

Shadows of the Sixth World

CHARACTER CREATION DOCUMENT

Step by step

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Alpha v1

Step 1 - Choose a Street Name

Pick one of these **Street Names** or choose your own. Your street name is your professional nickname, call sign, handle, pseudonym, or whatever.

Conduit	Laser	Torque	Doc	Suit	Blades	Wolf	Breaker
Quicksand	Rider	Ghost	Crimson	Roto	Fade	Catcher	Shockwave
Crona	Static	Macro	Diablo	Silverback	Crane	Switch	Spider
Cursor	Coil	Nitro	Wheels	Tiburon	Vixen	Terrasque	Razer
Wraith	Gamma	Overkill	Havok	Hijack	Render	Pandora	Hardcase
Sig	Shades	Mad Dog	Prometheus	Grinder	Axis	Dozer	Valkyrie
North	Fox	Fireworks	Burn	Jackal	Omega	Crash	Snake
Redline	Wick	Acid	Rook	Six	Psion	Override	Warlock
Ash	Bishop	Nova	Snow White	Tetra	Brick	Serial	Shifter

Step 2 - Choose an Archetype

Pick one of these **Archetypes** or choose your own. Your Archetype is your profession, occupation, role in the crew, title you've given yourself. It describes your character's abilities and talents in a flashy little snippet.

Street samurai	Driver	Weapon spec	Body guard	Combat decker	Wage mage
Hermetic mage	Negotiator	Physical adept	Transporter	Grifter	Eco shaman
Wild shaman	Drone rigger	Infiltrator	Street mage	Fixer	Smuggler
Rogue decker	Street shaman	Investigator	Gun adept	Tech spec	Sprawl ganger
Vehicle rigger	Bounty hunter	Assassin	Journalist	Locator	Occultist
Face	Mercenary	Revolutionary	Medic	Enforcer	Brawler

Step 3 - Pick a Metatype

Pick one of these **Metatypes**: Human, elf, dwarf, ork, troll, mutant, sasquatch, or other? Each Metatype comes with a bonus Edge (or two with a Flaw). While humans are by the far the most plentiful species in the world, many people metamorphosed into creatures of mystical legend when the world became Awakened.

- **Humans** get *Adaptable*
- **Elves** get *Night Vision*
- **Dwarves** get *Thermographic Vision* and *Metabolism* but must take the *Too Short* Flaw
- **Orks** get *Rage*
- **Trolls** and **Sasquatch** get *Toughness* and *Massive*, but must take the *Too Big* Flaw
- **Mutants** get any single General Edge of your choice, but must take the *Mutant* Flaw
- **Others** get to discuss it with the MC and pick what makes the most sense

Step 4 – Choose a Background

Choose a background: What were you before you became your Archetype? How did you get there? Who did you meet along the way? Why do risk your life for crime? Create an idea of a past. Come up with a good label for who you used to be. Examples: Former Company Man, Ex-Boxer, Ex-Military, Retired Cop, etc.

Step 5 – Assign Attributes

You have **six Attributes:** Body, Agility, Perception, Intelligence, Willpower, Charisma. **Assign the following modifiers, one to each Attribute:** +3, +2, +1, +0, +0, and -1. Your Attributes are your raw strengths and weaknesses. They are used frequently during the game whenever you do something risky – the MC will tell you when. You'll roll 2d10 and add the modifier from the Attribute that makes the most sense for the action. Depending on how high you roll, you may succeed, fail, or something in between – in any case, something interesting will happen that will push the action forward.

Body is brawn, toughness, health. **Agility** is dexterity, balance, quickness. **Perception** is alertness, intuition, sensing. **Intelligence** is knowledge, logic, tech savvy. **Willpower** is resolve, magical strength and sensitivity. **Charisma** is personality, allure, manipulation.

Step 6 – Pick Three Skills

Pick three of these Skills or create your own with MC approval. Skills are specific areas where you excel. When you're rolling the dice, you can add +1 to the roll if you have a relevant Skill.

