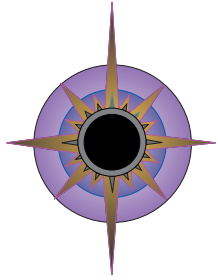
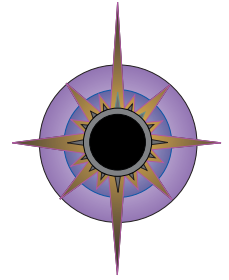


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# U N I V E R S A L T A L E S



## C h a r a c t e r E n c h i r i d i o n

*~ Chapter-BA ~*

### ***Character Creation***

*Rough Draft ~ B3*

*Created By  
Jeremiah Zimmerman*

Universal Tales  
has been rated

**M2-CVI (M and PG)**

Containing elements some may find *Controversial*,  
with Violent references and Implied Intamacy.

*~ See [galaxyfrontier.com](http://galaxyfrontier.com) ~*

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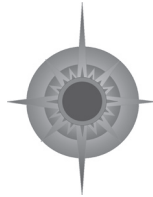
Galaxy Frontiers™

Universal Tales™

## ***Character Enchiridion: Character Creation***

by  
*Jeremiah Zimmerman*

Produced in the USA



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**Character Creation:** Generating characters in Universal Tales is unlike other platforms and involves creating a complete persona, including statistics, senses, mental attributes, physical attributes, features, families, occupation/s, skills, backgrounds and much, much more. Listed like that, it sounds like others, but you'll quickly find out that is the only real resemblance.

The plenitude of information may overwhelm the light hearted. Do not get caught up in it all, start at "*The Beginning*" and do as much as "*The Basic*" as desired. The layout is generally a series of questions to shape the persona for the campaign. Take your time. Think of what the character had done in their life, the cultures they are from and how they got to where they are. In this way, by the time the character is introduced into the campaign, the personality will have substance.

If you are in a hurry, or wish to use an easier method, try the alternative platform. Later, you may convert the character to this format. You will find many advantages with the primary Universal Tales platform.

Universal Tales is a broad-based system that allow directors and players to create virtually any situation. Directors will need to decide on the kind of campaign that they wish to do. Also, they should have an idea as to what occupations, skills and abilities will fit the campaign.

**Character Casting:** As with selecting the actor/actress for a play or film, players finding the suitable roll for them is key to good role-playing and the roles of the character for the campaign. Unsuitable roles become more work and less enjoyable. Considering the following may help guide decision for the character

- **Is the selection of character choices suitable for the campaign?** Any limits are based on the nature of the campaign and the story being created.
- **Does the character choices integrate with the group?** This does not mean they have to get along with all the character. A certain amount of tension is good story telling.
- **Does the player have some knowledge of the character?**
- **Is the player able to act the part?** No matter how good the skills of the character are, if the player is not portraying the character well, it is not going to be fun for them or the others and will seem as a very bad B-grade production.

**Character Conversion:** If you have played role-playing games before, you probably have characters you will wish to play again. Because of limitation, available platforms tend not to allow direct conversion. There are several reasons for this. They may not want to deal with conversion methods or to encourage players to use other systems, or they may feel that new characters are preferable.

For directors, using previously created characters may produce problems, though established backgrounds can be enriched. Prior characters bring along elements the director may be unaware of or they may bring equipment not available in the current campaign. So, most directors will just say, "Start with a new character," and be done with the hassle.

These may be valid points, but that doesn't leave much of an avenue for the stifled character. Therefore, we suggest that converting old characters may add a fresh elements to the campaign. Universal Tales doesn't have special charts or details for converting characters. For that matter, this concept would apply to any platform with enough content to support it. To convert the prior character; to this or othr platforms, consider the following.

- Have old sheets (information) for character to be converted and discuss it with the director. The director may not wish for you to convert various parts for a number of reasons. Honor those decisions. The director should provide compensation for loss of aspects that is fitting to the campaign
- Adjust the level of the character to a comparable level for the campaign. Don't give transplants advantages and make sure all aspects that are supernatural are disclosed.
- If the character is acceptable to both the player and director, then begin the generation as normal. Converting characters is done basically the same as creating them from nothing. The player

will generate the character the same way, but he/she will arrange Statistics, skills points and other aspects to reflect the previous character's elements. That is basically al there is to it.

- The converted character may seem a little different, though it should have the same feel, if converted properly. Chances are, the new one in this platform will have greater detail. The main thing is to have fun, so have fun.

## For those new to Universal Tales

The considerable amount of content and options within Universal Tales may boggle many minds. So much is packed in it, you may not know where to begin or how to choose your character. This is common. Universal Tale was not created for new role-players; though they are welcome. Instead, this platform is for experienced players who wish to expound on the basics or needs a more creative venue.

