

Alternate Character Creation

$$CP = (M \times YH \times 9) + (M \times YM \times 6) + (M \times YW \times 3) + (M \times A) + 350$$

M = Modifier (15+1D4)

YH = Years of Higher Education

YM = Years of Military Service (combat arms)

YW = Years of Work

A = Age

Unlike Skill Points, Character points are used to purchase both skills and statistics. Purchasing statistics allows a high level of player control and negates the need for a “maxed” Intelligence for Skill Point generation. Skills are purchased as per standard Millenniums rules. Purchasing statistics use the following costs.

Statistic incremental cost 1(for most statistics)

0-20	0	46-65	2/pt	86-100	4/pt
21-45	1/pt	66-85	3/pt		

Statistic incremental cost 2(Constitution for females, Bravado for males)

0-25	0	51-70	2/pt	91-100	4/pt
26-50	1/pt	71-90	3/pt		

Statistic incremental cost 3(Strength for females, Agility for males)

0-15	0	41-60	2/pt	81-100	4/pt
16-40	1/pt	61-80	3/pt		

Statistic Level	Character Point Cost		
	Increment 1	Increment 2	Increment 3
0-15	0	0	0
20	0	0	5
25	5	0	10
30	10	5	15
35	15	10	20
40	20	15	25
45	25	20	35
50	35	25	45
55	45	35	55
60	55	45	65
65	65	55	80
70	80	65	95
75	95	80	110
80	110	95	125
85	125	110	145
90	145	125	165
95	165	145	185
100	185	165	205