Proxy Creation Quick Reference

Just as in reality, a proxy can be anything, including the lack of ability to fully protect themselves yet excel in other ways.

1 Description

While this is the first step, only try to get an idea of the general look, hair, skin tone, etc. The details can be finalized at the end. The proxy's weight should be about +22 lbs. per Might (Might x 22).

2 Country of Origin

A homeland provides depth to a proxy, history, and some guidance on your proxy's personality. All places produce terren of every type.

Bryxon: Centrists, pragmatic, open-minded, honest, blunt.
Dannindom: Corporate socialism, ambitious, prestige driven, fast talking, self-serving, forward thinking.
Hylengoth: Self-reliant, distrustful, tough, cunning.
Ipstine: Communism, nationalism, militaristic, stern, serious, even-handed, disciplined.
Palusday: Liberal or libertarian, focused, welcoming, naive, industrious.
Vrondis: Conservative, relaxed, unrushed, wary but friendly, stubborn, anti-tech, religious.

3 Occupation

Provides a past or current livelihood. All the things that go with the chosen occupation are included: clout, infamy, circle of friends, trade contacts, etc. Though it could all be in the past, making a new life. Use the occupation to pick the final direction of your proxy. An occupation can be changed, losing the benefits of the old one.

4 Attributes

Time to pick stats determining how nimble, tough, strong, smart, and fast your proxy is. There are some calculations grouped below by attribute.

Attributes start at 4

Max attributes is 14

1. Add any bonuses from occupation to attributes.
2. Distribute 8 points between Dodge and Endurance.
3. Distribute 12 points between Might, Acuity, and Movement.

Acuity

Mystic Skill Bonus
+1 per 10 Acuity

Alertness
or +1 per 2 Acuity | or +1 per 2 Observation

Endurance

Vitality
+2 per End.

Damage Mitigation
+1 per 10 End.

Might

Weapon Skill Bonus
+1 per 10 Might

Max Carry
+5 lbs per Might

Max Lift
+20 lbs per Might

Max Push
+50 lbs per Might

Movement

Ranged Skill Bonus
+1 per 10 Move.

Combat Move
+3 m. per Move.

Run Speed
+1 m. per 10 Move.

Run Time
+2 min. per Move.

5 Skills

There are 4 areas of skills combat, social, expertise, and mystic. if you don't want to rely on others or want self defense, pick a combat skill or a mystic skill and offensive power. Acuity skill bonus increases luximancer, medimancer, and sonusmancer skills. Might skill bonus increases close quarters and weapon combat skills.

Add occupation skill bonus.

Add attribute skill bonuses

Distribute 20 points among all skills

6 Powers

With 4 points or greater in a mystic skill luximancer, medimancer, or sonusmancer gain known powers. Proxies learn another power at 10 points in any mystic skill.

+1 power at 4 mystic skill points

+1 power per 10 mystic skill points

7 Masteries

Masteries have tiers, tier 1 have low skill requirements, while tier 2 and higher have greater skill requirements and often require other masteries to be known. Some masteries change attributes, skills, or grant powers, be sure to update tertiary attributes, the number of known masteries, and known powers. Note that primary attributes, secondary attributes, and skills have a maximum starting score of 14.

+1 mastery per 10 points in any skill

Pick your proxy's masteries

8 Equipment

Proxies use the scara they've earned through their occupation plus a rolled bonus pool.

Roll 2d10, add results to scara ¤

Add starting money from occupation

Purchase your proxy's gear

Calculate proxy's total weight

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