATHLETIC 1, *5-8:* SHOOTING 1, *9-12:* OBSERVATION 1

Spy
The Spy utilizes subterfuge to gain information.
Compulsory Traits: PERSUASION 2, SNEAKING 1

Variable Traits: *1-4:* DISGUISE 1, *5-8:* HIGH-TECH SPY GEAR 1, *9-12:* PERCEPTIVE 1

Swashbuckler

The Swashbuckler is an idealistic sword fighter who tend to be colorful and flamboyant.
Compulsory Traits: SWORD FIGHTING 2, ACROBATICS 1
Variable Traits: *1-4:* GALLANT 1, *5-8:* SAILING 1, *9-12:* ROMANTIC 1

Tracker

The Tracker can follow the trail of anyone or anything, regardless of how cold that trail is.
Compulsory Traits: TRACKING 2, WILDERNESS SURVIVAL 1
Variable Traits: *1-4:* ACUTE SENSES 1, *5-8:* SPIRITUAL 1, *9-12:* ATHLETIC 1

Warrior

The Warrior is a fighter through and through, mostly up-close and personal.
Compulsory Traits: MELEE WEAPONS 2, SHOOTING 1
Variable Traits: *1-4:* DODGE 1, *5-8:* SWORD 1, *9-12:* WILLPOWER 1

Wizard

The Wizard controls and contorts magic to cast a variety of different spells.
Compulsory Traits: WIZARDRY 1 [Versatile]*
Variable Traits: *Wizards don't get a Variable Trait.*

* Don't forget to determine slots (see page 110 of the CAH:S3 rulebook).

Step 3: Life Events

Like everyone, your character has a past and that past helps shape who they are. The Life Event allows us to look at a pivotal point in the character's life before they became a Guardian of Iconia.

Each character receives two Life Events.

For each event, roll a die, consulting the table below. Each result will give you the skeleton of an event that occurred in the character's life. These results will have blanks with the name of a sub-table on each one. You'll have to roll on the appropriate sub-charts to fill in those blank and complete the event. This will inform you as to how it affected your character, though it's usually via a new Trait or a modifier to an existing Trait.

For your character's second Life Event, you may reroll if you get the same result. For example, if the first Life Event was "Tragedy struck when ___(Calamity)___," and you rolled it again, you may elect to re-roll.

To immerse you in the experience of crafting your character's backstory, we have adopted the convention of using "you" when addressing your character in the table results.

1-2: You were given ___(Item)___ by ___(Person)___.
3-4: While ___(Activity)___, you ___(Result)___.
5-6: ___(Person)___ taught you ___(Lesson)___.
7-8: Tragedy struck when ___(Calamity)___.
9-10: You went on a quest to ___(Objective)___.
11-12: Your life took a turn for the strange when ___(Weird Event)___.

You will need to read the description of the result you get, which can be found below. You will have to roll the die more times to fill in the blanks above.

You were given ___(Item)___ by ___(Person)___.

ITEM:
1: a piece of mystical jewelry *(create an appropriate Trait with a rating of 1)*
2: an article of mystical clothing *(create an appropriate Trait with a rating of 1)*
3: a miscellaneous mystical item *(create an appropriate Trait with a rating of 1)*
4: a mystical weapon *(create an appropriate Trait with a rating of 1)*
5: a well-made mundane weapon* *(create an appropriate Trait with a rating of 1)*
6: a high-tech weapon *(create an appropriate Trait with a rating of 1)*
7: a miscellaneous high-tech item *(create an appropriate Trait with a rating of 1)*
8: an article of high-tech clothing *(create an appropriate Trait with a rating of 1)*
9: a piece of high-tech jewelry *(create an appropriate Trait with a rating of 1)*
10-11: *[Roll again on this table; the resulting Trait has a rating of 2]*
12: *[Roll again on this table; the resulting Trait has a rating of 3]*

* The weapon should be roughly equivalent, technology-wise, that you would be able to acquire in the 1980s (please, no lasers, magical swords, pulse rifles, etc.).