If you're ready to create characters with such details, they may seem to have their own life, we invite you to explore these pages. It will help if you to have an idea of what you wish in your character. But if not, thumb through the chapters and articles, and take notes – and take your time. Experienced players should assist. Once the choices are made, and the layout is understood, future character creation will be much smoother.

Have fun

## Campaign Genres

Here we have a list of several types of campaign genres. Each genre contains a description and a basic list of occupations common to the campaign type. There are many occupations not listed that will also fit well. Two or more of the genres may be intertwine together to create an interesting campaign, like *Gangsters*, *Outlaws & The Underground* with *Macabre & Horror*.

### Adventure & Action

We would hope all your campaigns are adventurous stories. Adventure genre is more about action than plot and character development. It seems most campaign fall this genre above all else.

### Anime

Japanese animations has a superhero and artistic quality. Use Mystical Abilities and Spells to achieve the effects for the campaign (i.e.; Physical Feat for super jumps). Anime is a style flavor and is used in conjunction with other campaign types

### Comedy - Parodies

We all like a good laugh and banter each other to get it at time. Sometimes a campaign centering on comic relief is in order. This is easily adapted to any other genre, whether *Dry*, *Dark/Black*, *High*, *Satire*, *Irony*, *Blunder*, *Slapstick* or other.

### Crossover / Science-Fantasy

Combining any technology and magic is easy to do in Universal Tales. All you have to do is decide which genres to combine. *Fantasy* and *Space Opera* is common, though *Holocaust*, *Western* or even *Android-Robotics Wars* mixed with *Fantasy* will entice the most active minds, creating dynamic campaign.



## Cybernetics

A futuristic genre where cybernetic implants are common. The director may allow this as a subversive type (only the government, high power agencies or the underground has the implants) or there may be an open market for the technology.

When creating a cybernetic character, the player will create the character normally, then add the cybernetic implants. The implant additions are detailed later in this chapter.

Not all players/characters will want implants and the director should ensure this lack is not detrimental to the character within the campaign. This genre fits well with any dark future campaign.

**Assassin, Bounty Hunter.** Engineering Fields, **Fixer**, Genetics Technician, Legal Fields, Medical Fields, Medical Fields, **Mercenary**, Military Fields, Network Operator, Science Fields, **Special Forces Agent**, Technician.

## Dark Future

In this type of campaign, the future takes a dark turn. The government may or may not be in authority, but whoever is on top has absolute control. They will oppress the masses.

The faction on top may be businesses. If this is the case, there will be very few and they are usually referred to as Mega-Corporations.

There will be smaller niche companies that survive on scraps from the Mega-Corp. These smaller companies will be tolerated only if they do not cut into the big profits.

Another type of dark future will be government suppression. All business will be highly controlled (if not owned outright) by government.

In all cases, violence will be the norm. Weapons will be common because everyone will need to protect themselves. There will be many renegade groups and gangs who are trying to survive at the expense of others.

In most cases, the group will try to over-throw the oppressive governing powers and establish a calmer atmosphere.

**Assassin, Bounty Hunter, Character Assassin, Combat Pilot,** Criminologist, **Cultured Thief, Drop Troop,** Engineering Fields, **Fixer**, Medical Fields, **Mercenary**, Military Fields, Science Fields, Secret Service Agent, **Special Forces Agent**, Technician Fields, **Thief**, etc.



## Dimensions & Time Traveling

This includes traveling through various dimensions of the universe or into other universes or to other times. The director will need to have a concept of what they think dimensional differences will be.

**Celestial Guardian, Dimensional/Time Traveler, Galactic Knight, Mystic Galactic Knight**, etc.

## Fantasy

Probably the most common campaign types. Where magic and mythical creatures are real and the world is set in medieval or classical setting, with humans sharing the scenes with elves, dwarves, sprites and other legendary species. This is very generalized and many fantasies have none of these.

Most any magic using type, **Assassin, Bard, Beast Lord, Bounty Hunter, Cavalier, Cleric/Monk**, Dragon Flyer, Gypsy, **Mercenary**, Military Fields, **Mystic, Mystic Bard, Mystic Cleric/Monk, Ranger**, Religious Fields, **Rogue**, Scholar/Sage, **Shaman, Scout, Templar, Thief**, Trader, Warlord, **Warrior**, etc.

**Coming of Age:** Many stories use this method to tell the story though the character exploration and training. As the character matures and learns, so does the player.

For new players to the world, this is a great way to get them started. As the player becomes more familiar with the world, they will have to start off characters with greater knowledge. This will solve many of the player knowledge problems that occur – though not all.

**Heroism:** The characters are far superior to the rest of the population, and only they can complete the quest. The player has to try very hard to give these character personality, their abilities tend to overshadow everything else.

**High/Epic:** Fantasy on a grand scale often containing qualities of Heroism, Struggle and Quest. High or Epic covers layered stories that have faceted depth and sophisticated storylines.

