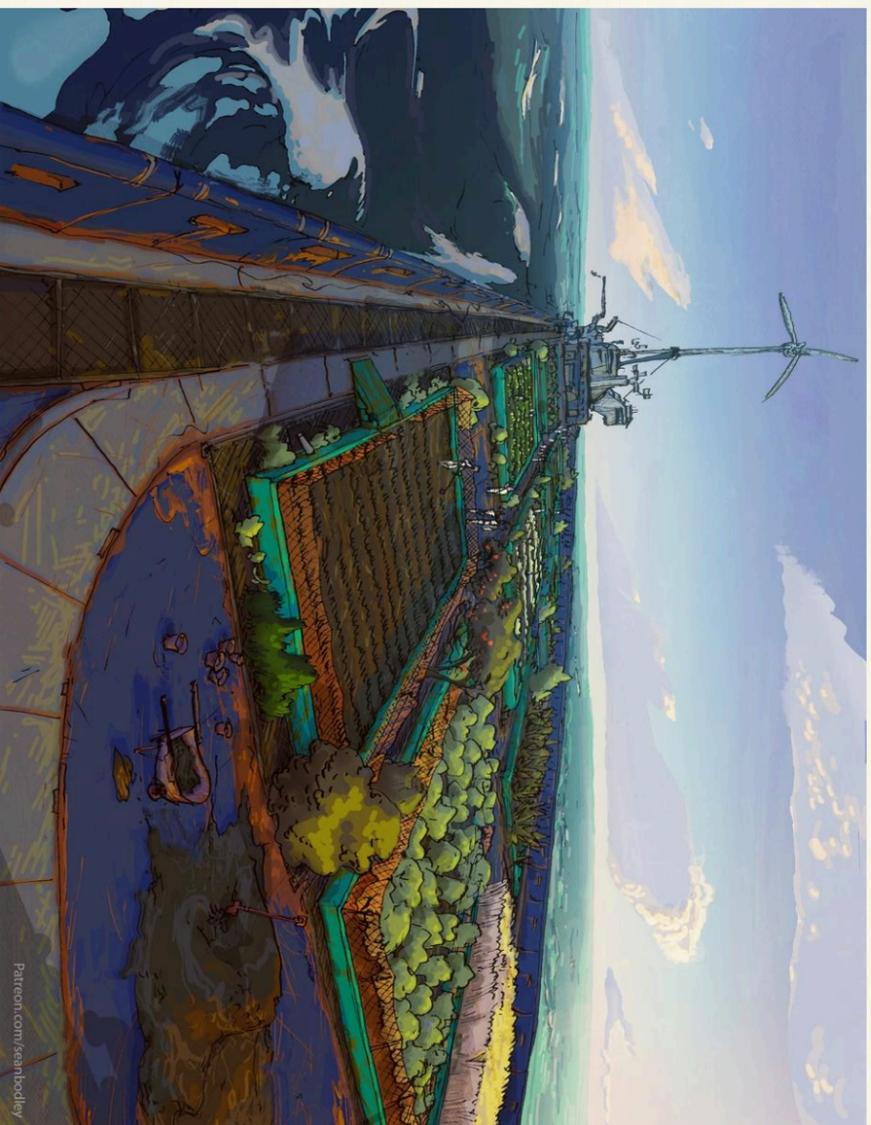


Custom Skills

Players and GMs aren't limited to the skills listed on the character sheet. Anyone using this system is encouraged to modify or replace any skills with ones that make more sense. It's for this reason that the skill list on the character sheet includes two blank spaces. GMs interested in encouraging players to propose interesting specialty skills may wish to offer a 1 point bonus to up to two custom skills (which meet with their approval, obviously).

Here are some example custom skill options:

- Prestidigitation
- Horticulture
- Non-human Animal Connection
- Mathematics
- Clowning & Pantomime
- Knot Tying
- Logistics
- Fire Spinning



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Character Types

The world of Fully Automated is a character classless society: the game doesn't use character classes in a formal sense, since it conflicts with the themes of human variety, identity detached from profession, and of open-ended character self-actualization. But if you're looking to be useful in a group, here are some character types that describe traits that are well suited to round out a party.