PERSON:
1-2: a rival
3-4: a family member
5-6: a stranger
7-8: a friend or ally
9-10: an acquaintance

11: an animal
12: a mysterious being

While ____(Activity)____, you ____(Result)____.

ACTIVITY:
1-2: helping someone
3-4: trying to escape harm
5-6: saving someone's life
7-8: travelling
9-10: fighting a creature(s)
11-12: running an errand

RESULT:
1-2: made an enemy *(create a Standard Quality to represent this)*
3-4: sustained an injury *(create a Standard Quality to represent this)*
5-6: learned something new *(create an appropriate Trait with a rating of 1)*
7-8: found a mystical or high-tech item *(create an appropriate Trait with a rating of 1)*
9-10: made a friend *(create a Standard Quality to represent this)*
11-12: discovered something that led to a Quest *(see Quests on page XX)*

____(Person)____ taught you ____(Lesson)____.

PERSON:
1-2: a mentor
3-4: a family member
5-6: a stranger
7-8: a friend or ally
9-10: an acquaintance
11: a mysterious being
12: a Guardian of Iconia

LESSON:
1-5: a new skill *(create an appropriate Trait with a rating of 1. The Trait cannot be superhuman, supernatural, magical or technological in nature)*
6-10: to improve an existing skill *(add 1 to the rating of a Trait that isn't superhuman, supernatural, magical or technological in nature)*
11: how to use magic *(add 1 to the rating of a Trait that isn't superhuman, supernatural, magical or technological in nature)*

12: *[Roll again on this table; the resulting Trait has a rating of 2 or an existing Trait gains +2]*

Tragedy struck when ___(Calamity)___.

CALAMITY:
1: someone you care for died *(create a Standard Quality to represent this)*
2: your family was affected by the Blackskull Empire *(create a Standard Quality to represent this)*
3: your people were affected by the Blackskull Empire *(create a Standard Quality to represent this)*
4: you sustained an injury *(create a Standard Quality to represent this)*
5: someone you care for went missing *(create a Standard Quality to represent this; also go on a Quest… see page XX)*
6: a friend betrayed you *(create a Standard Quality to represent this)*
7: you experienced a terrible situation that scarred you emotionally *(create a Standard Quality to represent this)*
8: your home was destroyed *(create a Standard Quality to represent this)*
9: someone you care for became ill or injured *(create a Standard Quality to represent this)*
10: you were soundly defeated by an enemy or creature *(create a Standard Quality to represent this)*
11: you gained an affliction or were cursed *(create a Standard Quality to represent this)*
12: *[Roll again on this table; then roll again on the Life Event Table]*

You went on a quest to ___(Objective)___.

Each of these results will cause you to go on a Quest (see page XX). If you succeed, you will gain any Bonus Reward printed in parentheses, in addition to the normal Reward.

OBJECTIVE:
1: rescue someone *(the person becomes your friend for life; create a Standard Quality to represent this)*
2: find a relic for someone *(As a token of their appreciation, you are given a gift; create a Trait at rating 1 to represent that gift)*
3: destroy a dangerous contraption *(gain a Trait at rating 1 to represent your accomplishment)*
4: find a forgotten land or structure *(add or subtract 1 to or from your roll on the Reward Table)*
5: save an endangered village *(the villagers will help you anytime they can; create a Standard*

Quality to represent this)

6: search for and defeat a monster(s) *(add +1 to the rating of any combat-related Trait; if you don't have one, you gain a new combat-related Trait at rating 1)*

7: seek knowledge *(add 1 to the rating of any knowledge-related Trait; if you don't have one, you gain a new knowledge-related Trait at rating 1)*

8: defeat a villain *(Choose a villain or invent a new one. Create a Standard Quality to represent that this villain loaths you. Also, add 1 to the rating of any combat-related Trait; if you don't have one, you gain a new combat-related Trait at rating 1)*

