

SLA 1.2 CHARACTER GENERATION

Total Character Points (CP): 300 pts.

1) Pick race

Human	Literacy 1, Detect 1, SLA Info 2, Rival Company 1, Streetwise 2, Unarmed Combat 1
Frother	Detect 1, SLA Info 1, Rival Company 1, Streetwise 2, Unarmed Combat 1, 2-H Blade 2
Ebon	Literacy 1, Detect 1, SLA Info 2, Rival Company 1, Communique 2, Persuasion 1
Brain Waster	Intimidate 2, Unarmed Combat 2, Streetwise 1, Literacy 1, Detect 1, SLA Info 1
Wraith Raider	Survival 2, Tracking 2, Detect 1, Martial Arts 1, Running 1, Climb 1
Shaktar	Unarmed Combat 2, Detect 1, Evaluate Opponent 1, Rival Company 1, Survival 2, Climb 2
Stormer 313 (Malice)	Unarmed Combat 2, SLA Info 1, Rival Company 1, Intimidate 2, Streetwise 1, Eval. Opponent 1
Stormer 711 (Xeno)*	Unarmed Combat 2, SLA Info 1, Sneak 1, Hide 2, Climb 1, Detect 2
Stormer 714 (Chagrin)*	Unarmed Combat 3, Intimidate 2, Evaluate Opponent 1
Vevaphon*	Detect 1, SLA Info 1, Unarmed Combat 1, 1-H Blade 1, Sneak 2, Sleight 2
Advanced Carrien**	Unarmed Combat 1, Evaluate Opponent 1, tactics 2, Survival 2, Detect 1, Intimidation 1, 2 Signature Moves.

*: from the Karma book. May not be allowed by some GMs.

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2) Pick attributes

Normal stats start at 5. Ebons and Brain Wasters also have a **FLUX** stat, which starts at 10.

STRength
DEXterity
DIAgnose
CONCentration
CHArisma
COOL
(FLUX)

Attributes cost five CP to increase by one point, up to the racial maximum. Flux has no maximum limit. Racial maximums are 10 unless otherwise noted:

	STR	DEX	DIA	CONC	CHA	COOL
Humans	10	10	10	10	10	10
Frother	12	10	8	10	10	10
Ebon	9	10	10	13	11	9
Brain Waster	11	10	10	11	8	11
Wraith Raider	10	15	12	9	10	8
Shaktar	13	13	8	8	9	12
Stormer 313 (Malice)	15	13	8	8	8	15
Stormer 711 (Xeno)	13	15	10	9	7	12
Stormer 714 (Chagrin)	20	12	1-5	2-7	1-3	15
Vevaphon	10	10	10	10	10	10
Advanced Carrien	12	10	12	9	10	8

3) Calculate derived stats

PHYSique = (STR + DEX) / 2

KNOWledge = (DIA + CONC) / 2

TOTAL HITS = STR + PHYS

4) Buy skills and Ebb Powers

Skill	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Cost	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120

Skills cannot be bought at higher levels than the attribute that governs them. Ebons must buy their Ebb powers in the same way as skills, so be sure to keep aside points for that! Ebb powers cannot start at higher than rank 10. See pages 184-191 of SLA corebook for Ebb Powers.