**Living Fantasy:** Harder for most players than the other fantasy types, this would be less to do with the over-the-top Heroism, where social interaction runs deeper. The stories are still grand, high and epic, just not excessive, bombastic or grandiloquent. The characters will usually have a richer, more elaborate and complex persona. Players may be inclined to do more acting in this environment, since the character has richer qualities.

**Quest:** Fantasy being the most common, quests are the most common types of fantasy, and probably the easiest to set up. The character has a series of goals they strive to achieve and travel great distances to do so.

**Struggle:** Next to Quests, struggles between good and evil would be the next most common campaign type. Since they are not exclusive, they are often combined. For an enriched story, directors should make the lines blurry, understanding what the culture defines as evil and good will differ.

## Gangsters, Outlaws & The Underworld

Suitable for campaigns set in the past, present or future, for there will always be those who will thwart authority and become part of the criminal elements. Such colorful people like Al Capone, Bugsy Siegel, Bonnie & Clyde, Billy the Kid, Buch Cassidy and the Sundance Kid are just a few historical figures who stepped over the line.

**Assassin, Bounty Hunter**, Con-Artist, Criminalist, **Cultured Thief**, Forger, Gangster, Legal fields, Medical fields, Mob-Boss, Secret Service Agent, Security Specialist, Slave Trader, Smuggler, **Thief (Common)**.



## Historical Fiction

For those historians out there, setting the campaign in historical events and eras will be fun. This is so broad, we'll not elaborate on it here. It suffices to say, the director will need to know the placement well, and the players will need to know how to respond within the cultures and setting. Don't approach the campaign with our contemporary minds.

**Alternate History:** Here allows the director and players to consider the "what-ifs" of history.

## Holocaust World

May include any world that has suffered a break down of society. The breakdown may be the result of natural or man made disasters. These disasters may include nuclear exchange, economic collapse, major conventional war, orbital planetary shifting, major tectonic activity, viral epidemics, huge meteor strike, etc.

**Assassin, Bounty Hunter, Fixer,** Legal Fields, Medical Fields, **Mercenary,** Military Fields, Political Fields, **Rogue,** Science Fields, **Special Forces Agent, Thief,** etc.

## Intrigue-Espionage-Spies

Spies, counter spies and espionage become the center of the campaign. This can be national, international or inter-corporate.

**Assassin, Cultured Thief, Intelligence Agent,** Legal Fields, **Mercenary,** Military Fields, Political Fields, **Special Forces Agent, Thief,** etc.

## Macabre-Horror

Werewolves, vampires, ghouls, ghosts and demons are active and magic may be running rampant. This is often set in the present day, however it may be placed in the past or future. The *Monster* genre may go well with this.

Criminologist, Exorcist, Legal fields, Journalist, Medical fields, **Medium, Modern Mystic/Witch, Mystic Cleric/Monk,** Occultist, Private Detective, Religious fields, Scholar/Sage, **Shaman,** etc.

## Medieval

This is similar to fantasy without magic or living mythology. A Robin Hood or King Arthur adventure will operate in this kind of setting.

**Assassin,** Bandit, Cavalier, Cleric/Monk, Gypsy, Religious Fields, **Rogue,** Royalty/Nobility, Shaman, Trader, Warlord, **Warrior,** etc.

## Martial Arts

Simply put, this is any other genre with martial arts added as a main and large element within the campaign.

## Military

Many campaign will contain armed conflict. This is not necessarily military action. If the director is adding this genre, it helps to have been in the service and understand the lifestyle without drama of cinema and action novels.

*The Character Concept section of this chapter has creation details for military characters. Also, the Military Overview box in Chapter-GB has information of the subject.*

## Monsters

Creatures, whether small, medium, large, huge, monstrous or giant can be scary. A lot can be done here and may be simply integrated with other genres.

Journalist, Medical fields, Scholar/Sage, etc.

## Mystery & Thrillers

Nothings like a good mystery. These is desired by players who likes to figure out what happened. *Murder* and *Intrigue* are a couple types, but any time there is a question as to what happened, there is a mystery.

## Rebellion-Freedom Fighters

As Thomas Jefferson once wrote, "A little rebellion now and again is a good thing." History and films are packed with uprisings. Campaigns set without or part of a rebellion could produce good role-playing. The struggle to break the bonds is emotional and passionate. One man's terrorist is another man's freedom fighter, and the American rebels were called terrorist by King George III.

This is far from being restricted to the past. If history is a lesson, the future will have rebellions in it. There is always a need to fight the oppression of freedoms. Always remember; the oppression comes slow and adds on little things. With that in mind, there will be older character who were resisting for a long time, where others have just figured out they lost privileges and lifestyles they though would never be considered antisocial.

The modern *Punk* term is a type of rebellion, mostly against the control of government and corporations on peoples lives.

