

Character Creation: Quickstart Level 5

Part of the 4ternity Project

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Character Sheet

[\[4ternity-charsheet.pdf\]](#)

Start with a fresh copy of the 4ternity character sheet. You will need pages 1 through 6; 7 is optional, in case you have psionics or cybergear.

Class

[\[4ternity-classes.pdf\]](#)

Choose one of the four available classes: Combat Spec, Diplomat, Free Agent, or Tech Op. (Mindwalkers and Diplomat/Mindwalkers are not currently available.)

Each class allows you a choice as to the character's focus, such as technical focus or secondary class; make that choice now, as it will affect how you choose your skills and other decisions.

Race

[\[4ternity-races.pdf\]](#)

Choose one of the six available races: Human, Fraal, Mechalus, Sesheyan, T'sa, or Weren.

| Class | Suggested Races |
|----------------------|------------------------------|
| Combat Spec | Human, Sesheyan, Weren |
| Diplomat/Combat Spec | Human, Sesheyan, Weren |
| Diplomat/Free Agent | Human, Sesheyan, T'sa |
| Diplomat/Tech Op | Human, Fraal, Mechalus, T'sa |
| Free Agent | Human, Sesheyan, T'sa |
| Tech Op | Human, Fraal, Mechalus, T'sa |

Each race gives you free training in 6 skills. Record these by filling in the squares or circles on the character sheet that corresponds to each skill. Your skill check with trained skills is your ability modifier + your level + 2.

Fraal are a bit more complex than the other classes because they use the rules for psionics – all fraal are automatically psionic talents. See "Psionics" later in this document for details.

Ability Scores

Use one of the following stat arrays, already adjusted for your level 4 ability score increases:

16, 16, 14, 11, 10, 10

18, 16, 13, 10, 10, 8

Adjust these scores based on your choice of race.

| Race | Ability Score Adjustment |
|----------|---|
| Human | +2 to one ability score of your choice |
| Fraal | +2 Wisdom; +2 Intelligence or +2 Charisma |
| Mechalus | +2 Intelligence; +2 Strength or +2 Constitution |
| Sesheyan | +2 Dexterity; +2 Wisdom or +2 Strength |
| T'sa | +2 Dexterity; +2 Intelligence or +2 Charisma |
| Weren | +2 Strength; +2 Constitution or +2 Wisdom |

Class Skills

Choose 5 skills from your class skill list (or 6 if you're human). This includes one extra skill from your *class training* feature gained at level 3.

Indicate the skills you choose by filling in the squares or circles on the character sheet that corresponds to each skill. Your skill check with trained skills is your ability modifier + your level + 2.

Bonus Skills

Choose a number of bonus skills equal to 3 plus your Intelligence modifier. This includes one extra skill from your *bonus skill* feature gained at level 5. Bonus skills don't have to be on your class skill list; use these choices to diversify and personalize your character.

Indicate the skills you choose by filling in the squares or circles on the character sheet that corresponds to each skill. Your skill check with trained skills is your ability modifier + your level + 2.

Class Specialties

From your list of class specialties, choose 7 specialties (or 8 if you're human) under the skills which you have trained. This includes one extra specialty from your *class training* feature gained at level 5. If you're a tech op, choose one additional specialty from your class specialty list.

Indicate the specialties you choose by filling in the squares or circles on the character sheet that corresponds to each specialty. Your skill check with trained specialties is your ability modifier + your level + 4.

Bonus Specialties

Choose a number of bonus specialties equal to 2 plus your Wisdom modifier. These don't have to be on your class specialty list. You may want to consider Knowledge – *first aid*, Knowledge – *deduce*, Knowledge – *computer operations*, Awareness – *intuition*, Awareness – *perception*, or any of the Interaction specialties, as these are useful for all characters.

Indicate the specialties you choose by filling in the squares or circles on the character sheet that corresponds to each specialty. Your skill check with trained specialties is your ability modifier + your level + 4.

Hit Points

You have the following number of hit points, based on your character class:

| Class | Hit Points |
|-------------|-------------------------|
| Combat Spec | 39 + Constitution score |
| Diplomat | 32 + Constitution score |
| Free Agent | 32 + Constitution score |
| Tech Op | 26 + Constitution score |

If you are a weren and your Constitution is at least 12, add your Constitution modifier (+1 to +5) to your hit points.

Your bloodied score is equal to half your hit points (round down), and your healing surge value equals half your bloodied score (round down).

Utility Power

[[4lternity-skill-utilities.pdf](#)]

Utility powers are tied to skills; you can only take a utility power if you are trained in the appropriate skill.

