

# Character Creation QuickRef

**1. Character Concept:** Decide on basic concept and details about PC, e.g. gender, appearance, personality.

**2. Age:** Choose an age: 7-15 (kid) or 16 and older (adult), choice effects stats, blindness penalties.

Age	10-	11	12	13	14	15	16+
Penalty to sight based AWR	None	-4	-10	-16	-22	-26	Auto Failure
Penalty to action and reaction rolls	None	-2	-5	-8	-11	-13	-15

**3. Cognitive Deficits/Nostalgia:** Grownups choose 3 things the PC misses. Kids choose a number (1-4) of deficits to thinking based on age.

Age 7-8: 4 Cognitive Deficits  
 Age 9-10: 3 Cognitive Deficits  
 Age 11-12: 2 Cognitive Deficits  
 Age 13-15: 1 Cognitive Deficit

Cognitive Deficits: All-Knowing, Childish Deity, Contagion, Conventional Morality, Disgusting is Poison, Equal Intelligences, Evil Strangers, Ghosts, Injuries are Deadly, Just World, Lookism, Luck, Monsters, No Accidental Death, Paranoia, Pre-Conventional Morality, Racism, Sexism, Social Self-Worth, Wishing

**4. Attributes:** Adults split 90 points between 9 attributes (min 1, max 20). Kids get a number of attribute points based on their age. Some attributes are capped at the kid's current age, others are capped at 20. Both can choose optional sub-attributes (costs or gives 1 bonus point).

Age	7	8	9	10	11	12	13	14	15
Total Attribute Points	45	50	55	60	65	70	75	80	85

**Adjustment (ADJ):** No Cap.

**Agility (AGY):** No Cap.

**Awareness (AWR):** No Cap.

**Charm (CHM):** Capped at PC's Current Age.

**Endurance (END):** No Cap.

**Intelligence (INL):** Capped at PC's Current Age.

**Speed (SPD):** Capped at PC's Current Age.

**Strength (STH):** Capped at PC's Current Age.

**Willpower (WIL):** Capped at PC's Current Age.

**5. Character Class:** Chose from one of 9 (if a kid) or 3 (if a grownup) character classes. Class represents how PC has learned to survive in KidWorld. Class sets access to skills, equipment, sometimes special advantages and disadvantages.

## Kids

**Builders-** Kids who survive by building and fixing shelters, traps, defenses, etc.

Starts with 30 cans of food and 20 CF worth of tools.  
 Athletics 4, Care 8, Combat 17, Crafts 4, Naughty 5, Pets 7, Rapport 10, Scholastics 10, Sensory 15, Survival 9, Tech 10, War 14.

**Cadets-** Kids who have been trained by a military or paramilitary organization.

Starts with 10 cans of food and 15 CF worth of weapons.  
 Athletics 3, Care 9, Combat 14, Crafts 10, Naughty 5, Pets 7, Rapport 9, Scholastics 15, Sensory 15, Survival 6, Tech 15, War 7

**Ferals-** Kids who have learned to survive on their own with little or no human contact.

Starts with 10 cans of food.  
 Note: Ferals must by levels in Spoken Language to be able to speak English (or any other language). See the mandatory advantage Unacculturated, below, for more.

Athletics 3, Care 8, Combat 17, Crafts 9, Naughty 4, Pets 6, Rapport 14, Scholastics 18, Sensory 13, Survival 4, Tech 16, War 13.

Free Enhanced Smell/Taste (2), Enhanced Hearing (2).

**Horse Riders-** Kids who own, care for, and ride horses.

Starts with 10 cans of food and a Saddle Horse or Stock Horse.

Athletics 3, Care 8, Combat 17, Crafts 9, Naughty 5, Pets 4, Rapport 8, Scholastics 15, Sensory 15, Survival 6, Tech 14, War 13

Free Animal Husbandry (1), Horse Riding (1).