Academics	Clubs	Driving	Hacking	Longarms	Running	Throw
Arcana	Computers	Enchanting	Hardware	Mechanics	Searching	Track
Assensing	Con	Etiquette	Heavy	Medicine	Shadowing	Unarmed
Automatics	Counter-spell	Exotic	Weapons	Navigation	Software	
Banishing	Cybertech	Weapons	Infiltration	Negotiation	Spellcasting	
Binding	Data Search	First Aid	Intimidation	Palming	Street Savvy	
Blades	Demolitions	Forgery	Leadership	Piloting	Summoning	
Chemistry	Disguise	Gunnery	Listening	Pistols	Survival	
Climbing	Diving	Gymnastics	Lock-break	Profession	Swimming	

Step 7 – Choose at Least two Styles

Pick at least two Styles or choose your own. Styles have no mechanical impact, but they do help describe your character in a simple and interesting way. Feel free to embellish and come up with more detailed Styles if you desire.

Cold eyes	Goggles	Genuine face	Thin body	Street clothes	Deathly stare
Hard eyes	Cybered head	Metal face	Average body	Sexy clothing	Glittering jewelry
Knowing eyes	Hooded head	Narrow face	Hulking body	Big jacket	Heavy accent
Shifty eyes	Bald head	Pouting face	Sexy body	Athletic gear	Always smoking
Glowing eyes	Spikey hair	Bearded face	Cybered body	Tactical gear	Mirror shades
Chromed eyes	Styled hair	Rigid face	Ripped body	Utility overalls	Cosmetic cyber
Wild eyes	Messy hair	Scarred face	Scarred body	Business suit	Harsh voice
Cat eyes	Wild hair	Masked face	Tattooed body	Stylish threads	Nervous tick
Laughing eyes	Punk hair	Grinning face	Gnarled body	Strange clothes	Chews on bullet

Step 8 - Choose at Least two Flaws

Pick at least two of these Flaws or choose your own. Flaws are negative aspects that can hinder your character, but only when you volunteer for them to do so. You can choose to fail a roll by invoking one of your Flaws in exchange for two Karma Points. Even though Flaws don't hinder you mechanically unless you volunteer for it, they always exist in the fiction and you should play them up on occasion.

Corp Owned	Dependant	Aimless	Poser	Bigmouth	Haunted
SINner	Childish	Lustful	Arrogant	Dyslexic	Disturbed
Allergy	Too short	Murderer	Nosey	Phobia	Absent
Old injury	Addict	Nervous	Dark secret	Criminal record	Spineless
Reckless	Oblivious	Pacifist	Paranoid	Too big	Superstitious
Amnesia	Impulsive	Depressed	Hunted	Tech-illiterate	Disability
Smart-ass	Gremlins	Overconfident	Squeamish	Flashbacks	Unlucky
Day job	Borrowed time	Klutzy	Stubborn	Greedy	Gullible
Gun shy	Compulsive	Awkward	Sluggish	Chronic disease	Bad liar

Step 9 - Pick three Edges

Pick three Edges that reflect your Archetype. In addition, receive one or two granted by your Metatype. Creating custom Edges is encouraged - ask your MC if you have an idea for a new one. Edges are your special abilities and traits that make your character unique and highly capable. Choose from the list below.

***NOTE:** Cyberwear and Magical Edges don't mix. For each Cyberwear Edge you have, get -1 to any rolls to wield magic. Likewise, for each Magical Edge you have, get -1 to any rolls to work with your cyberwear.*