<p>STRENGTH Axe* Blade, 1-H Blade, 2-H Chainaxe Club, 1-H Club, 2-H Flexible Weapon Industrial Weaponry* Pole-arm Unarmed combat</p>	<p>CHARISMA Animal Handling* Communicue Diplomacy Disguise Haggle Interview Leadership Persuasion Seduction <i>Sing</i> Telegenics*</p>
<p>DEXTERITY Archery* Co-ordination* Drive Motorcycle Extreme Violence* Flail* Gymnastics (subtract skill rank as extra dodge) Hide Manual Forgery Martial Arts Pistol Rifle <i>Sewing</i> Sleight Sneak Trick Shot* Zero-G Manoeuvres*</p>	<p>DIAGNOSE Bribery Business Administration Computer Use Demolitions Electronic Forgery Electronic Locks Forensics Industrial Electronics Industrial Mechanics Intimidation Lock-picking Medical (Paramedic) Pathology Read Lips Tactics Torture Tracking Xenobiology*</p>
<p>CONCENTRATION <i>Artistic Ability</i> Biofeedback (Ebon/BW only)* Blind-Fighting* Business Finance Detect Drive (Civilian) Drive (Military) Drunken Fighter [- Combat Skill]* <i>Gambling</i> Marksman Medical (Surgery) <i>Photography</i> Weapons Maintenance</p>	<p>PHYSIQUE Acrobatics Auto/Support (needed for autofire) Climb <i>Dance</i> Running (+0.3m/rank) Shield* <i>Sports (various)</i> Swim Throw Wrestling ----- COOL Willpower*</p>

KNOWLEDGE	KNOWLEDGE HOBBY SKILLS
Astronomy	<i>Agriculture</i>
Computer Subterfuge	<i>Archaeology</i>
Contract Circuit Info*	<i>Architecture</i>
Covert Engineering*	<i>Botany</i>
Cult Info*	<i>Cinematography</i>
Demolitions Disposal	<i>Cooking</i>
Evaluate Opponent	<i>Ecology</i>
High Fashion*	<i>History</i>
Literacy	<i>Languages: Killan</i>
Medical (Practice)	<i>Wraith</i>
Military Pilot	<i>Shaktarian</i>
Navigation	<i>Sign Language</i>
Psychology	<i>New Parisian</i>
Repair Electronics	<i>Mathematics</i>
Repair Mechanics	<i>Music (general)</i>
Rival Company	<i>Palaeography</i>
SLA Information	<i>Physiography</i>
Space Navigation	<i>Physiology</i>
Streetwise	<i>Play Instrument</i>
Survival	<i>Theatre</i>
	<i>Video Games</i>
	<i>Zoology</i>

All races get their home language at Rank 8 for free. Shaktar & Wraiths must buy Killan separately.

5) Select Advantages and Disadvantages

Advanced Carrien automatically get Bad Vision 3 (sunlight), Bad Reputation 5 (almost everyone), Good Vision (night), PV 3 (hide), Good Luck 2 - this costs 0 points. **Stormers** and **Adv. Carrien** also get claws (DMG 1, PEN 1, AD 0). **Shaktar** claws are (DMG 0, PEN 1, AD 0). **Chagrin** tusks are (DMG 2, PEN 2, AD 0)

PHYSICAL

Looks: Handsome/Ugly	+1/-1	10/10
Ambidextrous	10	
Vision: Good/Bad	+2/-2	10/10
Hearing: Good/Bad	+1/-1	10/10
Figure: Good/Bad	+1/-1	10/10
Speech: Good/Bad	+2/-2	1/1
Timekeeper: Good/Bad	+1/-1	10/10
Sleeper: Good/Bad	+1/-1	10/10
Sterile	-1	
Allergy	0/-2	0/10
General: Good/Bad	+2/-2	10/10
Medical Illness	0/-3	0/10
DNA Tattoo/Hallmark: Good/Bad	+1/-1	10/10
Drug Addict	0/-2	0/10

MUNDANE

Financial: Good/Bad	+3/-3	10/10
Vehicle	+2/-2	10/10
Housing: Good/Bad	+3/-1	10/10
Income: Good/Bad	+2/-2	10/10
General: Good/Bad	+1/-1	10/10
Info: Good/Bad	+1/-1	10/10

MENTAL

Cool: Exceedingly/Jelly	+5/-5	1/1
Phobia	0/-2	0/10
Arrogant	0/-1	0/10
General: Good/Bad	+1/-1	10/10
Psychoses	0/-3	10/10

CIRCUMSTANTIAL

Major Friend/Enemy	+5/-5	10/10
Minor Friend/Enemy	+1/-1	10/10
Luck: Good/Bad	+4/-4	10/10
Dependant	0/-1	0/10
General: Good/Bad	+1/-1	10/10

SOCIAL

Pacifist	0/-2	0/10
Reputation: Good/Bad	+2/-2	10/10
General: Good/Bad	+2/-2	10/10
Chicken	0-2	0/10

HOBBY

Natural Aptitude	+3/0	10/0
Simple: Good/Bad	+1/-2	10/10

6) Choose Training Package

Get listed skills at rank 2, or at +1 rank if you already have them.

