



Character Creation Quick Sheet

1. Pick **Team Role** for your character. What part do you want to play in the game?

2. Pick an **Archetype**. What kind of person do you want to be?

3. Pick a **Motivation**.

4. Determine **Attributes**.

• Determine Primary attributes—Intelligence, Strength, Dexterity, Body, Charisma, Willpower

15 points For Novice

17 points For Experienced

19 points for Elite

• Derive Secondary attributes based on Primary Attributes They are:

Size (0 = normal human)

Move (Strength + Dexterity)

Perception (Intelligence + Willpower)

Initiative (Dexterity + Intelligence)

Defense (Body + Dexterity)

Stun (Body)

Health (Body + Willpower + Size)

Sanity (Willpower + Charisma)

Resilience (Willpower + Charisma)

5. Choose **Skills**. At least 2 points in combat skill

• 17 skill points for Novice

• 21 skill points for Experienced

• 25 skills points for Elite

Note: No skill higher than 5 to start.

6. Choose **Talents and Resources**. Rank 1 in Quantum Black for free

• Novice: 1 Talent and 1 Resource

• Experienced: like Novice, but with an additional Talent or Resource

• Elite: like Novice, but with 2 additional Talents or Resources

Note: Some Talents and Resources can be taken for additional ranks.

7. Add **Flaws**... if you want. 1 Style point for a Flaw

8. Spend **Starting Experience**. You get 15 points to change your beginning build

Starting Experience Point Cost

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Ritual Magic Spell	3 points
Talent	15 points
Resource	15 points

9. **Finishing Touches**. Add some flair to your character. What's your name? Your look? Your non-statistical background?

10. **Style Points**: You get 1 Style Point if you took a Flaw and 1 Style Point for each unused experience point that is not being held back for some other reason.

Team Roles

Academic Knowledge/Research Expert

Close Combatant

Covert Operative

Face

Healing/Medical Specialist

Investigator

Leader

Outdoor Expert

Ranged Combatant

Science/Technical Expert

Supernatural Specialist

Archetypes

Academic

Celebrity

Company Man

Criminal

Detective

Doctor

Drifter

Engineer

Occultist

Public Relations Expert

Reporter

Scientist

Soldier

Survivor

Technician

The Zeppo

Motivations

Belonging

Competence

Competition

Deception

Duty

Faith

Greed

Love

Manipulation

Power

Protection

Redemption

Revenge

Survival

Thrill Seeker

Truth

Skills

Skill	Attribute	Specializations and Disciplines
Academics*	Intelligence	Economics, History, Law, Literature, Philosophy, Political Science, Psychology, Religion, Sociology
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling
Administration	Intelligence	Academic, Business, Government, Legal, Military
Archery	Dexterity	Blowguns, Bows, Crossbows, Nets, Slings
Art*	Intelligence	Animation, Music, Painting, Photography, Sculpture, Video, Writing
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws
Computers	Intelligence	Analysis, Data Collection, Networking, Programming, Security
Con	Charisma	Bluff, Fast Talk, Grift, Lying, Seduction
Craft*	Intelligence	Carpentry, Chemistry, Electronics, Mechanics, Medicines
Demolitions	Intelligence	Defusing, Dynamite, Gunpowder, Improvised Incendiary, Plastic
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics
Drive	Dexterity	Buses, Cars, Motorcycles, Remotes, Tanks, Trucks
Electronics	Intelligence	Sensors, Surveillance, Wireless
Empathy	Intelligence	Body Language, Emotions, Intuitions, Lies, Motives
Firearms	Dexterity	Archaic, Pistol, Rifle, Shotgun, Submachine Gun
Gambling	Intelligence	Cheating, Blackjack, Craps, Poker, Roulette
Gunnery	Intelligence	Artillery, Bombs, Cannons, Machine Guns, Rockets
Intimidation	Charisma	Interrogation, Orders, Staredown, Threats, Torture
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search
Larceny	Dexterity	Lockpicking, Pickpocket, Safecracking, Security, Sleight of Hand
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation
Medicine	Intelligence	Diagnosis, Diseases, First Aid, Veterinary, Xeno-Medicine
Melee	Strength	Axes, Clubs, Knives, Spears, Swords
Performance*	Charisma	Acting, Comedy, Dancing, Musical Instrument, Oratory, Singing
Pilot*	Dexterity	Aircraft, Balloons, Drones, Ships, Submarines
Ride	Dexterity	Bulls, Camels, Elephants, Horses, Mules
Ritual Magic	Intelligence	Divination, Occult Geography, Protection, Summoning
Science*	Intelligence	Biology, Chemistry, Engineering, Geology, Physics, Xenobiology
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking
Streetwise	Charisma	Black Market, Carousing, haggling, Rumors, Scrounging
Supernatural Lore*	Intelligence	Fey, Lycanthropes, cosmic, Pagan, Spirits, Undead
Survival	Intelligence	Foraging, Hunting, Navigation, Shelter, Tacking