9: prevent a villain from obtaining a powerful item *(Choose a villain or invent a new one. Create a Standard Quality to represent that this villain loaths you. Also, add 1 to the rating of any intelligence-related Trait; if you don't have one, you gain a new combat-related Trait at rating 1)*

10: stop a catastrophe from happening *(add 1 to the rating of any non-combat-related Trait; if you don't have one, you gain a new non-combat-related Trait at rating 1)*

11: find a lost person(s) *(add +1 to the rating of any intelligence-related Trait; if you don't have one, you gain a new intelligence-related Trait at rating 1)*

12: obtain secret information about something. This will eventually come into play and your character will change appropriately; for now, think of it as foreshadowing. (Gain a new Trait with a rating of 2 once the information comes into play)

Your life took a turn for the strange when ____(Weird Event)____.

WEIRD EVENT:

1: a meteorite struck the ground near you, altering you in some way *(create an appropriate Trait with a rating of 2)*

2: a dreadful accident inflicted massive bodily harm, causing you to receive cybernetics *(create an appropriate Trait with a rating of 2 or two Traits with a rating of 1 each)*

3: a scientific or magical accident gone awry transformed you *(create an appropriate Trait with a rating of 2 or two Traits with a rating of 1 each)*

4: you learned that you are "the chosen one" of an ancient prophecy *(add 1 to any two Traits and create a Standard Quality to represent this)*

5: you were exposed to a mysterious energy, enhancing some of your natural abilities (add 2 to

one Trait and 1 to another Trait; *the Traits cannot be technological in nature)*

6: unusual circumstances led to you gaining a pet or sidekick *(create an appropriate Trait with a rating of 2 and the "Companion" Special Rule)*

7: you traveled to another dimension and were changed by the experience *(add 2 to one Trait and*

1 to another Trait)

8: you came into possession of a small vehicle *(create an appropriate Trait with a rating of 1 and the "Vehicle—Minor" Special Rule**)*

9: you came into possession of a moderately-sized vehicle *(create an appropriate Trait with a rating of 2 and the "Vehicle—Moderate" Special Rule**)*

10: a surreal Quest presented itself *(see* Quests *on page XX; if you succeed in the Quest, add or*

subtract 1 or 2 to or from the roll on the Reward Table; if you fail at the Quest, subtract 1 from the roll on the Repercussion Table)

11: an enigmatic being infused you with the ability to control magic *(count this as a roll of 12 if you're a robot; otherwise, gain SORCERY 1 [Versatile]*)*

12: you came into possession of a gadget that has many, many uses *(gain OMNI-GADGET 1 [Versatile]*)*

* Don't forget to determine slots during Step XX.

[1-page callout]
Quests

Certain results will cause your character to go on a quest. When this happens, you'll need to roll on the Quest Table to see what Trait is going to be involved in determining success or failure. You'll then make a check with a base difficulty of 0 (the GM should roll the die to get the final DN). If the check is successful, so is your quest; roll on the Reward Table. If the check is unsuccessful, the quest is a failure; roll on the Repercussion Table.

If the result on the Quest Table instructs you to use a specific Trait (such as the one with the highest rating, for example) and there is a tie between two or more Traits, you may choose which one of those tied Traits is used.

QUEST TABLE:

1: *[Roll again on this table; the base difficulty is increased to 2]**
2: *[Roll twice on this table; you must successfully make both checks in order to succeed in the quest]**
3-4: Use your Trait with the lowest rating
5-6: Use your Trait with the second-lowest rating
7-8: Use your Trait with the second-highest rating

9-10: Use your Trait with the highest rating
11-12: Use any Trait you wish

* If you roll this result again, keep rolling until you get a 3+.

REWARD TABLE:
1-2: Gain a new Standard Quality
3-4: +1 to the Trait you made the check with
5-6: +2 to the Trait you made the check with
7-8: +1 to any Trait
9-10: +2 to any Trait
11: Gain a new Trait with a rating of 1.
12: Gain a new Trait with a rating of 2.