Death Squad	Auto/Support, Rifle, Rival Company, Tactics, Evaluate Opponent, Unarmed Combat
Kick Murder	Hide, Sneak, Martial Arts, Climb, Acrobatics, Any Close Combat Skill
Investigation & Interrogation	Detect, Rival Company, SLA Info, Streetwise, Interview, Forensics
Medical	Paramedic, Medical Practice, Forensics, Psychology, Pathology, Computer Use
Mechanics	Mechanics Repair, Mechanics Industrial, Electronics Repair, Electronics Industrial, Computer Use, Computer Subterfuge
Pilot & Navigation	Pilot Military, Drive Military, Drive Motorcycle, Navigation, Auto/Support, Mechanics Repair
Business	Business Administration, Business Finance, Communique, SLA Info, Computer Use
Strike Squad	Drive Civilian, Drive Military, Pistol, Rifle, Paramedic, Any Close Combat Skill
Scouting	Tracking, Streetwise, Detect, Running, Sneak, Rifle
Media	Cinematography, Interview, Communique, Literacy, SLA Info, Streetwise

7) Buy equipment

Start with 1500c and starting equipment set. Add 100c induction bonus after game starts. Excess can go to LAD account. See equipment lists in back of Karma book.

8) Finishing Touches

a) Determine hit points: TOTAL HITS = STR + PHYS

Head: Total Hits / 3 (round up)

Torso: Total Hits

Arms: Total Hits / 2 (round down for each arm)

Legs: Total Hits / 2 (round up for each leg)

All Stormer types regenerate 1 wound at the end of every 4th round. When all wounds are healed, they regenerate 1 hit point at the end of every 4th round.

b) Movement (metres/phase)

Race	Walk	Run	Sprint	Running Skill (run/sprint only)
Human	1	2	3	+0.3 m/rank
Frother	1	2	4	+0.3 m/rank
Ebon	1	2	3	+0.3 m/rank
Brain Waster	1	2	3	+0.3 m/rank
Wraith Raider	2	4	6	+0.3 m/rank
Shaktar	1	3	5	+0.3 m/rank
Stormer 313	1	2.5	4	+0.3 m/rank
Stormer 711	2	4	6	+0.3 m/rank
Stormer 714	1	2	3.5	+0.3 m/rank
Vevaphon	1	2	4	+0.3 m/rank
Advanced Carrien	1	3	5	+0.3 m/rank

c) Determine Combat Phases

Dexterity	No. of Actions	Phases acted in
1-3	1	3
4-6	2	2, 4
7-9	3	1, 3, 5
10-12	4	1, 2, 4, 5
13+	5	1, 2, 3, 4, 5

d) Determine Encumbrance

Race	Normal Move	Half Move	No Move
Human	15 + (2 x STR) kg	X 2	X 3
Frother	20 + (2 x STR) kg	X 2	X 4
Ebon	13 + (2 x STR) kg	X 2	X 3
Brain Waster	18 + (2 x STR) kg	X 2	X 4
Wraith Raider	15 + (2 x STR) kg	X 2	X 3
Shaktar	23 + (2 x STR) kg	X 2	X 4
Stormer 313 (Malice)	25 + (2 x STR) kg	X 2	X 6
Stormer 711 (Xeno)	22 + (2 x STR) kg	X 2	X 4
Stormer 714 (Chagrin)	34 + (3 x STR) kg	X 3	X 5
Vevaphon	17 + (2 x STR) kg	X 2	X 3
Advanced Carrien	17 + (2 x STR) kg	X 2	X 4