Hacker

You like to manipulate the technosphere around you to gain entry, control, or advantage. Sometimes hackers specialize in modifying electronics and other physical devices, and sometimes in network penetration and code.

Recommended Skills: Hacking Software; Hacking Hardware; Assess Tech; Detection & Analysis; and/or Physics & Engineering

Recommended Stats: Intelligence; Observation; and Knowledge.

Tinkerers, engineers, technicians, and any curious characters make great hackers.

Investigator

You see what others miss and draw out data where others see noise. You can bring the hidden into the light and make sense of mysteries.

Recommended Skills: Situational Awareness; Research & Investigation; Detection & Analysis; Assess Tech; Community Contact; and any subject matter expertise

Recommended Stats: Observation; Knowledge; and Intelligence.

Detectives, journalists, and puzzle-solvers make great investigators.

Healer

You restore the injured. Sometimes it's in a clinic. Sometimes it's unexpectedly out in the world. And sometimes you're friends with people who get into situations that require a lot of urgent care. Some healers depend more on brains, and some more on heart.

Recommended Skills: Care; Medicine; Chem & Molecular Bio; Empathy; and sometimes Physics & Engineering.

Recommended Stats: Intelligence; Knowledge; Observation, or Strength.

Doctors, medics, clerics, nurses, therapists, social workers, and general care givers all make good Healers.

Negotiator

Growing up, you were told to “use your words”, and you’ve found that really works for you. You know people, culture, and what to say. You pay attention to those you interact with and demonstrate high emotional intelligence to find solutions to problems you encounter.

Recommended Skills: Charm; Intimidation; Acting; Art, Music, & Culture; Empathy; Psychology; Community Contact; and possibly Psionics

Recommended Stats: Charisma; Observation; and sometimes Knowledge or Strength.

Actors, lawyers, government delegates, union reps, and other positions that require cooperation make natural negotiators.

Knower

In a world overflowing with data, some people don’t quite appreciate the purpose of storing a mind full of facts. But besides paying off when a situation doesn’t allow for a cyberspace search, you know that data isn’t knowledge until it’s understood. The difference between grasping the world and floating into ontological relativism is context. Who? What? Where? When? Why? How? As Decartes observed, to think is to be. And you like to be.

Recommended Skills: Research & Investigation are highly recommended; along with Community Contact; Art, Music, & Culture; History & Geography; and any of the other subject matter skills

Recommended Stats: Knowledge & Observation

Archivists, Librarians, Analysts, and Scientists make good Knower characters. Highly technical workers like supply chain analysts with a hobby interest in one or more esoteric liberal arts are a fun way to be the character in a group who has the most understanding of the game world’s inner workings.

Athlete

Your body is a tool. With it you can go places, do things, survive and thrive. You take care of your physical form to keep it ready to serve any need. Whether you’re racing a mountain bike down a forest trail or leaping between rooftops, you trust your muscle, bone, and/or metal to take you where you need to go.

Recommended Skills: Athletics; Will; Riding & Piloting; Stealth

Recommended Stats: Strength; Dexterity; Endurance

Competitive athletes, physical trainers, dancers, outdoor enthusiasts, adrenaline junkies, explorers, firefighters, construction workers, or anyone else who enjoys pushing their limits or challenging themselves can make good athletes.

Special Skills

The following skills are notable for offering additional effects or having an outsized value.

Combat - The combat skill determines how many points players have to spend on selecting Combat Proficiencies. The cost of these proficiencies are described in the Combat section. Players may also take a combat related ability for every 2 pts allotted to the combat skill.

Athletics - For every 2 points they assign to the Athletics skill, players may take an Ability from one of the following: Endurance-Based Augmentations; Athletic/Threat-Based Augmentations; Strength and Dexterity Abilities; or Respiration-Based Augmentations.

Psionics - Players may take a psionic ability for every 2 points they assign to the psionics skill. For instance, if a player assigns 8 skill points to psionics they can select four psionic abilities. GMs are encouraged to consider limiting players to selecting among the first level of psionic abilities after Awaken during character creation.

