Choices to Make

Some parts of your character are innate and do not cost XP; they are simply decisions that need to be made.

Choose your race!

Everything is affected by the race you choose - attributes, ages, **XP**, and so on.
Note: Any qualities and bonuses from race are free - their cost is calculated into the starting XP for the race!

Choose your age!

Older characters have more **XP** at character creation, but they will earn less XP during the campaign.

Choose a Culture!

Keep in mind that your culture is limited by the era and adventure that your group will be playing - consult your GM.
Note: Your culture may require certain qualities, skills, etc. **These must be paid for with XP!**

Choose your Motivations!

Your character can allocate a certain number of points for Motivations based on age. **These points are not XP.**

Puberty	Pro	Middle	> Old
15	10	7	5

Rank your attributes!

Each attribute is ranked from highest to lowest, with A being the highest and J being the lowest. (Or K, if your race has a special attribute.)

XP to Spend

After you've chosen your character's race and age, you can start to spend the XP that those choices have given you.

Starting XP

Starting XP is given in the race description and affected by age:
(RACE XP) + 10 × (YEARS ABOVE PUBERTY)

Qualities

Your character may have positive qualities to give you a boost (which cost XP), and negative qualities that may get in your way (but give you an XP bonus). These help define your character!

Skills

Your character may have skills and specializations. There are a small number of skills, which can be taken at levels from 1-6, or higher for older characters - each level costs (Level × 5) XP, and this cost is cumulative for each level. Each skill has a number of Specializations available - each costs 2 XP. On the skill tree flowchart, any specialization with an arrow coming into it must be upgraded from the specialization the arrow comes from. In each skill, you may take a number of specializations up to the level of that skill.

Additional Languages

Your character gets one language for free, including the World, Family, Language, and Dialect of the language. Any additional language abilities must be bought with XP.

Contacts & Subcultures

Your character gets free XP for contacts based on the priority of the CHA attribute.
Each Contact costs **(Bond + Favor) × (Sum of Skills) + Qualities**

Gear

You spend XP to get money.
1 XP = Your Culture's Income