Metatype Edges

- **Humans** get Adaptable.
- **Elves** get Night Vision.
- **Dwarves** get Thermographic Vision and Metabolism but must take the Too Short Flaw.
- **Orks** get Rage.
- **Trolls** and **Sasquatch** get Toughness and Massive, but must take the Too Big Flaw.
- **Mutants** get any single General ability of your choice, but must take the Mutant Flaw.
- **Comm Suite** (You have a sophisticated communications suite built into your skull that interfaces directly with your ears and throat to allow you to communicate.)
- **Cyberarm** (An arm has been replaced with a cybernetic prosthetic with enhanced strength. Get +1 to Body rolls when your cyberarm's increased power would help.)
- **Cyberears** (You have cybernetic ears. Pick three tags: dampening, wide frequency, recording, encrypted, datalock)
- **Cybereyes** (You have cybernetic eyes. Pick three tags: thermographic, light amplification, magnification, flare compensation, recording, encrypted, datalock)
- **Cybergun** (Requires Cyberarm. You have a retractable and concealable gun stored in your cyberarm. This functions as per the Hold-out Pistol weapon.)
- **Cyberleg** (One of your legs has been replaced with a cybernetic prosthetic with enhanced motor functionality. Get +1 to Agility rolls when your cyberleg's precision movement would help.)
- **Cyberlungs** (Your respiratory system has been augmented with various synthetic replacement

Cyberwear Edges

- **Adrenaline Booster** (Your adrenaline glands are wired so that you can control them. When you activate your adrenaline system, you take +1 ongoing to all rolls, but ten minutes later you crash and must rest to avoid passing out.)
- **Advanced SmartLink System** (Auto-acquire with SmartLink, Cybereyes, and Cyberarm. When you have all three of these pieces of cybertech, you get +2 to Agility rolls when firing a linked gun with your cyberarm.)
- **Bone Lacing** (Your bones are wrapped in synthetic cables that make them near impossible to break or fracture.)

parts, cybernetic mechanisms, and filtration layers. You can hold your breath for up to a half-hour. You're also immune to air-borne illness, toxins, and gasses.)

- **Dermal Plating** (You have thick kevlar-covered plates under your skin. You gain permanent, full-body +1 Armor.)
- **Muscle Replacement** (Your muscles have been replaced with synthetic, vat-grown versions that are incredibly strong and resilient. When you spend Karma to augment a Body roll, each Karma burned gives you a +2 bonus instead of a +1.)
- **Neural-Computer** (You have a brain-computer-interface on your skull or at the base of your neck that allows you to use a cyberdeck, control-rig, or engage with a SimSense unit. This is required for the Hacker Edge or the Rigger Edge.)
- **Retractable Blade** (Requires Cyberarm or Cyberlegs. You have a retractable and concealable blade in your cyberlimb. This functions as per the Knife weapon.)
- **Retractable Mono-Whip** (Requires Cyberarm. You have a retractable and concealable monofilament whip stored in your cyberarm. This functions as per the Mono-Whip weapon.)
- **SkillWire** (Requires Neural Computer. You can purchase expensive Skillchips that give you specific specialty skills.)
- **SmartLink System** (Requires Cybereyes. This suite added to your cybereyes provides precision targeting assistance when firing a linked gun. Get +1 to Agility rolls when firing a linked gun.)
- **Subdermal Compartment** (You have a small compartment under your skin that is concealable. Once per session, you can produce a small, useful tool from this compartment. You can also hide small objects in it.)
- **Wired Reflexes** (Your nervous system is wired to increase reflexes. You always react to surprises and your Speed is increased one step faster than normal.)

General Edges

- **Adaptable** (Once per session, get +2 to any roll of your choice.)
- **Animal Empathy** (You gain a special Skill in Handling Animals.)
- **Double-jointed** (You gain the special skill: Escape from Bonds.)