Table 2-15: Resources

Talent	Prerequisite	Benefit
Accuracy	—	Reduced shot penalties
<i>Agile*</i>	—	+1 Dexterity rating
Alertness	—	+2 Perception rating
Attractive	—	+1 Charisma bonus dealing with people
Autofire	Firearms 4	Improved autofire attack
Blind Fight	—	Reduced penalty for poor visibility
Block	Brawl 4	Perform block as a reflexive action
Blunt Strike	Melee 4	Inflict nonlethal damage with lethal weapons
Bold Attack	Charisma 3	Use Charisma with a specific combat Skill
<i>Bold Defense</i>	Charisma 3	Use Charisma for Defense Rating
Calculated Attack	Intelligence 3	Use Intelligence with a specific combat Skill
<i>Calculated Defense</i>	Intelligence 3	Use Intelligence for Defense rating
<i>Charismatic*</i>	—	+1 Charisma rating
<i>Climb</i>	—	Improved climbing speed
<i>Combat Aptitude</i>	Intelligence 3	Exchange attack and Defense dice
Combat Skill	Skill 4	+2 Defense with specific non-combat skill
<i>Cosmic Sensitive</i>	—	May sense cosmic horror related phenomena and creatures
<i>Danger Sense</i>	—	Reduced surprise penalty
Diehard	—	Improved death threshold
<i>Direction Sense</i>	—	Always know direction
Dodge	Athletics 4	Perform dodge as reflexive action
Dual Wield	Dexterity 3	Reduced penalty for two-weapon attacks
Fearsome	Intimidate 4	Temporarily frighten opponents
Finesse Attack	Dexterity 3	Use Dexterity with a specific combat Skill
Flurry	Dexterity 3	Reduced penalty for multiple strikes
Focused Attack	Willpower 3	Use Willpower with a specific combat Skill
<i>Focused Defense</i>	Willpower 3	Use Willpower for Defense rating
Giant*	—	+1 Size rating
Guardian	Intelligence 3	Provide Defense bonus to allies
<i>Headstrong</i>	Willpower 3	Use Willpower for Stun rating
High Pain Tolerance	—	Reduced penalty for wounds
Inspire	Diplomacy 4	Provide skill bonus to allies
<i>Instant Reload</i>	—	Reload weapon as reflexive action
<i>Intelligent*</i>	—	+1 Intelligence rating
Iron Jaw	—	+1 Stun rating
<i>Iron Will*</i>	—	+1 Willpower rating
Jump	—	Improved jumping distance

Talent	Prerequisite	Benefit
Keen Sense*	—	+4 perception rating with a specific sense
<i>Kip Up</i>	—	Stand up as reflexive action
Knockout Blow	Brawl 4	Improved knockout ability
Lethal Blow	Brawl 4	Inflict lethal damage with Brawl attacks
<i>Lifesaver</i>	Medicine 4	Improved healing ability
<i>Long Shot</i>	—	Double weapon ranges
Lucky	—	+2 bonus to any one roll per game session
Mobile Attack	Dexterity 3	Move and attack simultaneously
Parry	Melee 4	Perform parry as reflexive action
Provoke	Con 4	Temporarily provoke opponent
Quick Draw	—	Draw weapon as reflexive action
<i>Quick Healer*</i>	Body 3	Double the normal healing rate
Quick Reflexes	—	+2 Initiative rating
Rapid Shot	Dexterity 3	Reduced penalty for multiple shots
Resolute*	—	+2 to Resilience rating
Robust	—	+2 Health rating
Rock of Stability*	—	+2 to Sanity rating
<i>Run</i>	—	Improved running speed
Skill Aptitude	—	+2 Skill rating to a specific Skill
Skill Mastery	Intelligence 3	General expertise with one Specialized Skill
Staggering Blow	Brawl 4	Improved knockback ability
Strafe	Firearms 4	Improved strafing ability
<i>Strong*</i>	—	+1 Strength rating
Strong Attack	Strength 3	Use Strength with a specific combat Skill
<i>Strong Defense</i>	Strength 3	Use Strength for Defense rating
Swift	—	+2 Move rating
<i>Swim</i>	—	Improved swimming speed
<i>Team Player</i>	—	Can provide a +2 Teamwork bonus, even when you do not possess a skill
<i>Time Sense</i>	—	Always know time
Total Defense	Dexterity 3	Improved Defense ability
Total Recall*	—	Never forget anything
<i>Tough*</i>	—	+1 Body rating
Tough Attack	Body 3	Use Body with a specific combat Skill
Vigorous Defense	Dexterity 3	Reduced penalty for multiple attackers
Zeroed	—	All official records of your existence have been erased