Law & Crime; History & Geography; Physics & Engineering; Chem & Molecular Bio - For every 2 points placed into these skills, players can take one ability from Reason and Learning Abilities, Assistance Abilities, or Skill & Ability-related abilities. Points can be distributed across these. For instance, a player who assigns 1 point to all four can select two abilities from the options listed.

Medicine and Care - Points in medicine and care are used to heal characters. Healing actions can be performed with minimal resources using the standard skill check mechanic. If using a standard medical kit containing medicinal putty, however, the number of health points restored is equal to the sum of these two skills.

Charm; Empathy; Psychology; Community Contact; and Situational Awareness - These five skills have been some of the most frequently used in gameplay. Their outcomes may not always be significant, but players should be aware when selecting skills of the outsized role that these five often have based on their frequent use and broad utility.

Growth-focused character creation

The default skill allotments are intended to help new players start the game already feeling accomplished in the way that many players will start a game of D&D by creating characters already at their second or third level.

If readers expect to play a long campaign in which their characters progress from unnotables to legends, players are encouraged to start by giving themselves three skills with 6 points and no 7 or 8 point Skills and letting players build Skills up to eight points gradually by spending experience points on increasing Skill points.



Jacob Coffin

Fighter

The last arena of conflict resolution is physical resolution, and you prefer not to be at a disadvantage when such situations arise. Maybe you believe that projecting your ability to face violence is the best tool of discouragement. Maybe you find joy in the challenge or the movement. Or maybe you just think civility is a pretty myth humans tell one another. Fighters can exhibit a variety of styles, such as unarmed, melee, or ranged. Make sure to talk to the GM to determine whether a Fighter will be useful to a campaign.

Recommended Skills: Combat and Athletics

Recommended Stats: Strength; Dexterity; Endurance

Most characters who would make good athletes would also make good fighters, though characters who enjoy confronting conflict or who have a passionate moral alignment are especially suited. Adventurers, monks, and other clergy members may make good fighter characters. Soldiers and other military characters are a natural fit, but be sure to review the culture of armed forces with other players and make sure your character concept won't create unwanted friction at the table.

Assigning Skills and optimizing characters

When deciding which skill points to assign to which skills, players may recognize that the desire to accurately reflect what a character is best at comes into conflict with efforts to assign skills in a way that makes a character successful within gameplay. A character's backstory may imply that they're strongest skills are in a series of subject matters. Players may be conflicted about reflecting this if these skills happen to be far less commonly used than many others. We recommend these two approaches:

Option A: first select the overall set of skills that fit the character, then assign points within them in whatever way seems likely to make them successful at gameplay. For instance, they may be an expert martial artist who is pretty good at hacking, but you can still give them 8 points in hacking and just 5 in combat if that gives you the move set that you want. Players are under no obligation to make their ranking of abilities directly match their relative ability levels at various tasks. The skill sheet is a tool to play a character in a way that feels fun and makes sense, so as long as they're not incompetent at something for which they're supposed to have mastery, the relative rankings shouldn't matter.

Option B: don't worry about gameplay. Assign skills as authentically as possible and disregard how this will impact play. The difference of a few points probably won't radically impact your experience of playing the game, and will be fun either way.

We prefer option B. In the process of making the template characters for the game, though, we've applied option A.

Creating your character's backstory

The biographical section on the first page of the character sheet is meant to help guide players in imagining who their character is and communicating that to others. It begins with a space to describe **Family, Neighbors, and Acquaintances**. Players should use this space to describe who makes up their closest circle of trust. These are the people that often define how we are shaped and viewed by the world.

The second space is for a **Curriculum Vitae**. In the present day, a CV is commonly used in academic jobs in place of a resumé. It is latin for "course of life" and players are encouraged to list out their characters' academic and professional path in a way that explains what roles they generally serve. A CV may tell a story of someone who excelled academically and then pursued a traditional career in medicine, law, science, etc.. However it may also describe someone of varied passions or an aversion to narrow commitments who has chased many interests through unconventional paths. It is assumed that studying and performing are not distinct, and that characters are not expected to regiment their lives into separate eras of learning and doing. For examples of how a CV may look, refer to the template characters.