- **Exceptional Attribute** (Pick an Attribute and increase the cap on that Attribute to +5 instead of the normal +4.)
- **Fake Identities** (You have a wide variety of fake identities at your disposal.)
- **Good Impression** (You have a way of making a great impression. Gain +1 to any Charisma roll if this is the first time you're meeting someone.)
- **Good Looks** (Gain +1 to Charisma rolls when the target is attracted to your gender.)
- **Home Turf** (Choose a neighborhood as your home turf. When in your home turf, you gain +1 to any rolls to protect it.)
- **Loyal Pet** (You have a loyal and effective pet that is either combat capable or possesses some kind of special ability. Discuss with the MC.)
- **Lucky** (Once per session, change a Failure into a Partial Success.)
- **Massive** (Your large size makes you intimidating naturally. You can use your Body for Intimidation checks.)
- **Metabolism** (Gain +1 to all rolls to resist disease and toxins.)
- **Night Vision** (You can naturally see in the dark as if you were wearing night-vision goggles.)
- **Photographic Memory** (You gain a special skill: Recall Detailed Info.)
- **Quick Healer** (Gain +1 to any rolls to heal damage.)
- **Rage** (When you have any Major Harm, you get +1 to any violent rolls.)
- **SINless** (You have no records in the system. A check of your identity pulls up virtually nothing.)
- **Survivalist** (You are always able to sustain yourself when surviving in the wild. If you rolls a Failure, you get a Partial Success instead.)
- **Talent** (Choose a Skill you already have. This skill gives you a +2 bonus instead of +1.)
- **Thermographic Vision** (Your vision is naturally sensitive to heat. This helps you see well even in total darkness, though specific details are fuzzy.)
- **Web of Contacts** (You have a giant web of multiple contacts. Some of them owe you favors, some of them you owe.)
- **Will to Live** (When you roll to resist dying, you get +2 to the roll.)

Tech Edges

- **Hacker** (Requires Neural Computer. You receive a cyberdeck and the ability to enter the Matrix in order to gain access to protected nodes and systems.)
- **Rigger** (Requires Neural Computer. You receive a control rig and the ability to remotely interface and control any drones or vehicles enabled for rigging.)
- **Blurry Link** (Requires Hacker. Your Matrix signature is blurry and difficult to follow.)
- **Codeslinger** (Requires Hacker. Your Matrix Attacks do an extra point of Harm.)
- **Drone Specialist** (Any drones under your control gain +1 Armor.)
- **Gearhead** (You can make repairs on mechanical devices with minimal tools. In addition, when you jury-rig a damaged vehicle, it holds together twice as long as otherwise.)
- **Get-Away Driver** (Any vehicle under your control gains +1 Armor.)
- **Natural Hardening** (Requires Hacker. You gain +1 Armor against Matrix Attacks.)
- **Spider** (Requires Rigger. You can interface and control entire security systems for large buildings and complexes.)
- **Wireless** (Requires Hacker. You no longer need to use a physical Jack-Cable to interface with jack-points. Instead, you can do so wirelessly from up to 50 yards away.)
- **Workshop** (You have a sizable workshop with a technician on retainer in a permanent location of your choice.)

Magical Edges

- **Awakened** (You are an Awakened soul, capable of wielding magical energy. You must take this Edge before you can take any other Magical Abilities. With this, you also gain the ability to assense the astral signatures and auras of other creatures and magical beings.)
- **Astral Camouflage** (Your Astral Aura is incredibly difficult to sense.)
- **Astral Projection** (You can actually step out of body and fly through the astral realm.)
- **Astral Warrior** (You inflict +1 Harm with astral attacks.)
- **Keen Focus** (You are less susceptible to Drain from using magical abilities.)

- **Mending** (You can attempt to heal wounds, remove toxins, using pure magical energy.)
- **Mystical Familiar** (Like the Loyal Pet ability, but your pet has a mystical or awakened origin.)
- **Physical Adept** (Requires Awakened. You gain 3 Adept Abilities.)
- **Sorcery** (Requires Awakened. You gain 3 Spells that you can cast.)
- **Spirit Affinity** (Summoned creatures are more trusting of you and will not resist binding and command as heavily.)
- **Spirit Guide** (You have a strong relationship with an astral spirit. The spirit will provide guidance and occasional personal assistance.)
- **Summoning** (You can attempt to summon spirits, demons, and other strange creatures of the astral realm. You can attempt to bind and command them to do your bidding.)
- **Vehemence** (You inflict +1 Harm with any magical attacks.)
- **Warded** (You gain +1 Armor against magical attacks.)
- **Wizardry** (Requires Awakened. You can attempt to wield pure magical energy.)