*This Talent is only available during character creation

Unique Talents are listed in italics

Resources

Resource	Description
Allies	Close friends and relatives that can be counted on for help
Alternate Identity	An additional identity the character can use to conceal her actual identity
Arcane Library	A collection of spells you can access
Artifact	Unique and powerful supernatural item in your character's possession
Contacts	Associates that may be called on for items and information
Fame	Reputation, notoriety, and influence due to your character's popularity
Followers	Faithful friends and retainers that accompany your character
Gadget	Unusual and powerful scientific items in your character's possession
Grimoire	A text with spells you know and other occult lore
Mentor	A powerful patron, teacher, or protector who looks out for your character
Rank	Rank and membership in a secret or exclusive organization
Refuge	A safe and comfortable home, private retreat, or exclusive organization
Status	Social status and income due to your character's profession or birthright
Wealth	Income and assets, plus amount of money available to invest

Flaws

Flaw	Description
<i>Mental Flaws</i>	
Absent-Minded	Often forgets or overlooks important details
Addiction	Hooked on a specific substance or activity
Amnesia	Has lost his memory and may have flashbacks
Bloodthirsty	No qualms against killing
Bully	You berate and try to intimidate others
Coward	Afraid of conflict and may run from a fight
Illiterate	Dyslexic or uneducated and cannot read or write
Impulsive	Impatient and reckless and often gets in trouble
Inherently Unstable	Less able to deal with mental stress
Jealous	Becomes jealous of others
Lazy	Averse to hard work
Non-Believer	Does not believe in supernatural
Obsession	A compulsion to perform a particular activity
Overconfident	Foolhardy and sometimes gets in over his head
Paranoia	Anxious and distrusts everyone around him
Phobia	Scared of a particular thing and will avoid it
Voices	Hears voices no one else hears
<i>Miscellaneous Flaws</i>	
Danger Magnet	Attracts trouble through no fault of her own.
Mundane	Can never cast spells
Mystery Box!	Has an unusual trait he is not aware of
Primitive	Unfamiliar with modern technology
Susceptible	Unusually vulnerable to supernatural influences
Unlucky	Cursed, jinxed, or otherwise unlucky
Unnatural	Connected to supernatural creatures or energies
<i>Physical Flaws</i>	
Blind	Automatically fails sight rolls
Deaf	Automatically fails hearing rolls
Dwarf	Not as big or strong as others
Dying	Has an incurable disease and may soon die
Hard of Hearing	Poor hearing and may misunderstand speech
Lame	Has a bad leg or foot and moves slower than others
Mute	Can't speak and must write or gesture instead
One Arm	Missing an arm and has trouble doing work
One Eye	Missing an eye and has poor depth perception
Poor Vision	Bad eyesight and has trouble identifying things
<i>Social Flaws</i>	
Callous	Selfish, uncaring, and insensitive of others
Condescending	Acts as if better than everyone else
Criminal	Believed to have committed a serious crime
Disfigured	Ugly, unattractive, and repulsive to others
Intolerant	Biased and prejudiced about a certain thing
Pacifist	Opposed to violence and war for any reason
Secret	Has an embarrassing or shameful secret
Shy	Dislikes social situations and tries to avoid them
Speech Impediment	Trouble speaking and may be misunderstood