PRIMARY & DERIVED ATTRIBUTES

MIND — DEFENSE — BODY

AWARENESS — PERSONALITY — OFFENSE — STAMINA

SPIRIT — WILLPOWER — HEART

● PRIMARY
▶ DERIVED

Attributes

PRIMARY

Mind:	Body:
Spirit:	Heart:

DERIVED

Stamina:	Defense:
Awareness:	Personality:
Willpower:	Offense:

GAME MODE

Heroic (15 CP) **Normal (13 CP)** **Hardcore (11 CP)**

Character Name:

Player Name:

ARIUM
DISCOVER

Who are you?

What defines your personality?

How do you look?

ASSIGN CHARACTER POINTS (CP)

Assign CP to the four Primary Attributes, Boons, and Features based on the group's Game Mode.

1. Assign CP to Primary Attributes on a one-for-one basis. We recommend at least 1 point in each Primary Attribute.
2. The maximum for any Primary Attribute during character creation is 6.
3. Boons cost 2 CP and Features cost 1 CP.

PRIMARY ATTRIBUTES

Mind: Mental abilities.
Spirit: Connection with self and beyond.

Body: Physical capabilities.
Heart: Passion and determination.

DERIVED ATTRIBUTES
(ASSIGN AS FOLLOWS. ALWAYS ROUND UP)

Stamina (Body + Heart)/2: Ability to withstand hardship, pain, or weariness.

Awareness (Mind + Spirit)/2: Ability to absorb information and notice things. Tied to the senses.

Willpower (Spirit + Heart)/2: Resistance to manipulation and trickery; healing arts.

Defense (Mind + Body)/2: As applied to combat.

Personality (Mind + Heart)/2: Ability to influence people or command a room.

Offense (Spirit + Body)/2: All types of attacks including high tech weapon use and magic.

CHARACTER ADVANCEMENT

Choose one:
- Add a point to one Primary Attribute (not to exceed 8).
- A new Feature on an existing Goody.
- A new Goody with Qualities matching the current Game Mode.
- ½ of a new Boon. It takes two Advancements to gain a Boon.

BOONS	+2D	++	A6	R1
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

BANES	-2D	– –	A1	R6
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

HEALTH
TOTAL Stamina x2 / CURRENT

RESISTANCE
Defense /2 round up

DISCOVERY TOKENS

INVENTORY
☐ ☐ ☐

ADEPT ICARUS

Goody – Name:

Features	+2D	++	A6	R1
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

Flaws	-2D	– –	A1	R6
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

Goody – Name:

Features	+2D	++	A6	R1
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

Flaws	-2D	– –	A1	R6
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

Goody – Name:

Features	+2D	++	A6	R1
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

Flaws	-2D	– –	A1	R6
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

Goody – Name:

Features	+2D	++	A6	R1
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐

Flaws	-2D	– –	A1	R6
Name:	☐	☐	☐	☐☐
Name:	☐	☐	☐	☐☐