Combat Edges

- **Accurate** (Get +1 Harm to ranged attacks.)
- **Armor Mobility** (Ignore the clumsy tag from Heavy Armor.)
- **Brawler** (Get +1 Armor when surrounded by enemies.)
- **Commando** (Your armor will never hinder your ability to move silently.)
- **Duellist** (Do +1 Harm when wielding two melee weapons at the same time.)
- **Evade** (Ignore the Harm from one attack once per session.)
- **Gun Luger** (Ignore the Load of two guns you carry.)
- **Guns Akimbo** (Do +1 Harm when wielding two ranged weapons at the same time.)
- **Heavy Hands** (Your Unarmed Attacks do +1 Harm instead of S-Harm. Stacks with Martial Arts.)
- **Martial Arts** (Your Unarmed attacks do +1 Harm instead of S-Harm. Stacks with Heavy Hands.)
- **Sluggish** (Get +1 Harm to melee attacks.)
- **Tactical Command** (Mercenaries under your leadership get +1 Armor.)
- **Toughness** (Get +1 to Body rolls when rolling to deal with Harm.)

Step 10 – Pick a Starting Inventory

You start with armor, a weapon or two, a special item, and an assortment of general equipment.

Pick one armor from this selection:

- Armored Clothing
- Synth Leathers
- Lined Coat
- Armored Vest

Pick one basic weapon from this selection:

- Knife, club, throwing knives, shurikens or brass knuckles **and** hold-out pistol
- Monofilament whip
- Taser
- Revolver
- Semi-auto pistol
- Flechette pistol
- Hunting rifle

Pick one special item from this selection:

- Custom Cyberdeck
- Custom Vehicle
- Custom Weapon
- Custom Mystical Fetish
- Custom Magical Focus

Pick a total of four in any combination, but no more than three of any single one:

- Gear
- Dirt
- Strings

NOTE: If you have some ideas for some specific equipment you think makes sense for your character's Archetype, discuss the ideas with your MC.

Step 11 – Mark the Healthy Condition

Your character starts the game Healthy unless the MC says otherwise. Mark that Condition on your character sheet.

Step 12 – Pick two or three Karma Triggers

Pick two or three Karma Triggers that reflect your Archetype or personal vision for your character. Creating custom Karma Triggers is encouraged - ask your MC if you have an idea for a new one. Choose from the list below.

- **The Affectionate** (earn a Karma Point when you get intimate, physically or not, with another character)
- **The Ambitious** (earn a Karma Point when you gain status or fame with a desired group of peers)
- **The Apprentice** (earn a Karma Point when you take a risk or accomplish something that your mentor would be proud of)
- **The Avenger** (earn a Karma Point when you put yourself at risk to further your path to revenge)
- **The Benefactor** (earn a Karma Point when you help those less fortunate than you)
- **The Brokenhearted** (earn a Karma Point when you get lost in nostalgia or turn away the affection of others)
- **The Broker** (earn a Karma Point when you make a deal or facilitate a negotiation)
- **The Controller** (earn a Karma Point when you put others under your control or manipulate others to do your will)
- **The Commander** (earn a Karma Point when you make a tactical plan or give orders to carry out that plan)
- **The Coward** (earn a Karma Point when you avoid danger or put an end to a fight using non-combat methods)
- **The Curer** (earn a Karma Point when you make progress to cure a vicious disease or other ailment)
- **The Daring** (earn a Karma Point when you put yourself at risk for fun or the thrill of it)
- **The Dependable** (earn a Karma Point when you hold up your end of the bargain or provide assistance to someone who depends on you)
- **The Escapist** (earn a Karma Point when you take action to distance yourself from your old life style)
- **The Exorcist** (earn a Karma Point when you locate and banish demons or evil spirits)
- **The Ex-patriot** (earn a Karma Point when you take action to distance yourself from your homeland or culture)
- **The Explorer** (earn a Karma Point when you discover a new location or blaze a new trail)
- **The Free Spirit** (earn a Karma Point when you take a risk to protect your freedom)
- **The Greedy** (earn a Karma Point when you use your skills and cleverness to earn a decent amount of coin or valuables)
- **The Gregarious** (earn a Karma Point when you gain favor with or impress a peer with your jovial and friendly attitude)
- **The Grifter** (earn a Karma Point when you swindle or manipulate someone using confidence tricks and deception)
- **The Guardian** (earn a Karma Point when you put yourself at risk in order to protect someone or something important to you)
- **The Hero** (earn a Karma Point when you take a risk or stand up to threats so someone weaker doesn't have to)
- **The Homebound** (earn a Karma Point when you further your journey back to your homeland)
- **The Honorable** (earn a Karma Point when you take action to protect or restore honor to yourself, your family, or your cause)
- **The Hunter** (earn a Karma Point when you track down or intercept your prey)
- **The Imposter** (earn a Karma Point when you convince someone you someone or something you secretly are not)
- **The Knowledgeable** (earn a Karma Point when you share an import fact or produce a useful piece of information)
- **The Land Lord** (earn a Karma Point when you gain new holdings or expand existing ones)
- **The Lawful** (earn a Karma Point when you uphold the law or instruct others in the law)
- **The Lost Finder** (earn a Karma Point when you discover new clues as to the location of a lost item of significance)
- **The Lost Love** (earn a Karma Point when you find clues or pursue finding a love lost to you long ago)
- **The Mercenary** (earn a Karma Point when you get paid to fight under a patron's banner)
- **The Missionary** (earn a Karma Point when you take action to pursue or further your personal mission)
- **The Outcast** (earn a Karma Point when you suffer or are forced into danger due to the fact that you are an outcast)