Sean Bodley

Next to **followers**, players are encouraged to list the size and style of their social network. Details can be found later in this section under **Followers**. More information on social media can be found in the section **Inhabiting the World** under **Social Media**.

After that is a space to describe a character's **living arrangement**. Similar to one's family and friends, where one lays their head at night heavily shapes the groove they carve in the world, and that which the world carves in them. Players may live in an apartment in the city with family; on a productive commune; in a minimalist basement where they spend most of their time in cyberspace; at a professional residence like a fire station; living nomadically out of a vehicle or on friends' couches; and so on.

The final space is a general one for listing equipment they favor or a short explanation of what they're about.

Hacking Hardware - Hardware hacking operates similarly to Hacking Software, but applies to physical techniques. Roll Intelligence + Hacking Hardware to disable a bomb, or Dexterity + Hacking Hardware to pick a physical lock.

Medicine - The medicine skill aids any task that relies on a character's knowledge of the field of medicine. Roll Knowledge + Medicine to diagnose a condition. Roll Dexterity + Medicine to perform surgery. Along with Care, the Medicine skill determines how many points a character can restore when [healing](#) someone.

Law & Crime - The Law & Crime skill is another subject matter knowledge-based skill. Roll for Knowledge + Law & Crime to know what legal consequences might apply to a given action. Roll Intelligence + Law & Crime to devise a legal strategy, or Charisma + Law & Crime to negotiate a contract.

Psychology - The Psychology skill allows characters to apply an understanding of cognition and behavior to understand and persuade sentient creatures. Roll Observation + Psychology to assess a character's state of mind or Intelligence + Psychology to identify what kind of appeal a character might find most persuasive.

History & Geography - The History & Geography skill assists with any check that requires a factual or intuitive understanding of the past events that shape the present and the landscape, within which all such events transpire. Roll Knowledge + History & Geography to understand the context that informs why a character of a given identity group is distrustful of a specific profession. Roll Observation + History & Geography to find a secret building entrance through a forgotten subway access tunnel.

Wilderness - The Wilderness skill applies to actions used to live and survive when cut off from most of the built world. Roll for Dexterity + Wilderness to start a campfire, or Intelligence + Wilderness to navigate by the stars.

Physics & Engineering - The Physics & Engineering skill is used to complete checks that require an understanding of mechanical, electrical, optical properties that shape the world. Roll Intelligence + Physics & Engineering to attempt to bounce a radio signal off a canyon wall to reach a target. Roll Strength + Physics & Engineering to apply leverage to move a heavy fermentation tank blocking a pathway.

Chem & Molecular Bio. - The Chem & Molecular Bio skill assists with checks that depend on an understanding of chemistry and microbiology. Roll Intelligence + Chem & Molecular Bio to determine the function of a protein-coding gene. Roll Endurance + Chem & Molecular Bio to make dietary choices to stave off dehydration if stranded in the wilderness.

Art, Music, & Culture - This skill allows characters to make use of their understanding and appreciation of elements of culture. Roll Intelligence + Art, Music, & Culture to interpret clues hidden in a painting. Roll Knowledge + Art, Music, & Culture to demonstrate cultural literacy in a sensitive diplomatic situation.

Community Contact - Community contact is the skill of knowing people and being known. It describes the size of a character's social network and their ability to rely on friends and friends-of-friends for aid. Roll Knowledge + Community Contact to know who in a neighborhood is likely to have an ear to the ground. Roll Charisma + Community Contact to build trust with a character based on reputation or shared acquaintances.

Care - Care is the skill of performing physical tasks associated with care as well as the mental and emotional acts of care. Roll Intelligence + Care to identify medicinal herbs and roots in the wild, or Charisma + Care to reassure a grieving person. Skill points in Care are also used to determine the HP a character can restore through [healing](#) actions.