REPERCUSSION TABLE:
1-2: Gain a Standard Quality that represents something adverse that happened to you on the quest (a fear, injury, loss of confidence, hatred, etc.)
3-4: -1 to your highest Trait (if it reduces the rating to 0, you no longer have that Trait)
5-6: -1 to the Trait you made the check with (if it reduces the rating to 0, you no longer have that Trait)
7-8: -1 to your lowest Trait (if it reduces the rating to 0, you no longer have that Trait)
9-10: -1 to a Trait of your choice (if it reduces the rating to 0, you no longer have that Trait)
11-12: A Trait of your choice gains an Adverse Special Rule of your choice.
[/1-page callout]

Step 4: Experiences

Scattered across a character's life are minor occurrences that affect them on some level. These happenings are normally random little things that leave small impressions on someone, but don't necessarily shape every facet of their being.

Each character receives one Experience.

Roll two dice and add them together, consulting the Experiences Table. Choose one of the the two Traits presented. **The Trait has a rating of 1.**

EXPERIENCES TABLE:
2: You spent time with a sage (KNOWLEDGE OF [SUBJECT] or INTELLIGENCE)
3: You spent time in the wilderness (SURVIVAL or SWIMMING)
4: You trained with a combat master (GOOD WITH [MELEE WEAPON] or DODGE)
5: You trained with a master marksman (GOOD WITH [RANGED WEAPON] or CONCENTRATION)
6: You survived an illness (STRONG CONSTITUTION or MEDICINE)

7: A fairweather friend taught you a tough lesson (NOBODY'S FOOL or DETECT LIES)
8: You had a love interest (EMPATHETIC or ROMANTIC)
9: You found you have a talent for operating vehicles (DRIVING or PILOTING)
10: You worked a demanding physical job (STRONG or DURABLE)
11: You were an apprentice to a repair expert (MECHANIC or ELECTRONICS)
12: You spent time wandering the land (DIRECTION SENSE or OUTDOORSMAN/WOMAN)
13: You were falsely accused of something and had to prove your innocence (DETECTIVE or
        RESEARCH)
14: You had to lead a small group of people (LEADERSHIP or COMMAND)
15: In a nasty situation, you had to hold out until help arrived (GRIT or RESOURCEFULNESS)
16: You had to act as a peacekeeper for a short time (NEGOTIATION or QUICK THINKING)
17: You had to help a severely injured person (FIRST AID or SOOTHING WORDS)
18: You found yourself having to entertain a crowd (PERFORMANCE or SHOWMANSHIP)
19: You helped bring down a crooked person in a high position (GUMPTION or POLITICS)
20: You had to disarm a bomb (DEMOLITIONS or STEADY HANDS)
21: You briefly lived in a dangerous place (INTIMIDATE or FISTICUFFS)
22: You explored ancient ruins (EXPLORATION or CLIMBING)
23: Your curiosity led you to study the past (LORE or HISTORY)
24: *[Roll twice on this chart and choose one of the four Traits]*

Step 5: Guardians of Iconia Entry

This step determines how your character became a Guardian of Iconia. Feel free to come up with your own results or roll a die on the table below.

ENTRY TABLE:
1: King Rastor heard tales of your heroism and had you sought out.
2: One of the other Guardians of Iconia witnessed your heroism and asked you to join.
3: You proved yourself worthy by assisting the Guardians of Iconia.
4: You saved a Guardian of Iconia from certain defeat, so you were invited to join.
5: Merlis saw your deeds through his "Far View" spell and felt you were destined to be a member.
6: You asked to join and had to pass rigorous tests of body, mind and honor.
7: One of the Guardians of Iconia saved you from defeat at the hands of Nekrottus' minions and
        invited you.
8: King Rastor held tryouts for potential members and you passed with flying colors.
9: You came to King Rastor in a time of need and he brought you into the fold.
10: You befriended one of the Guardians of Iconia and they invited you.
11: One of the Guardians of Iconia saw potential in you and took you under their wing.
12: You aren't actually a member of the Guardians of Iconia, but find yourself fighting on their side often.