- **The Paragon** (earn a Karma Point when you put yourself at risk for justice and equality for people)
- **The Penitent** (earn a Karma Point when you do something significant to make amends for a wrong you committed)
- **The Preacher** (earn a Karma Point when you spend significant time spreading the good word or if you manage to convert someone)
- **The Preserver** (earn a Karma Point when you take action to prevent harm from coming to nature or wildlife)
- **The Prover** (earn a Karma Point when you take action to prove to others that you are not what they think you are)
- **The Rebel** (earn a Karma Point when you put yourself at risk to fight oppression or corruption in the government)
- **The Sage** (earn a Karma Point when you learn of an ancient secret or expand your repertoire of occult and mythical knowledge)
- **The Savior** (earn a Karma Point when you put yourself at risk to save the life of someone that you think deserves it)
- **The Scoundrel** (earn a Karma Point when you use your charm and guile to get the better of someone)
- **The Settler** (earn a Karma Point when you take action to make a wild area into a more civilized and developed area)
- **The Spy** (earn a Karma Point when you gather information via stealth and trickery)
- **The Strict** (earn a Karma Point when you decline comfort, pleasure, or safety for the sake of maintaining your personal code of conduct)
- **The Surmounter** (earn a Karma Point when you perform a tricky task despite a relevant disability)
- **The Survivor** (earn a Karma Point when you take action to provide shelter or sustenance in wild or unknown terrain)
- **The Teacher** (earn a Karma Point when you teach others something they didn't know or assist someone with a task you're skilled in)
- **The Thief** (earn a Karma Point when you use your skill and cleverness to steal something of value to you)
- **The Traveler** (earn a Karma Point when you encounter a new culture or see a landmark for the first time)
- **The Trickster** (earn a Karma Point when you use your cunning and guile to get the better of others)
- **The Truth Seeker** (earn a Karma Point when you discover new clues to that lead the truth you wish to uncover)
- **The Venerable** (earn a Karma Point when you use the knowledge you've acquired through age to avoid or overcome a problem)
- **The Veteran** (earn a Karma Point when you recall your experiences to avoid violence or to protect someone)
- **The Witcher** (earn a Karma Point when you get paid to kill monsters or beasts of great power)

Step 13 – Start with 3 Karma Points

Receive 3 Karma Points to start with. Earn more when you fail rolls, use your Flaws, or pull your Karma Triggers.

Step 14 – Introduce your Runner

Tell everyone who you are. Establish connections with the other characters when they do this. Do you know each other? How and from when? A past run? Old friends? Explain it.