Situational Awareness - This skill allows characters to take in and integrate a holistic understanding of their surroundings. Roll Observation + Situational Awareness to passively perceive things about a moment, from threats to concealed passages. Situational Awareness is the most common skill employed when entering a new environment to perceive the world around you, however it is meant for observing things passively or in a broad sense rather than deliberately or narrowly searching for something.

Detection & Analysis - Detection & Analysis is an observational skill used for observing specific things with high sensitivity, whether through natural or technological sensors. Roll Observation + Detection & Analysis to attempt to follow a scent, hear a faint sound, or detect the faint radio signature from a hidden device. Detection and Analysis can be used as a substitute for Situational Awareness as a player's typical roll for perceiving new environments, however they'll need to specify what they're focusing their attention on, and information given may be more quantitative in nature.

Assess Tech - This skill is used to examine and understand technology and apply that understanding. Roll Intelligence + Assess Tech to figure out how a mysterious device operates. Roll Observation + Assess Tech to obtain advantage for a character or their ally before attempting to disable a dangerous device.

Research & Investigation - This skill is used to learn more about a subject through searching and integrating recorded information. Roll for Intelligence + Research & Investigation to understand a complex scientific theory. Roll for Knowledge + Research & Investigation to find and interpret news stories about a person, group, event, etc.

Hacking Software - This skill is used to employ a character's acumen in understanding and manipulating software and data transmission. Roll Intelligence + Hacking Software to attempt to decrypt files a character is not supposed to be able to access, or Observation + Hacking Software to identify a backdoor in a system.

Family, Community, & Living Arrangements

All of this is for roleplay purposes. This game is meant to immerse players in a different way of living life. In Fully Automated, it is assumed that characters have a strong and healthy social network that meets their needs. For some, that may mean four generations of biological family and inlaws living on a shared floor of an apartment tower. For others, that could be a best friend who they hang out with mostly in cyberspace and a neighbor who checks in on their cat while they travel. When you sit down to play, ask who you see regularly. It could be a barista, a food cart vendor, an animal companion or a chess group that meets in the park. In order to play as a person connected to their community, ask where you lay your head at night and who would be the first person to notice if you disappeared.

Familiars

Players may wish to have a synth assistant or animal companion. Both are encouraged. All that is necessary is that they give familiars a name and describe their physicality to allow the GM to incorporate them into the story. If the player has a combat-capable animal companion like a dog, that companion is assumed to be able to play the Claw attack. This is a renamed version of the "Trained Strike" attack.

Education, Roles, & Associations

How a character has dedicated their time in the past and present says a lot about what is important to them. It tells us what interests or roles they invested in learning and performing. Additionally, who you affiliate with helps establish a character's form of interaction with various communities. For the CV section, players are encouraged to ask how they arrived at who they are. They likely started out being shaped by a home life with family and an educational experience. From there, most people begin to discover their unique path. It may be a deliberate path to which they dedicated early, or it may be a confusing set of twists and turns. They may have significant formative experiences, such as seeing a certain work environment or meeting someone who inspired them to pursue the same calling. Players should imagine how, in a world that prioritizes giving all young people access to education and tools to self actualize, their character grew from childhood. Add jobs, degrees, achievements, or just descriptions of experiences as desired.

Below is a sample of organizations that players may find useful as inspiration for what kind of roles a character may fill in their community that make sense in an adventure context.

Protection Agencies & Other Service Organizations

Volunteer protectors fill the crisis-response role currently filled by police officers. These protection agencies offer structural benefits and justification for players to be called into emergencies that can be very useful to players (and GMs). See [Service Organizations](#) for details.

The **LA Protectors League** (LAPL) is a well-disciplined organization of volunteers regularly trained in de-escalation and preservation of light and life.

The **Free Protectors Network** (FPN) is a loose confederation of authority-skeptical protectors with standards of conduct that are as high as (or arguably higher than) the more mainstream protectors league, but with broad latitude in tactics.

The **LA Civilian Order of Protectors** (LACOP) is a traditionalist protector's league that is mostly meant to offer potential antagonists, though players are free to join it if it suits them.