Choose one utility power based on a skill in which you are trained. If you are a tech op, choose a second utility power.

Defenses

Your defenses are equal to 10 + your level + your highest applicable ability modifier. Each class also gives a +1 or +2 bonus to one or two defenses. If you're human, add +1 to your Fortitude, Reflex, and Will defenses.

Initiative

Your initiative score equals your level plus your Dexterity modifier. Add +3 to your initiative if you're a t'sa.

Equipment

[[4lternity-weapons-tables.pdf](#)]

[[4lternity-armor-table.pdf](#)]

[[4lternity-basic-attacks.pdf](#)]

You start the adventure with a standard set of equipment. This consists of 2 weapons, 1 suit of armor (and a shield if you want one), an Ordinary-quality gauntlet computer, two trauma packs, and a starfarer's kit. In addition, you start with 1,000 Concord credits.

You only have access to equipment that is Progress Level (PL) 7 or lower. Weapons and armor have an availability rating that indicates how easy they are to obtain. You are limited to the following availability of equipment:

| Availability | Limits |
|--------------|--|
| Any | No limits |
| Common | No limits |
| Controlled | No limits |
| Military | Only one military item; powered armor and heavy weapons are not available |
| Restricted | Not available (with one exception: a Concord Administrator can select a tri-staff) |

Your gauntlet computer includes comm gear, and provides you with a bonus based on the type of gauntlet you choose:

- **Standard Gauntlet:** +1 item bonus on Computer Science and Knowledge—*computer operations* skill checks.
- **Medical Gauntlet:** +1 item bonus on Medical Science and Knowledge—*first aid* skill checks.
- **Ops Gauntlet:** +1 item bonus on System Operation skill checks.
- **Pilot Gauntlet:** +1 item bonus on Vehicle Operation and Navigation skill checks.
- **Science Gauntlet:** +1 item bonus on Life Science, Physical Science and Technical Science skill checks.
- **Tactics Gauntlet:** +1 item bonus on Tactics and Leadership skill checks.
- **Security Gauntlet:** +1 item bonus on Security skill checks.

A trauma pack is a consumable item that requires a minor action to use on yourself, or a standard action to use on someone else. It allows the target to spend a healing surge and regain 10 hit points. If you are trained in Knowledge—*first aid*, a trauma pack restores an extra 2 hit points when you use it; if you are trained in Medical Science, it restores an extra 5 hit points (these bonuses are not cumulative).

A starfarer's kit consists of the following: 10 days worth of NutriMix ration bars, Bolthole CD sleeping bag, WaterCaddy 100 water purifier, VacMaster 77 vacuum mask, TrailTech Minitorch D30 flashlight, and TrailTech HotSpot pocket igniter.

Psionics

[[4lternity-psionics.pdf](#)]

Mindwalkers, Diplomat/Mindwalkers, and psionic talents (except for fraal) are not currently available for play.

If you are a fraal, you automatically gain the Telepathy skill and 2 psionic power points. You can learn two specialties under Telepathy (using your bonus specialties) if you desire, and you can use your psionic power points to augment the powers from those specialties or to use another specialty's power untrained.

Cybergear

[[4lternity-cybergear.pdf](#)]

To use most cybergear effectively, you have to take the Cybernetics skill and the Cybernetics—*nanocomputer operations* specialty—using one each of your bonus skills and specialties for this purpose.

You have a Cyber Tolerance score equal to 2 + your Constitution modifier. This determines the amount of cybergear you can have installed without risking damage to your cyber systems when you are injured. Each piece of cybergear has a size rating that determines how much space in your body it takes up; when your total size of all cybergear exceeds your Cyber Tolerance score,

You get a Good quality nanocomputer (size 1) for free. Instead of a suit of armor you can choose to take an exoskeleton (Good quality, +4 AC, size 3) and armor plating (Good quality, resist 4 impact, resist 3 energy, -1 armor check penalty, size 3) if you wish.

You also gain your choice of up to three other items of cybergear from this list:

- BattleKlaw [Good quality]
- CF Skinweave [Good quality]
- Cyberlimb (arm) [Good quality]
- Cyberlimb (leg) [Good quality]
- Cyberoptics [Good quality]
- ER Slot
- Fast Chip
- Muscle Plus [Good quality]
- Reflex [Good quality]
- Self-Repair Unit
- Subdermal Weapon Mount [Good quality]
- Wireless NI Jack

Mechalus characters get the Cybernetics skill and Cybernetics—*nanocomputer* specialty for free, and gain a +4 racial bonus to their Cyber Tolerance scores.