Most player will be **Revolutionists**, but that is not usually their vocation. Not all character will be revolutionist directly, but will support is some way. Any occupation will be an vocation in the society. The rebel part of their lives will often be secret to the general population.

## Renaissance

This setting covers the period of time where gun powered has been recently discovered. Also, the political and religious power will be rapidly changing.

The rifles and pistols will be one shot flintlocks and the medieval atmosphere will still be in place but changing. This can be another world with different cultures.

**Assassin,** Bandit, **Cleric/Monk,** Nobility/Gentry field, Medical fields, **Soldier/Warrior,** etc.





## Road Rage

The ultimate in blasting the jerk that cut you off. Your character wage warfare on the open roads, towns and cities streets. “If you do not like the way I drive get off the sidewalk.”

Any Driver, **Assassin**, Bandit, **Bounty Hunter**, **Combat Robot Driver**, **Courtesans**, **Cultured Thief**, **Fixer**, Engineering Fields, **Intelligence Agent**, **Jack-of-all-Trades**, Legal Fields, Maintenance fields, **Martial Artist**, Medical Fields, **Mercenary**, **Pirate**, **Robot Driver**, **Rogue**, **Soldier**, **Special Forces Agent**, **Tactical Officer**, any Technician, etc.

## Romance

Let’s face it; we are all out to find companionship and makes good stories. Mostly, this works a subgenera to another.

## Science Fiction

Many forms of science fictions are out there; including *Military Sci-fi*, *Steam/Dieselpunk Sci-fi*, *Science Fantasy (aka Crossover)*, *Cyberpunk (see Cybernetics in this area)*, *Robots*, *Time Travel* and much more. The degree of science and the adherence to it establishes whether it is *Hard Sci-fi* or *Soft Sci-fi*. The stronger the adherence to known science, the harder it is.

## Space Opera

A more distant future space faring adventure. There are several variations that may apply, based mainly on technology. Ships are often part of this genre. See *Ship Crew information box new Sailor in Chapter-GB*.

Astronaut, **Combat Pilot**, **Drop Troop**, EVA Specialist, **Galactic Knight**, Helm Operator, **Mercenary**, Medical fields, Military fields, Navigator, Science fields, Security Specialist, Skipper, Space Marines, **Special Forces Agent**, **Terraformer**, Weapons Officer, etc.

**Non-FTL**: Space exploration and colonization takes place before any Faster-Than-Light travel. It takes years to go from one solar system to another. Suspended or Hibernation sleep will normally be available.

**FTL Ships**: Set in a point in history where faster than light travel was developed, but the communications is still not faster than speed of light. This leaves a good opening for a space faring pirate campaign.

**FTL-Communication**: With communications at least as fast as the ships.

## Super Heroes & Villains

Most of characters in this genre will have one or more super hero (or villains) powers (Special Abilities or Spells). Use the Psychic rules for spells. Each Special Ability will add to the character’s Threshold. These abilities may manifest at a specific age group, though mutation, DNA manipulation/splicing (back to mutations), magical fluxing, alien intervention, viral effects (spread through insects/animal bites, air contaminants/spores, etc.) or other means.

It is recommended in the campaign to use “Side Effects” (as detailed in Chapter-I) with the Abilities. This will help create interesting campaign elements.

Most of the normal population will think of supernatural power as demonic, witchcraft, some sort of mutation (correctly if that’s built into the campaign), etc. Like other magic user types, super heroes will normally be feared, even hunted (whether openly or illegally). There will be hero hunters of some sort after them.

Remember, unless the person is sanctioned by the law enforcement agencies for the nation, any activities dealing with the legal system will

come under scrutiny. The law tends to frown on vigilantes.

*The Character Conception section in this chapter has a query to assist creating superhero/villain characters.*

Any occupation, adding Special Abilities as “Super Powers”, **Bounty Hunters**, **Witch Hunters**, psychic and magic casters.

**Villains**: What is a superhero without a villain? Bored, probably. The director will need to create some worthy for the players to handle.

Then there is the fun of playing the villain. Sometimes it inspiring to see the world from the other side. Some are easy to observe, but others are more crafty and subtle

Like freedom fighters, who represents the villains is shaped by opinions of the general population and the authority. Those who disrupt the statusque and resist authority are tagged as villains. Those villains os some will be the vaviors of others.

*The motivation section in Chapter-C may help create personalities for villains and what drives them.*

**Dualism**: The character may be of two (or more) minds concerning cultural ethics and issues, feeling both sides.

## Supernatural & Mysticism

Magic will often be an element of this type of campaign, but not necessarily a fantasy or dark setting. This can cover any campaign that defies known reality and may or may not involve magic.

*Also see Macabre & Horror.*

Most any magic user type, **Shaman**, **Cleric/Monk**, **Mystic Cleric/Monk**, Medical fields, Legal Fields, Private Detective, Religious Fields, etc.