Medic and Firefighter networks aren't defined as specifically in the text as the protector agencies, since it's assumed that there isn't as much politics or ideology tied up with these kinds of services as those that may encounter or employ violence. But players who play as a medic or firefighter are still encouraged to communicate cultural signifiers through the network they affiliate with. This can be done by associating with one of the protector networks, a spiritual or religious institution, a specific neighborhood, etc.

Medical or Scientific Affiliations

Players who are members of medical networks, care collectives, hospitals, clinics, universities, labs, scientific bodies, etc. can leverage these connections for access to data, expert assistance, and advanced scientific or medical equipment.

Unions

Membership in unions provides a trusted connection to a wide array of frontline technical experts embedded everywhere, keeping essential goods and services flowing.

Liberty Compact Signatories

Signatories to the Liberty Compact agree to ways of interacting with other signatories that modify the social contract between themselves. They authorize certain behaviors that are otherwise prohibited (such as dueling) and prohibit certain behaviors that are otherwise authorized (such as calling on protectors other than affiliates of the Free Protectors Network). Having a player in a party who is a member of this ideological affiliation may provide fun character moments and advantages in negotiating with others of the same persuasion. See [The Liberty Compact](#) for more information.

Deep Roleplay Associations

In a world of leisure, there are a lot of Live Action Roleplay groups. If a character engages in a frequent (or fulltime) roleplay as a werewolf, time traveler, soldier in the Global Climate Wars, furry or member of the fae, they can justify connections to like-minded make-believers. Which, as we all know, extend invisibly across every social strata and through all halls of power.

Athletics - Roll an athletics check to perform feats of physical prowess. Roll Strength + Athletics to pull open a heavy gate, or Dexterity + Athletics to grab on to an awning while falling.

Riding & Piloting - Roll for Riding & Piloting whenever a character employs their acumen in controlling a vehicle. Roll Dexterity + Riding & Piloting to steer a flying disk out of the way of an oncoming vehicle, or Charisma + Riding & Piloting if trying to convince another character of ones' acumen at piloting a catamaran.

Stealth - Stealth includes any activity meant to be done in a discreet manner. Roll Dexterity + Stealth to enter a building through a skylight without being detected. Roll Charisma + Stealth to blend into a crowd.

Empathy - Empathy is the skill of emotionally understanding sapient creatures and making them feel understood. Roll Strength + Empathy to disarm an aggressive person in a state of distress. Roll Knowledge + Empathy to predict the actions of another character.

Will - Will is the resolve that allows one to impose one's desires into the world through the power of their determination. Roll Endurance + Will to swim through an icy river. Roll Charisma + Will to rally a crowd.

Combat - The primary purpose of the combat skill is to determine how many points a player can spend on Combat Proficiencies. But this skill could still be used outside of a combat encounter by rolling for Strength + Combat to tackle someone in a bar fight or Dexterity + Combat to dodge an attack if fighting occurred outside of a planned combat encounter. One could also roll for Observation + Combat to interpret what happened when surveying a scene after a fight took place.

Psionics - Psionics applies whenever a character wishes to make use of their proficiency with empathic mental abilities or related topics. Roll Intelligence + Psionics to tune a mindscape in neurospace. Roll Endurance + Psionics to resist a psionic attack.

Acting - This skill allows players to convince an audience of whatever the player is trying to convince them. Roll Charisma + Acting to successfully deceive with a lie. Roll Observation + Acting to assess whether someone is concealing something.

Charm - Charm is a character's ability to persuade through positive encouragement. Roll for Charisma + Charm to earn a wary stranger's trust or to rally a group to follow you. Roll Intelligence + Charm to try to flatter someone based on a deductive assessment of their interests.

Intimidation - Intimidation is a character's ability to persuade through negative pressure. Roll Charisma + Intimidation to convince another character to stop doing something based on the fear of legal consequences or damage to their reputation. Roll Strength + Intimidation to perform a physical feat intended to frighten a character into cooperating.