Step 6: Development

Upon becoming a member of the Guardians of Iconia, your character will embark on missions and undergo further training. It is during this step that you will refine their existing Traits and possibly gain new ones.

You may roll up to five times on the Development Table. The first roll incurs no penalties… but for every time after that, you must subtract 1 from the die roll. This is cumulative, so if you've already rolled twice on the table and then opt to roll again, you would subtract 2 from the die result. It's a gamble, so choose wisely, as low results can be very detrimental to your character.

It must be noted that a Trait rating cannot be higher than 8.

DEVELOPMENT TABLE:
-3: A major mishap lessens your efficiency considerably (delete a random Trait)
-2: A valiant act nonetheless leaves you devastated (-2 to a Trait rating of your choice**)
-1: A series of harrowing adventures wears you down (-1 to a Trait rating of your choice*)
0: A mission goes awry, creating a complication *(give one of your Traits an "Adverse" Special Rule)*
1-2: Although you found yourself in the middle of a few adventures, you fail to gain anything from them *(you receive no bonuses)*
3-7: Your adventures have helped you a bit *(allocate 1 point to any existing Trait)*
8-9: Your adventures have taught you a thing or two *(allocate 1 point to any existing Trait or gain a new Trait of your choice at rating 1)*
10-11: You have honed your skills and abilities commendably *(allocate 2 points to existing Traits and/or new Traits as you see fit)*
12: You have flourished as a Guardian *(allocate 3 points to existing Traits and/or new Traits as you see fit)*

* A Trait rating can't be brought down to less than 1 in this way. If your highest Trait is 1, change the result to "A major mishap lessens your efficiency considerably (delete a random Trait)".

** A Trait rating can't be brought down to less than 1 in this way. You must choose a Trait that can accommodate such a penalty without going below 1 if at all possible. For example, if you have FIGHTING 3, COLORFUL PERSONALITY 1, NIMBLE 1 and STRONG MIND 1, you would have to choose FIGHTING 3, which would become FIGHTING 1. If your highest Trait is 2, lower it by 1. If your highest Trait is 1, change the result to "A major mishap lessens your efficiency considerably (delete a random Trait)".

Step 7: Gimmick

Every character in the *Warriors of the Cosmos* Series has a schtick that defines them; a gimmick that makes them special or unique. In "real world" terms, it's usually the selling point for the action figure… that cool something-or-other that makes kids want to buy it! The Hogwash action figure had the water-shooting arm blasters, the Dogg-Pyle action figure could be split up into five canine critters, the Bigwig action figure had the interchangeable head-tops that each did something rad and so forth.

That's what you need to come up with; a gimmick for your PC. It could be that you've already developed a gimmick earlier on in the character creation process. That's fine. As long as your character ends up with a Trait that truly defines what your character is about, you'll be fine.

Once you figure out what your "gimmick" Trait is going to be (whether it's an already-existing Trait or a brand new one), add up the ratings for all your character's Traits.

- If the total is lower than 18, you'll be given a number of points equal to the difference.
- If your total is 18 or higher, you won't receive any additional points (see below for more details).

The points gained from this step must first be invested in a single Trait, at least bringing it up to a rating of 5. That Trait can be new or one you've already created, as long as it's the focal point of your PC. It is referred to as your character's *primary gimmick Trait*. Each point of rating costs 1 point.

If, after bringing the primary gimmick Trait up to 5, you still have points remaining, you may choose another Trait to be your *secondary gimmick Trait*.

Remember, though, that no Trait may have a rating higher than 8.

If your gimmick Trait has a rating of 1 or 2, you may borrow 1 or 2 more points from other Traits and place those points into the gimmick Traits instead. A "borrowed-from" Trait may not be reduced to 0 or less.

So, what it your Trait rating total was 18 or higher? Don't worry, we're not going to punish you for rolling well on the various tables by reducing your rating points. However, you're not going to get any free points. You *are* allowed to borrow 1 or 2 points from other Traits to invest in the character's gimmick Trait. A "borrowed-from" Trait may not be reduced to 0 or less.