## Swashbuckler & Piracy

A variant of Fantasy, Space Opera or any other era where the player are pirate or privateers. See *Ship Crew & Operations Overview box near Sailor occupation in Chapter-GB for ship function and crew duties.*

Military fields (for first officer, second officer, etc.), Navigator, Nobility fields, **Pirate**, Sailor, Skipper, Submariner, etc.

## Warfare

This genre can be any active war, from classical times to the future.

**Assassin**, **Cavalryman**, Combat Engineer, **Combat Robot Driver**, **Drop Troop**, **Intelligence Agent**, Medical fields, **Mercenary**, Military fields, **Mystic Warrior**, **Phantom Warrior**, **Reconnaissance Agent**, Reporter, **Scout**, **Soldier**, **Special Force Agent**, etc.

## Western

The wild west of the United States was a—okay, let’s say it—wild time. Most of the time it was peaceful, but when it got wild, it was pretty wild. Add any other genres, like Space Opera, Martial Arts, Dark Future, Time Traveling, Science Fiction or Horror, and all sorts of things are possible,

Bandit, Banker, **Bounty Hunter**, Brothel Keepers, Gambler, Gunslinger, Hunter/Trapper, Legal fields (Deputies, Judges, Marshals, Sheriff), Military Fields, Prospector, Prostitutes, Rancher, Religious Field, Reporter, **Scout**, **Soldier**, **Thief (Common or Cultured)**, etc.

## Character Concepts

There are many concepts for character throughout the chapters in this volume. This section groups a few ideas that do not fit in the others portions, but could fit in a campaign quite well. Most areas of the character creation will be follow normally. Any differences will be mentioned in the descriptions here.

Character Background (*Chapter-F*) has some roll lists dedicated to a few of these concepts, each under their own title and those roll list may give ideas of what to do with the concepts.

**Androids/Robots:** Androids and robots are similar and a player may wish to create them. Robots has a less humanoid appearance, while android would. Other than that, androids and robot are treated the same. In both cases, the base construction is non-organic, though some organic elements may be added. Their mental capacity is computerized programming. Brain matter may be added, but the programming control it (*also see Cyborg*).

When deciding on the function of the android or robot, the “Occupation” will indicate that.

A monetary amount will need to be decided on for the production of the android or robot. The creation for statistics, skills, attributes, etc., is done in the same manner as normal characters (probably should use the non random method though). The normal character dossier sheets are used, ignoring anything that is not applicable for androids/robots.

There is a very broad spectrum for androids and robots. Virtually any form or number of options may be chosen. The director must take care the player does not over balance the group. Even though the generation is done similarly to the normal characters, their size and shape are decided and not rolled randomly.

Programming is treated as skills. Level advancement would be translated into hardware and software upgrades.

During play, skill rolls and such are done the same. Even if the programming is virtually flawless, they function in an apparent chaotic environment and errors are as possible for them as with normal people, though the reason is often different.

Most often a person or organization owns the android/robot. They are the ones that come up with the cost and operating expenses. The programming will not allow disloyalty (unless reprogrammed by an outside force).

**Archtypes:** Universal Tales does not have specific archtypes to select. The term is used for any pattern of behavior, appearance or abilities that become the influence for others. In that sence, the player may reflect any persanna know as long as the director accepts the choice.

**Aristocracy:** Being of higher echelon of society, Aristocracy could be Capitalist Titans/Tycoons, Nobility, etc. As mentioned several times throughout Universal Tales, aristocracy goes beyond simple aspect of wealth – especially when Nobility is considered.

Remember; not all wealthy, aristocracy or nobility are arrogant, even if many in modern societies feel that is a foregone conclusion. When considering aristocracy – actual or fictional – recall Princess Diane, Queen Elizabeth, Robin of Loxley, King Arthur, Prince Lancelot and such.

- Fallen Aristocracy would be any persons who were no longer having higher positions they used to. For Universal Tales characters, create a background for the loss. This could be any elements, even going to the parents or other relations as the cause of the fall. The character may never have experienced higher level living, the fall preceding their youth. Since any effects of the current status of characters are not usually related to their past, this would only be background information. Should such background begin to give favor for characters, suitable adjustments will be needed.
- Fresh Aristocracy are those newly set into higher social position. This would include ‘Self-Made Aristocracy.’ These persons would not have prior advantage, creating their position from their own means. Other characters – family, friends, etc. – will strive to benefit from such positions
- Inherited Aristocracy is often referred to as ‘old money,’ though this implies the money is the only relevant factor of aristocracy.

- Spouses, children and other relations seldom have the same status as the primary Aristocracy. A section on relations within UT-Character Enchiridion can help guide suitable direction for character creation of such persons. In society and campaigns, such relations are intriguing and would add considerable depth to enactment of characters.