**Inheritors-** Kids who have taken over the roles of pre-Plague adults, hoping to recreate that world.

Starts with 20 cans of food.  
 Athletics 4, Care 6, Combat 17, Crafts 7, Naughty 6, Pets 7, Rapport 6, Scholastics 11, Sensory 15, Survival 8, Tech 14, War 13

**Nurturers-** Kids who care for and provide protection to smaller kids.

Starts with 20 cans of food.  
 Athletics 5, Care 4, Combat 18, Crafts 7, Naughty 5, Pets 6, Rapport 6, Scholastics 13, Sensory 15, Survival 6, Tech 15, War 14

**Radicals-** Kids who do whatever they want and survive by being clever, brave and disregarding rules.

Starts with 25 cans of food and 10 cans worth of weapons and/or armor.  
 Athletics 3, Care 8, Combat 15, Crafts 9, Naughty 4, Pets 7, Rapport 7, Scholastics 15, Sensory 15, Survival 8, Tech 14, War 13

**Scouts-** Kids who learn the wilderness and become masters of survival.

Starts with 20 cans of food and a Hunting Knife or Swiss Army Knife.

Athletics 3, Care 9, Combat 17, Crafts 7, Naughty 5, Pets 5, Rapport 9, Scholastics 16, Sensory 15, Survival 4, Tech 15, War 10

4 free levels in one or more Survival skill

**Students-** Kids who strive to teach themselves the secrets of the pre-Plague world, mostly by finding and reading books.

Starts with 15 cans of food and 15 CF worth of books.

Athletics 5, Care 8, Combat 18, Crafts 7, Naughty 6, Pets 7, Rapport 9, Scholastics 8, Sensory 15, Survival 8, Tech 9, War 13

## Adults

**Brains-** Grownups that have survived using their intellect and knowledge.

Starts with 20 cans of food.  
 Athletics 6, Care 6, Combat 13, Crafts 7, Naughty 6, Pets 6, Rapport 5, Scholastics 4, Sensory 6, Survival 6, Tech 3, War 9

**Brawns-** Grownups that have survived using their physical strength and combat abilities.

Starts with 15 cans of food.  
 Athletics 4, Care 7, Combat 12, Crafts 8, Naughty 6, Pets 6, Rapport 8, Scholastics 7, Sensory 6, Survival 7, Tech 5, War 6

**Mouths-** Grownups that survive using their charisma and strong leadership ability.

Starts with 15 cans of food.  
 Athletics 6, Care 6, Combat 13, Crafts 7, Naughty 6, Pets 6, Rapport 4, Scholastics 6, Sensory 6, Survival 7, Tech 5, War 6

**6. Skills:** Spend 100 Skill Points, skill costs set by Character Class. Can buy 1 to 5 levels of any skill.

## Athletics

Acrobatics (AGY)  
 Bicycle (AGY)  
 Climbing (AGY)  
 Dance (AGY)  
 Hold Breath (WIL)  
 Prowling (AGY)  
 Running (SPD)  
 Skating (AGY)  
 Swimming (END)

## Care

Bodyguard (Combat)  
 Composition (INL) R  
 Cooking (AWR)  
 Domestic Medicine (INL)  
 Gardening (INL)  
 Music (AWR)  
 Tailor (AWR)  
 Visual Arts (AWR)

## Combat

Aikido (Combat) E  
 Archery (Combat)  
 Boxing (Combat)  
 Fencing (Combat)  
 Florentine Sword (Combat)  
 Immobilization (Combat)  
 Kickboxing (Combat) E  
 Knife Throwing (Combat)  
 Pistol (Combat)  
 Rifle/Shotgun (Combat)  
 Self-Defense Weapons (Combat)  
 Specific Weapon Training (Combat)  
 Staff Fighting (Combat)  
 Sword and Shield (Combat)  
 Tae Kwon Do (Combat)  
 Wrestling (Combat)

## Crafts

Bicycle Repair (INL)  
 Blacksmithing (INL) E  
 Blueprints (INL) E,+  
 Brewing (INL)

Shelter Making (INL)  
 Traditional Crafts (INL)  
 Trap Making: Human (INL)  
 Weapon Making (INL)

## Naughty

Club (Combat)  
 Disguise (INL)  
 Gambling (INL)  
 Knife Fighting (Combat)  
 Lock Picking (AGY) E  
 Lying (CHM/INL)  
 Pocket Picking (AGY)  
 Poisons (INL)  
 Rock Throwing (Combat)  
 Slap Fighting (Combat)  
 Sleight of Hand (AGY)  
 Slingshot (Combat)  
 Street Drugs (Uses AWR or INL)  
 Street Fighting: Armed (Combat)  
 Street Fighting: Unarmed (Combat)  
 Yo-Yo (AGY or Combat)