Step 8: Qualities

By this point in the process, you know mostly what your character can do and what they are like in terms of personality and backstory. It's time to put all that together to create your character's Signature Quality and Standard Qualities.

Signature Quality

Sum up your character in just a few words. That becomes your character's Signature Quality. It's simply a matter of figuring out the character's most important aspects and nutshelling them. Fortunately, much of the work has already been done for you. If you're character is a robot or non-human, you can elect to have the species included as a word in the Signature Quality. Your Foundation can also play a role, though you should probably consider tweaking its name a bit for the sake of color, specificity and diversity. "Robot Fixer" is fine, but why not go with "Repair-Bot" or "Automaton Grease Monkey"?

Standard Qualities

Your character automatically receives two Standard Qualities, in addition to any Standard Qualities acquired from the table results during character creation. Under no circumstances may a character have more than four Standard Qualities. If, after creating the two free Standard Qualities, you exceed four, you must get rid of enough Standard Qualities to bring you back down to the legal amount.

Creating Standard Qualities is extremely easy. Go through the different table results you rolled and use them for inspiration.

Step 9: Special Rules

It's time to work up Special Rules for your character's Traits.

- You receive 3 non-adverse Special Rules to spread amongst your character's Traits. See pages 104 to 111 of the CAH:S3 rulebook for details on the various Special Rules. Remember that some of them "count as" more than one Special Rule selection, as they are more powerful. All restrictions to acquisition listed in the rulebook still apply (e.g., only one Trait may be given "Action Feature"), with the exception of "Versatile". The only way to have a Trait with "Versatile" is to receive it through the tables during character creation (and it does *not* lower the Trait's rating by 4 as it does in the normal character creation rules).
- You may take Adverse Special Rules as per the normal rules (i.e., one Adverse Special Rule will allow you to take one extra non-Adverse Special Rule).
- You may trade in up to two non-Adverse Special Rules to add 1 to a Trait rating for each Special Rule traded in. This cannot bring a Trait rating into a higher Tier than it was prior to Step 8. For example, if you want to trade in a Special Rule, you can't raise a Trait with a rating of 4 up to a 5.
- Any Trait that is supposed to represent an item of any kind may be given the "Accessory" Special Rule if you wish. That Special Rule is something of a double-edged sword, though, so choose carefully. See page 104 of the CAH:S3 rulebook for more details. This Special Rule is absolutely free. That is, you can give it to any Trait that could be construed as an item.

NOTE: If you take "Action Feature", you should probably attach it to the Trait chosen as the character's gimmick Trait in Step 7: Gimmick.

Step 10: Star Power

This step is simple enough: write "3" in the Star Power space on the character sheet.

Step 11: Pulling It All Together

Your character's game stats are all done and their defining points in their life have been touched upon. It's likely you've already begun cobbling together a lot of the information and that's great! But this is where you lock it down and place all the individual pieces into a cohesive whole. Truthfully, you've already done the majority of the legwork, especially when you created your character's Qualities.

It's helpful to write a small paragraph or two, giving an overview of the character and what makes them cool. Think of it like writing a little bio for the back of their action figure package.

It's also a good time to think of a cool name. Many different naming conventions are appropriate to Iconia:

Plays on Words: You can play on words to get a great effect. Sometimes, this has the added effect of helping you along with a centralized theme for your character. EXAMPLES: Eye-Spy, Brain E. Acck, D-Stroy, Miss Tyree.

Appearance: By tying the character's name into his appearance, you'll give the notion that your character concept is rock solid. EXAMPLES: Brainface, Rat-a-Tat, Skunkor, Kreature-Feature, Fish-Man.

Ability: You can base the name off of the character's SAs or even his Traits. EXAMPLES: Bear-Hugg, Spikester, Blastarro, Warmaster, Split-Screen, Leap-Frog.

Just a Cool-Sounding Name: Not all names have to mean something. Just slap on a particularly rad moniker and go with it. EXAMPLES: Grondar, Veekarra, Darko, Princess Vysta, Ardann.