**Autistic-Savant:** See Savant in the Medical Condition section of Chapter-AE.

**Clones:** See Genetic Manipulation in Medical Information box in Chapter-GB (Occupations).

**Capitalist Titan/Tycoon:** These are the exceptionally wealthy business persons of capitalistic societies. Such characters would often have higher than normal education, intellect and business savvy. When creating such characters, ensure that the qualities represent their position.

- Universal Tales scales the wealth of characters in relation to others, with each having higher experience thresholds. This is to balance character positions within the campaign. Do not minimize this balancing element, otherwise wealthy characters will have considerably more overall advantage within games – and that is not a balance means for role-playing.
- Players must consider these characters carefully. A considerable amount of the characters time must be devoted to maintaining their position as savvy business persons. This does not have to be part of play, though their time must be acknowledged. If not, their distraction will allow others in the society to dislodge the characters position in business. This must not be taken lightly.

**Chimera/Hybrid:** From the Greek myth, chimera’s are the merging of unlikely animal and may include people. If the player wishes to create a cross breed of various animals, follow the Multi-Species Character portion within this chapter.

An explanation for merging genetically incompatible species will need to be set. In technologically advanced cultures, gene spicing is a manner to do this. For fantasy, magic is a tool. Breeding will only work if they are compatible in some way, or another force, such as virus or bacteria, has an influence. Some remotely related species may be able to produce hybrids.

Also see Pregnancy in the Physical Attribute section of Chapter-AB for some examples and Polyspermic-Zygote in this section.

**Clerical & Religion Positions:** There are a few things to consider when creating a character who has been or still is of the clergy. Details for Religion is expanded on in Chapter-AD. Also, the Core Background section within Chapter-F has a query portion for this. Religious occupations are outlined in Chapter-GB.

- Each faith organization form their own structure with defined positions; priest/priestess, bishop, minister, vicat, rector, prior, cardinals, and shuch. How long the character was within the clergy will limit the position.
- In some practices, not all clergy are ordained. Some cultures allow women to be ordained. The player will need to keep these in mind. See clergy occupation for those who have orgained power.



## Universal Tales: Main Character Guide



**Cyborgs:** In short, as soon as the person has a non-organic device medically implanted, installed or attached into or onto the body that they have control over, they are a cyborg. Often the implants will function better than the original organ part (i.e.; telescopic eye to replace the normal right eye).

Androids and robots are not cyborgs. The base of the cyborg is an organic living creature with mechanical-electrical-computing devices attached or implanted. As long as the brain controls the equipment, the character is a cyborg.

- There will be countless combinations of equipment, programs and options. Consider each case individually. The amount of implantable equipment that is available from year to year will vary. Think of all the new devices which had come out this year. The details for the device must be listed. This includes the size, shape, options, whether it matches the character's original features, etc. A few elements are shown here
- After all the details for the device are determined, the director will specify the cost. The installation cost (surgery) will need to be added (this will be thousands or even millions of UEs). Use other recourse for guides.
- New technology is expensive, so any technology/innovations that is newer than 2-5 years should be much more expensive than the older stuff. Older equipment could make fun interplay during the campaign.
- The "Cybernetics/Bionics Control" skill is used to operate the implants should the function not be automatic. This is just to operate the device. The skill for the function of the device is listed separately (i.e.; Telescopic Eye; Sight is rolled as well as the Cybernetic/Bionic Control skill).
- **Bone/Skeleton Replacement/enhancement:** This would be considered major and would likely done while the character was in an artificial coma where they would not feel the pain, at least in consciously.
- **Devices:** Sight, hearing, recording, communication, etc.
- **Weight:** Another thing to consider is the character's weight. The equipment will generally weigh more. Decide the amount of flesh that was replaced and the increase weight accordingly for the device.
- **Programming:** As with androids and robots, programming is treated as skills. Level advancement would be translated into hardware and software upgrades.
- **Humanity:** As the person gains equipment directly implanted into their body, they start to loose their humanity (or alien-ality) and in so doing, may cause mental side effects. *See the Mental Health section in the Personality chapter (Chapter-C) for effects on the mind.*
- **Cost:** In most all cases, since the equipment is expensive, an organization or government will fork over the cost. This means the character is dedicated to that organization at some level. The director and player will have to outline the arrangement. The cost will need to include the device, consulting, surgery and recovery. Also consider any upkeep or maintenance plan.  
There are so many things that dictates the cost of equipment; materials, state-of-the-art or not, options, availability, etc. Any source may be used as a guide. If you use other game sources, multiplying the cost by some amount would be needed, since many undercost reasonable cost.
- **Limbs:** Some or all the arms, legs, tails or wings may be artificial.
- **Stimulant:** Devices may inject chemical or hormones to enhance aspects of the character, including Str, Dex, Con (for healing), Int, etc.
- **Senses:** Devices of artificial vision, hearing, etc. may be added to supplement or replace existing sense organs. This equipment may filter, zoom, amplify, etc. to gain more than.