Skills

Skills are used by adding a relevant Skill to a relevant Attribute to define the character's Ability Score for the task in question. Players roll 2d10 dice and add the result to their Ability Score along with any modifiers to determine their degree of success. It is up to the GM's discretion to adjust the ability rating with modifiers appropriate for a situation and to interpret what the resulting rolls mean in terms of the story.

| Strength | Dexterity | Charisma | Intelligence | Observation | Knowledge | Endurance |
|------------------|-----------|------------------------------|--------------|-------------------------------------|-----------|----------------------------------|
| <i>Empathy</i> | | <i>Acting</i> | | <i>Situational awareness</i> | | <i>Psychology</i> |
| <i>Care</i> | | <i>Charm</i> | | <i>Detection & Analysis</i> | | <i>Medicine</i> |
| <i>Stealth</i> | | <i>Intimidation</i> | | <i>Assess Tech</i> | | <i>Wilderness</i> |
| <i>Will</i> | | <i>Art Music + Culture</i> | | <i>Research & Investigation</i> | | <i>Law & Crime</i> |
| <i>Athletics</i> | | <i>Community Contact</i> | | <i>Hacking Software</i> | | <i>History & Geography</i> |
| <i>Combat</i> | | <i>Riding & Piloting</i> | | <i>Hacking Hardware</i> | | <i>Physics & Engineering</i> |
| <i>Psionics</i> | | | | | | <i>Chem & Molecular Bio.</i> |

The Skills offered are meant to offer a useful set of actions and subject matters that allow characters to contribute to a variety of situations. They are meant to be interpreted creatively, which is why Skills are not tied to a specific Attribute. Empathy can be based on Intelligence or on Strength. A player attempting to sneak across an area could rely on Stealth and Dexterity to move acrobatically or Charisma to blend into a crowd. Skill in Art, Music, & Culture could be applied using Dexterity to perform a dance, Knowledge to understand the historical context of a poem, or Intelligence to compose music.

Players get to select one Skill to which they apply 8 points, one to which they apply 7 points, and one to which they apply 6 points. They then pick three skills to which they apply 5 points, 4 points, and 3 points. Finally, they may pick four skills to which they apply 2 points and 1 point.

| | | | | | |
|-------|---------|-------|----------|-------|----------|
| 8 pts | 1 skill | 5 pts | 3 skills | 2 pts | 4 skills |
| 7 pts | 1 skill | 4 pts | 3 skills | 1 pt | 4 skills |
| 6 pts | 1 skill | 3 pts | 3 skills | | |

The available skills and examples of their use are described below. GMs should be comfortable suggesting the relevant skill for an action but are also encouraged to invite players to suggest skills and attributes which they think would be fitting, provided that they can explain how they'd go about applying the skill they propose.

The second page of the character sheet

The second page of the character sheet is meant to provide plenty of space to expand on who the character is and how they became that person. Much of the information is redundant with the first page, but with less of a constraint on space. Players are encouraged to write out a succinct biography of how they came into the world and how they've navigated it since.

The second section invites players to say more about their community. Players may wish to say more about the personality of their close connections or list a greater number of them. It can include key individuals as well as groups. Players are strongly encouraged to think hard about their extended community in real life and draw inspiration from what they like and what they might improve. They're also welcome to describe heartbreaks and traumas. Even in a better world, neglect, abuse, abandonment, and loss will happen from time to time.

Below this is a section to describe drivers of action: goals, motivations, and weaknesses.

Following this is a space to list violations they may have committed. Lastly, there's a space to write augmentations and abilities a player might want later.

Often, players wish for something in game, but have trouble remembering these when it's time to spend XP. Players can write these here to help remind themselves later.

Goals, Motivations, and Vulnerabilities

Characters' goals, motivations, and vulnerabilities provide narrative fuel for the players and GM. They help players apply their characters' ideological investments and relationships to the situations they encounter, and offer GM's tools to make a story personal to each character.