Example of Character Creation

Step 1: Species

To determine my character's species, I roll a 4, which means Human/Near-Human. I'll go with Human. I now get to create 3 points worth of Traits. Since I don't really know what kind of character I'm going to have, I decide to keep the Traits utilitarian and generic. I can always give them cooler names later on. For now, I have ATHLETICS 2 and PERCEPTION 1.

Step 2: Foundation

Okay, it's Foundation time! I select Foundation Table B, with the vague hope of getting Archer or Warrior. No such luck. I roll 8, which is Swashbuckler. No problem. I can make this work. My character's two Compulsory Traits are SWORDFIGHTING 2 and ACROBATICS 1. I roll a 9 for my Variable Trait, giving me ROMANTIC 1. I'm getting a real "Three Musketeers" vibe for this character, which is something I can have some fun with.

Since ACROBATICS is very close to ATHLETICS, I ask the GM if he would allow me to combine the two into one Trait called SHOWY ACROBATICS. It's now at rating 3. He agreed to this idea. In order to add some theme to my character, I ask if I can change SWORDFIGHTING to FLASHY SWORDSMANSHIP. Once again, he agrees, stating that it does indeed add to the Three Musketeer schtick.

Step 3: Life Events

For the first Life Event, I roll 6, which is "____(Person)____ taught you ____(Lesson)___". To determine the person, I roll 6, which indicates a stranger. For the lesson, I roll yet another 6, allowing me to improve by 1 a Trait that isn't technological, magical or so forth. Not that that matters, because I don't have any such Traits to begin with. I choose to boost PERCEPTION from 1 to 2.

The second Life Event sees me roll an 11, "Your life took a turn for the strange when ____(Weird Event)____". I roll to see what Weird Event awaited my character and get 10, which is "a surreal Quest presented itself *(see* Quests *on page XX; if you succeed in the Quest, add or subtract 1 or 2 to or from the roll on the Reward Table; if you fail at the Quest, subtract 1 from the roll on the Repercussion Table)*". A Quest! Radical!

My Quest Table roll is 7, which means that I'll use my character's second-highest Trait rating. I have a tie between two Traits in that case: PERCEPTION 2 and FLASHY SWORDSMANSHIP 2. According to the rules, in case of a tie, I get to choose, so I'm going with FLASHY SWORDSMANSHIP 2. The GM rolls a die to determine the DN for the check and gets a 6. I make the check and the die comes up 5. Adding my Trait rating of 2 to that gives me a total of 7… just barely succeeding!

Since my Quest was successful, I get to roll on the Reward Table. A result of 11 (9, plus 2 for the "surreal quest" result) indicates that I can gain a new Trait with a rating of 1. I decide to give

him AIRSHIP PILOT, as I can see him piloting some kind of nutty aircraft designed to look a little like an old sailing ship from the pirate era. I figure that during this Quest, she had to hop in an airship and desperately try to evade bad guys… even though she has never piloted one before. Trial by fire.

Step 4: Experiences

I roll my two dice and add them together, getting a total of 20. According to the table, this indicates that my character had to disarm a bomb and learned either DEMOLITIONS 1 or STEADY HANDS 1. I don't see the character as learning to use explosives, but I could see her developing unflinching hands. So, STEADY HANDS 1 it is!

Step 5: Guardians of Iconia Entry

With the flick of my wrist, the die gives me a 1. King Rastor has heard of my character's exploits and seeks me out.

Step 6: Development

Now that my character is a Guardian of Iconia, we get to see what happens from there. I roll an 11. Apparently, she has been busting her hump to hone her skills, thus gaining 2 points to allocate between existing Traits and even new Traits if I so choose. Since she's a classic swashbuckler type and has solid skills with a sword, I figured she might need a blade of her own. So, I pump both points into a new Trait: RAPIER 2. In-game, I rationalize it as King Rastor being so impressed with her improving skills that he gives her a master-crafted sword.

