

THOUSAND SUNS

Character Creation

Creating a character in **THOUSAND SUNS** is a very straightforward and simple process. All you need to do is follow these seven steps:

Step 1: Purchase Abilities

Divide 25 points among your character's five Abilities: Body, Dexterity, Perception, Presence, and Will. These points may be spent however you wish on a one-to-one basis. However, you must place at least 1 point in each Ability and no Ability may have more than 12 Ranks. So, if you allocate 5 points to your character's Body, he now has 5 Ranks in Body and you have 20 more points to divide amongst his remaining four Abilities.

Step 2: Choose Species

Select a species for your character and apply whatever bonuses or penalties are associated with that species. Most species get one or more bonus points to spend on Abilities and skills above and beyond any other benefits or drawbacks they receive. 1 bonus point buys 1 Rank in a skill of your choice, while 2 bonus points buy 1 Rank in an Ability of your choice.

The basic species are options are as follows:

Terran

10 Bonus Points

Myrmidon

Body +1, Ultra Immune System, Tactics +1, Will +1, and 4 bonus points

The Delphic

Perception +1, Presence +1, Empathy +1, Observe +1, Eidetic Memory, and 2 bonus points

Czanik

+2 Body, -2 Dexterity, Curious, Extra Arms (x2), Hypersensitivity, Armor Restriction, Equipment Restriction, and 9 bonus points

Hen Jaa

+1 Will, Extra Limbs (x2), Hypersensitivity, Scent, Armor Restriction, Equipment Restriction, Weak Immune System, and 9 bonus points

Kriilkna

Armor Restriction, Bony Spurs, Extra Arms, Natural Armor (AV 5), Observe +1, and 3 bonus points

Additional species may be created using the guidelines on pages 213-223 of the **THOUSAND SUNS** rulebook.

Step 3: Choose Homeworld Package

Select one Homeworld Package for your character from among the following and apply it:

Core Worlds: Upper Class

Computers 2, Cultures (Terran) 2, Diplomacy 2, Language (Lingua Terra) 2, Will +1,

Core Worlds: Middle Class

Bureaucracy 2, Computers 2, Culture (Terran) 2, Driving 2, Language (Lingua Terra) 2

Core Worlds: Lower Class

Bureaucracy 2, Computers 2, Language (Lingua Terra) 2, Perception +1, Streetwise 2

Civilized Worlds

Computers 2, Culture (Terran) 2, Driving 2, Language (Lingua Terra) 2, Any Science Skill 2

The Marches: High Population World

Computers 2, Perception +1, Language (Lingua Terra) 2, Technical Sciences 2, and either two different non-native Languages at Rank 1 each or one non-native Language at Rank 2.

The Marches: Low Population World

Athletics 1, Perception +1, Language (Lingua Terra) 2, Survival 2, Technical Sciences 1, and either two different non-native Languages at Rank 1 each or one non-native Language at Rank 2.

Wildspace: Low Tech World

Athletics 2, Body +1, Brawl, Melee, or Shoot 2, Language (Native) 2, Survival 2

Wildspace: High-Tech World

Computers 2, Culture (Native) 2, Driving 2, Language (Native) 2, Technical Sciences 2

Step 4: Choose Career Package

Select up to three Career Packages for your character. Career Packages are listed on page 44-56 of the **THOUSAND SUNS** rulebook. Each one has three levels of experience: Novice, Experienced, and Veteran. Each level requires that you first take the level before it to gain its benefits. For example, to take the Experienced level in any Career Package, you must first choose the Novice level in the same career. Consequently, you may take the Novice level in three different careers, the Experienced and Novice levels in two different careers, or the Veteran level in a single career.

The benefits of each level of a Career Package is cumulative, meaning that, if you choose an Experienced or Veteran level, you should simply note the benefits of the highest level of the Career Package and ignore the lower ones. At the same time,

benefits from different Career Packages (as well as from species or Homeworld Packages in Steps 2 and 3) are additive. This means that you should simply add Ranks gained from each to determine your total skill Rank in either a skill or Ability. For example, a character from a High Population world in the Marches receives Technical Sciences 2. If this character is a Veteran of the Navy, he also receives Technical Sciences 2. Adding the two together yields Technical Sciences 4. Likewise, a Middle Class character from a Core world receives Bureaucracy 2. If he is a Novice Academic and an Experienced Civil Servant, he receives Bureaucracy 1 and Bureaucracy 3 from his Career Packages respectively. Adding these all together yields Bureaucracy 6.

Step 5: Choose Hooks

Choose five Hooks for your character: one based on his species, one based on his Homeworld Package, and one for each level of his Career Packages. Hooks are noteworthy qualities, people, events, locations, or even objects that both link your character to them and describe him more fully. For example, a Terran from the city-world of Meridian might choose “Nosy” as his species Hook (playing off the fact that Terrans are renowned for their curiosity) and “Strato Gang Member” for his homeworld Hook (indicating that, as a kid, he was a street tough on the Strato, the dark, crime-ridden surface of the planet). These Hooks help describe the character and flesh out his personality, history, and other elements that both the player and the GM alike can use as hooks on which to hang an adventure.

Step 6: Benefit Points

Add up the number of Benefit Points your character gains. The number is based on the levels of the Career Packages you chose in Step 4. Benefit Points accrue as follows: 1 point for Novice level, 2 points for an Experienced level, and 3 points for a Veteran level.

Like skill Ranks, Benefit Points are cumulative, so a Veteran of a single career starts with 6 Benefit Points, whereas a character who is Experienced in one career and a Novice in another starts with only 3 Benefit Points. Players may, if they choose, pool their Benefit Points to acquire more expensive things.

Various uses for Benefit Points are described on pages 59-60 of the **Thousand Suns** rulebook.

Step 7: Final Calculations

To complete the game mechanical aspects of character creation, you need to do a couple of simple calculations, first for Vitality and then for Resolve.

Vitality

Your character’s Vitality score is determined by adding his Body and Will together, dividing that number by two, and multiplying the result by five.

Resolve

Your character’s Resolve score is determined by adding his Perception and Will together, dividing that number by two, and multiplying the result by five.

Your character also begins the game with five Action Points, one for each Hook.

You’re now ready to give your character a name, history, and background that’s consistent with the decisions you’ve made in Steps 1 through 6. What happens after that is up to you, your fellow players, and the Game Master as you adventure together among the **THOUSAND SUNS!**