## Pets

Animal Husbandry (INL)  
 Animal Training (CHM)  
 Horse Riding (AGY)  
 Trick Riding (AGY) P  
 Roping (Combat)  
 Veterinary Medicine (INL)

## Rapport

Acting (CHM)  
 Appraisal (INL)  
 Cooperation (CHM)  
 Insults (INL)  
 Justice & Agreement (INL)  
 Neighborhood (INL)  
 Oratory (CHM)  
 Spoken Language (INL)  
 Seduction (CHM)  
 Storytelling (CHM)  
 Teaching (CHM)  
 Therapy (CHM)

## Scholastics

Arithmetic (INL) R  
 Diagnosis (INL) S  
 Emergency Medicine (INL) S  
 General Science (INL) R  
 Herbal Medicine (INL)  
 History (INL) R  
 Pharmaceuticals (INL) S,+  
 Read/Write (INL)  
 Religion (INL) R  
 Research: Academic (INL) R  
 Science: Agriculture (INL) E,S  
 Science: Biology (INL) E,S  
 Science: Biochemistry (INL) E,P  
 Science: Chemistry (INL) E,S,+  
 Science: Genetics (INL) E,P  
 Science: Pathology (INL) E,P  
 Surgery (INL) S

## Sensory

Blind Fighting: Armed (Combat)  
 Blind Fighting: Unarmed (Combat)  
 Braille (AWR) P  
 Enhanced Hearing (AWR)  
 Enhanced Smell/Taste (AWR)  
 Enhanced Touch (AWR)  
 Facial Vision (AWR) P  
 Spatial Awareness (AWR)  
 Visualization (INL)

## Survival

Camouflage (AWR)  
 Find Shelter (INL)  
 Fire Starting (INL)  
 Fishing (END)  
 Gathering (INL)  
 Knot Tying (AGY)  
 Land Navigation (AWR)  
 Preserve Food (INL)  
 Skinning & Butchery (INL)  
 Tracking (AWR)  
 Trap Making: Animal (INL) P

## Tech

Computers (INL) R  
 Driving (AGY)  
 Electronics (INL) +  
 Mechanics (INL) +  
 Radio (INL) S or +

## War

Automatic Weapons (Combat)  
 Demolitions (INL) E, P  
 Gun Repair (INL)  
 Interrogation (CHM)  
 Light Sleep (AWR)  
 Military Command (INL)  
 Ordinance (Combat)  
 Sniper (Combat)

**7. Equipment:** Purchase equipment with CF (set by character class). Cannot buy Rare or Extremely Rare items without taking a special advantage.

**8. Advantages & Disadvantages:** Round out character by taking advantages (cost BP), disadvantages (give BP).

1 BP = 3 XP, 1 att or 4 CF

## Kid-Only Advantages

Big For My Age (3 BP)  
 Child Prodigy (8 BP)  
 Iron Will (4 BP)  
 Last Message (1 BP)

## Grownup Only

Advantages  
 Already Blind (6 BP)

## General Advantages

Ally: Dog (4 BP)

**Ambidextrous** (1 BP)  
**Baby Faced** (2 BP)  
**Bilingual** (2 BP)  
**Contact: Dark Side** (3 BP)  
**Contact: Elder** (2 BP)  
**Contact: Leader** (4 BP)  
**Contact: Locals** (2 BP)  
**Contact: Peer** (1 BP)  
**Done-It-All** (1 BP)  
**Drug Resistant** (1 BP)  
**Endangered Skill** (3 BP/ea.)  
**Fully Vaccinated** (1 BP)  
**Good Rep** (4 BP)  
**Instructor** (7 BP)  
**Low Sleep Need** (1 BP)  
**Math Prodigy** (4 BP)  
**Military Training: Short** (4 BP)  
**Military Training: Long** (10 BP)  
**Pain Experienced** (2 BP)  
**Perfect Home** (3 BP)  
**Physically Attractive: Minor** (2 BP)  
**Physically Attractive: Major** (6 BP)  
**Prison/Juvy Experience** (5 BP)  
**Private School** (10 BP)  
**Rare Goods** (4 BP)  
**Sense of Direction** (1 BP)  
**Stone Face** (1 BP)  
**Venom Immunity** (1 BP)  
**Working Vehicle** (3 BP)