**Deities/Devils/Demons:** Since this could produce a slew of campaign

problems, the director should set restrictions to the player who wishes to be a deity. Character need defined limits. Do not let players who feel the need to dominate others player to have such characters. Nothing but trouble will come of it.

If some blending of mortal and non-mortals are accepted—whether by direct mating, soul sharing, divine link or other means—the parameters of it will have to be set. Treat every devine/demonic ability as a Special Ability (*See Chapter-I*), adding Threshold and other adjustments as usual.

The theology of the deities will need to be created. Try to go beyond the myths of Earth.

- Mortal mothers may have been impregnated by a god, devil or demon. A goddess may have fallen for a mortal, or be arranged by another deity (forced, as part of an arrangement, etc.), and the offspring set in the mortal world. How much is known by the character, parents, other characters will have influence of how they act and react.
- The mother is the goddess and the offspring is set or abandoned to the mortal world to learn humility, experience the worshipper's directly, because the birth was a mistake, embarrassment, etc.
- The character may be a full god or goddess.

**Disability:** The player may wish to have disability (physical or mental) of some sort for the character. The disadvantage is obvious. The advantage is that the character will get some Development Points for skills and other areas and reduce the Experience Threshold.

Some common disabilities are limps, amputation, blindness, deafness, mute, dyslexia or bipolar. Some intriguing one could be autism, savant, mania or multiple personalities.

*See Disabilities section in Chapter-AA.*

**Dual/Multi-Citizenship:** Some people are nationalized in two nations. Since in most cases, this occurs when the mother give birth in one nation and she is a citizen of another, it is rare that the person would have citizens of more than two nations. Some nations may require the person of make a decision of which nation they wish to call their by a specific age, like adult (say age 12 for Earthers). If not declared, then they by automatically be denied citizen ship in the nation they did not live most of the later years, or default to the Mother's natural nationality.

Besides birth to a foreign nation, another way is to live in a nation for an extended period of time, usually 5+ years. Usually, the person have to give up (or surrender) their previous alignment.

People who seek asylum or wish to change their citizenship will normal have to surrender their alignment to their precious nation in order to adopt the new one. There is usually a trial prior of 5+ years.

Those with 2+ citizenship, may have passports for each of the nations to belong. This has to be disclosed when travel.

**Eunuch:** Historically, eunuchs were often more than harem guards; they protected and assisted noble or governing figure, even becoming the confidante. Their function personal servant, valet, entertainer, courtier, religious specialists. Some have even been commanders in the military and religious position/assistant.

For players wishing to try this, there are a few things that happens when one is castrated, show here.

- Castration makes eunuch "safe" to perform personal activities without questionable influences.
- Size is increase by adding +3D6P.
- The strength will increase by adding +20.
- Add +150 to the Development Threshold.



**Experienced Characters:** Stories and reality have a wide spectrum of experiences in a group. Players find that Universal Tales can have them in the same campaign without any effect of contribution of lower level character verses higher level.

Decide on a level to be added, adding +300 to the *Experience Threshold* for each level. Players taking this option should also have more experience, say +1 character level per each 4 years of age over 12, and +1 per 2 years in the military, +1 per 6 months of real time the player has in the game with the director.

Characters may have additional occupations beyond what is show on the Age Group modifier chart in this chapter. The character may have an additional occupation for each +2 level gain for here.

The character will have to be older to explain the experience. The *Age Group Phase* will not be lower than 20 +2 for each +1 level added to the character here. In play experience is not bound by this restriction, just the new character being created.

If the director finds that the player is using this option and treating the character as disposable, the director should not allow it for the future.

**Extraterrestrial:** If off planet species are present, whether known or not to the natives, the character may be related to them.

- The mother may have been abducted and implanted by visiting off-world aliens.
- The character may have been abandoned, stranded and exiled to the planet.

**Genetic Manipulation:** The character may have been altered at the DNA level for many reason. *If this is possible, some details of this is in the Medical Information box with the Medical skill in Chapter-H.* Options include statistic and senses enhancement, mental and physical augmenting, etc. Also, the blending of species, animals, insects and/or plants could be done.

*See Mutation in this section for any effects of that nature.*

**Gnostic:** Here we are using the broader view that Gnostic people hold or have access to secret knowledge, not specific Christian sect that was persecuted by other Christian sects. By default, most all magic caster are Gnostic, for they possess training they would share only to the trusted few. There are not direct modification, though the director should only give special knowledge to players who are able to be extremely discrete and not flaunt the fact they have restricted knowledge.

The knowledge will be of practices with secret or private societies, or of the workings of the universe.

**High Society:** The character and or the family my be considered within the elite of society. If so, ensure the Social Station is high enough.