I'm going to press my luck and roll on the Development Table again. Since this is my second roll, I'll have a -1 to the result, which could lead to bad things happening. The die shows an 8, but becomes a 7, which makes an impact on my table result. My character's adventures have helped her a bit, adding 1 to an existing Trait. I go with FLASHY SWORDSMANSHIP, bringing it from a rating of 2 to a rating of 3.

Feeling pretty good about how things are going, I choose to roll again. Uh-oh! A 1. Given that this is my third roll, I have to subtract 2 from it. The final roll is -1, meaning that her adventures have worn her down, causing a Trait of my choice to suffer a -1 penalty to a Trait of my choice. As much as I don't want to, I'll lower Perception from 2 to 1.

With that, I decide to stop rolling on the table.

Step 7: Qualities

I have a very solid grasp on my character at this point, so Qualities should come easy. For the Signature Quality, I decide to leave her species out of it, as humans are kind of the default race in this setting. I want to include her Foundation but would rather avoid the word "Swashbuckler"... so I pick "Buccaneer" as an alternative. But that's kind of bland by itself. I see

her as being the type who throws caution to the wind and goes all out. As such, I add "Daring" to the mix. Her final Signature Quality is Daring Buccaneer.

She receives two free Standard Qualities. Looking back through the different table results, I decide to play around with the stranger who taught my character. This stranger was a roving swordsman named Korsair, who took her under his wing, but mysteriously vanished. She's now scouring Iconia in an effort to find him. So, her first Standard Trait will be "Vows to find her mentor, Korsair." Okay, so the table results indicate that the only thing he taught her was PERCEPTION, but who cares? This makes for a good story and the GM is all for the idea.

The second Standard Quality requires more effort. Since Rastor is the one who discovered her, so to speak, and he also gave her the rapier, I figure that they might have developed a close father/daughter relationship. This prompts me to give her "Sees King Rastor as a father figure".

Step 8: Special Rules

I look over the Special Rules and feel that Action Feature is the way to go. I'm going to give it to RAPIER, since the rating isn't as high as it could have been and I want to emphasize the whole swordswoman aspect of the character. To the same ends, I go with Advantage, with the effect being that she can throw her sword and make it ricochet off of things so that it always returns to her. I can even envision how it could be done on her action figure: a string concealed inside the hand that is connected to the sword; kids can push a button to launch the sword and once launched, the string slowly retracts back into her hand… kind of like one of those old talking toys where you pull the string and as the toy "talks", it's slowly retracting the strong. Fun stuff!

For the third Special Rule, I'm going to cash it in to add 1 to RAPIER, making it a 3.

Step 9: Star Power

I jot down a "3" in the appropriate space.

Step 10: Pulling It All Together

I've already created a skeleton of what my character is all about, so it's just a matter of integrating it into a brief bio:

Musketyra was raised in a remote village but suffered from wanderlust. She refused to simply live her entire life in the village without ever seeing the world or experiencing adventure. Her bold nature was noticed by a master swordsman named Korsair, who took her under his wing and taught her to defend herself and helped her quench her thirst for action. When he disappeared, she vowed not to rest until she found him.

During her quest to learn of her mentor's location, specifically one in which she was forced to make a daredevil escape in a small airship, King Rastor took notice of Musketyra's heroics and

asked her to become a Guardian of Iconia. In return, he would help her find Korsair. He eventually presented her with a master-crafted rapier, which which she has since mastered.

Musketyra is a swashbuckler who enjoys risking life and limb to perform daring and flamboyant maneuvers during combat. She's also a hopeless romantic and likely harbors a crush on Korsair.

Musketyra

Star Power: 3

Qualities:
--- --- Daring Buccaneer
--- Vows to find her mentor, Korsair
--- Sees King Rastor as a father figure

Traits:
RAPIER 3 [Action Feature; Advantage—always comes back when thrown]
FLASHY SWORDSMANSHIP 3
SHOWY ACROBATICS 3
AIRSHIP PILOT 1
PERCEPTION 1
ROMANTIC 1
STEADY HANDS 1