**Grownup-Only Disads**  
**Charles Bonnet Syndrome** (2 BP)  
**Childish Mind** (2 BP)  
**Uneducated** (3 BP)

**Kid-Only Disads**  
**Abused By Adults** (3 BP)  
**Blindness** (10 BP)  
**Colorblind** (1 BP)  
**Confused Identity** (2 BP)  
**Gender Incongruities** (4 BP)  
**Horrible Nickname** (1 BP)  
**Medical Experiments** (3 BP)  
**Missing Eye** (5 BP)  
**Night-Blindness** (3 BP)  
**Poor Vision** (2 BP)

**General Disads**  
**Addiction: Alcohol** (7 BP)  
**Addiction: Inhalants** (10 BP)  
**Addiction: Marijuana** (3 BP)  
**Addiction: Meth** (10 BP)  
**Addiction: Nicotine** (2 BP)  
**Addiction: Opium/Pain Pills** (5 BP)  
**Allergy: Deadly** (8 BP)  
**Allergy: Incapacitating** (4 BP)  
**Asthma** (4 BP)  
**Bad Rep** (2 BP)  
**Bad Self-Image** (3 BP)

**General Disads**  
**Addiction: Alcohol** (7 BP)  
**Addiction: Inhalants** (10 BP)  
**Addiction: Marijuana** (3 BP)  
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**Addiction: Nicotine** (2 BP)  
**Addiction: Opium/Pain Pills** (5 BP)  
**Allergy: Deadly** (8 BP)  
**Allergy: Incapacitating** (4 BP)  
**Asthma** (4 BP)  
**Bad Rep** (2 BP)  
**Bad Self-Image** (3 BP)

**Bad Temper** (1 BP)  
**Blabbermouth** (2 BP)  
**Branded** (4 BP)  
**Caregiver: Child** (4 BP for kids, 1 BP for adults)  
**Clumsy** (1 BP)  
**Compulsion** (4 BP)  
**Crush** (1 BP)  
**Deaf** (15 BP for kids, 30 BP for adults)  
**Delusion** (3 BP)  
**Enemy: Community** (7 BP)  
**Enemy: Deadly** (4 BP)  
**Enemy: Non-Lethal** (1 BP)  
**Epilepsy** (5 BP)  
**ESL** (2 BP)  
**Evil Twin** (1 BP)  
**Family Obligations** (1 BP)  
**Family Skeletons** (1 BP)  
**Fried** (2 BP)  
**Gambling Addict** (4 BP)  
**Guilty Secret** (1 BP)  
**High Sleep Need** (1 BP)  
**Inexperienced** (4 BP)  
**Insomnia** (2 BP)  
**Lonely** (1 BP)  
**Malnourished** (8 BP for kids, 6 BP for adults)  
**Memory Gaps** (1 BP)  
**Missing Arm** (7 BP ea. for kids, 10 BP ea. for adults)  
**Missing Hand** (5 BP ea. for kids, 8 BP ea. for adults)  
**Missing Family Member** (2 BP)  
**Missing Leg** (6 BP ea. for kids, 9 BP ea. for adults)  
**Mute** (10 BP for kids, 20 BP for adults)  
**Obese** (2 BP)  
**Phobia** (3 BP)  
**Physically Unattractive: Disfigured** (8 BP)  
**Physically Unattractive: Minor** (2 BP)  
**Physically Unattractive: Major** (4 BP)  
**Poor Hearing** (3 BP for kids, 7 BP for adults)  
**Pregnant** (15 BP for teens, 10 BP for adults)  
**Self-Hatred** (6 BP)  
**Shy** (3 BP)  
**Sickly** (6 BP)  
**Snot-Nose** (1 BP)  
**Stutterer** (1 BP for kids, 2 BP for adults)  
**Tuberculosis** (6 BP)  
**Venom Allergy** (1 BP)  
**Venom Hypersensitivity** (4 BP)

**9. Character Advancement:** Use XP to gain experience levels and improve the PC. Each 200 XP earned equals a kid's birthday.

2 XP = 1 Skill Point  
 10 XP = 1 Attribute Point.  
 30 XP = 1 Health Att. Point.