Motivations

Players are encouraged to invent or mix motivations. The key element of a motivation is that it is stronger than self preservation. This allows players and GMs to understand what would inspire a character to face down danger, and what concepts a character would find emotionally impactful. Example motivations include:

- Ego or pride
- Justice or other principles
- Artistry
- Material gain
- Curiosity
- Reputation with a person or a community
- Love for a person, thing, or group

Vulnerability

Players are encouraged to propose at least one undesirable quality which can undermine a character's interests. A vulnerability may be a tendency that runs against a character's better judgment, a feature susceptible to exploitation, or a condition that could make the character desperate. Good vulnerabilities are ones that:

- Help the player and other participants get to know a character more fully
- Justify a character's actions, especially when they are ill-advised
- Make sense in complement with their strengths

Present Goals

A character's present goals are specific, achievable occurrences which they can pursue within a session, such as collecting a souvenir for their son to fulfill a promise, or trying to get a date. These present goals can make good B-stories during a quest. They give players additional things to think about and affect how they interact with the world. They offer ways to tie a generic story into things that are personal to characters, or possibly highlight that the players have larger personal lives that take place beyond the mission itself.

Long-term Goals

Long-term goals help all participants understand their character's hopes and dreams. It also offers GMs a roadmap on how to tie games into a player character's development. Unlike short-term goals, these are not things a player could achieve during a game, however GMs may find ways to present players with serendipitous events that may provide some relevance to the character's life-long ambitions.

As an example, if a character dreams of one day becoming the chair of the International Society of Investigators, the GM could establish that the ISI has an internship program for someone at the character's professional level, and then make some criteria of the application fulfillable within a game session.

Violations

The character sheet includes a space to describe actions in the past for which a character has faced reproach. These can be relatively minor transgressions or serious misdeeds. They may be the result of a mistake, a moral failing, a misunderstanding, or a principled stand. Violations round out characters by highlighting blemishes or messy parts of their past. They're optional, but included in part to recognize the normalcy of rule violations. This game assumes that a better future is not one totally free of misbehavior, but rather one that prioritizes correction and context. It's a world that has discarded a framing that sorts people into criminals and innocents and recognizes that people who contribute to their community are also sometimes people who occasionally fall on the wrong side of a social boundary line.

| Ability Points | Consequence |
|----------------|--|
| 4 | Very poor. Likely the worst in any crowd of 100 random people. |
| 5 | Poor. Typically the worst in any random group of 10 people. |
| 6 | Below average. Likely to rank 7th or 8th in a crowd of 10. |
| 7 | Average. |
| 8 | Mildly above average. |
| 9 | Very good. Significantly above average. In the 90th percentile. |
| 10 | Great. In the 95th percentile. |
| 11 | Incredible. Likely the best in any crowd of 100 people. |
| 12 | Legendary. In the 99.9th percentile. |

| Skill Points | Consequence |
|--------------|---|
| 0 | Below average. Totally unskilled. |
| 1 | Average for someone with little or no experience. |
| 2 | Mildly above average. Average for someone with any practice. |
| 3 | Above average. Capable. |
| 4 | Proficient. Professionally qualified. In the 75th percentile. |
| 5 | Excellent. Holds a reputation amongst peers. In the 85th percentile. |
| 6 | Exceptional. Qualified to teach the skill. In the 90th percentile. |
| 7 | Expert. Able to advance their field. In the 95th percentile. |
| 8 | Master. In the 99th percentile. |

| Total Ability Score | Performance at a given task |
|---------------------|---|
| 4 | Abysmal. Unlikely to succeed even with assistance. |
| 8 | Just about average. Success is unlikely but very possible. |
| 10 | Better than average. Equally likely of success or failure at a challenging task. |
| 12 | Very good. Fully capable of a given task under routine conditions. |
| 14 | Excellent. Usually capable even under complicating circumstances. |
| 16 | Gifted. Likely capable even under extreme circumstances. |
| 20 | World-class. Capable under nearly impossible conditions. |

Min-Maxing

Players are advised to start with attributes between 5 and 9 if they'd like to play as a balanced character. Giving a small set of attributes values of 4 and others of 10 is liable to create characters which are effectively hopeless at certain tasks and guaranteed success in others. Whether this is fun for the player, the rest of the table and the GM is subjective, but as with everything, it's up to each GM and their table.