- » *Did the character follow in the family's path?* Many born in the high society atmosphere do not say for any number of reasons.
- » *Did the character enter high society from a lower station?* If so, then which station they came from and how they achieved the upper status will need to be established. There are several ways to do it, including mentorship, education, etc.

**Human Calculator:** These people are able to conduct simple and complex mathematical computations with little thought, and usull faster than someone with a computer or calculator. *If the the character is able to do this, add +1200 to the Experience Threshold per Rating Level. The Mathematic skill will get  $\times 5$  added to the Int Bonus. Calculation speed will be 1/10<sup>th</sup> normal.*

**Industrialists (a.k.a. capitalists):** Characters delving into business, striving for great dominance through corporate intrigue. The greater the wealth, the greater the influence in society and politics. To create a strong industrialists character, add CEO with the manager from the occupation listing, making them wealthy with considerable business holdings.

This route for character should only be done with players having some knowledge of history, politics and industry, as well as experience with Universal Tales.

The character will have a hand in social hierarchy and politics, having contacts with politicians, nobility, etc. There will be rivals that will strive to limit – even crush – the characters ambition. This will be part of the campaign, so the directors should draft a few competitive GPs and companies.

**In-Vitro:** For the purpose of the game, these people were created outside of a womb and in a growth container of some sort. Genetic manipulation may be involved. The characters is generated as normal, but the parent may or may not be involved with the upbringing definitely not in normal birthing.

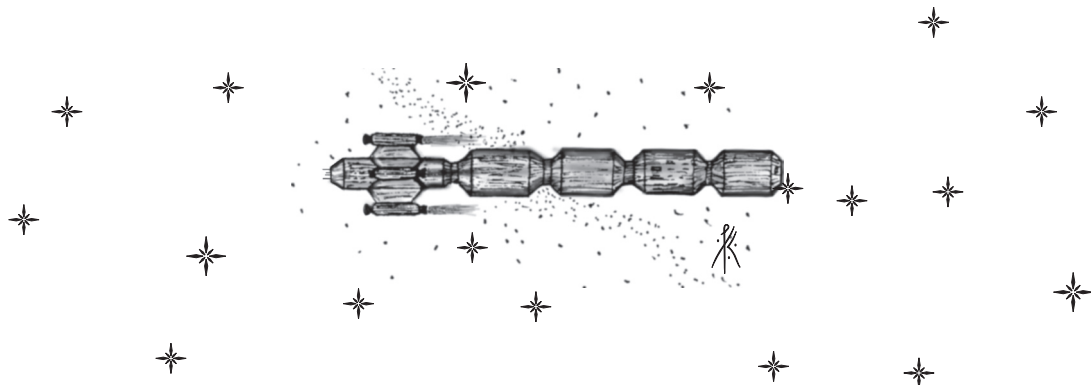
*See Character Features (Chapter-D) for some variations.*

**In-Vivo:** Literally meaning; to live within. Consider this as any creatures that lives within another, whether they are symbiont or not. *Also see Symbionts.*

**Longevity:** Either by science or magic, if the life span is extended, there are several decisions to be made and adjustments made to the character. Some decicion is how much is the life extended. *The Alter Attribute spell in Chapter-I have other details of longevity and age regression that would also apply, even if science induced.*

For females, this will likely effect the menstrual cycle.

**Messiah:** The character is destined to bring his/her people out of hardship, or at least there is a believe of it. Whether it is true or just false prophecy is what the campaign could be partially about.





## Universal Tales: Main Character Guide



**Military:** Though the military life path may seem obvious to many players, there are a great many aspects that will need to be set. Below are queries to consider and are detailed in the Military section of this chapter.

- » *Which service is the character in?*
- » *Is the character Enlisted, Officer or Warrant Officer?*
- » *What rank is the character going to be at the beginning of the campaign?*
- » *How many years have the character serve as active duty or active/inactive reserve by the campaign's entry?*
- **Military Carrier Fields:** Here are a few assorted careers a military may have. All will depends on the culture and technical levels. The basic starting ranks in the field (after training) are in parenthesis.

*Any technicians (E-3/W-1/O-1), Cook (E-1), Sniper (use Assassin, E-3), Engineer (E-3/O-1), Soldier (E-1), Legal fields (E-2/W-1/O-1), Medical fields (E-3/W-1/O-1), Administration Specialist (E-1), Computer Operator (E-2), Communication Operator (E-2), Computer programmer (E-3), Courier (E-2), Maintenance fields (E-2), Dispatcher (E-2), Driver (E-1), EVA Specialist (E-3), Explosive specialist (E-2), Helm Operator (E-2), Chaplain (O-1), Journalist (E-2/O-1), Laundry Specialist (use Launderer, E-1), Linguist (E-3/O-1), Loader (E-2), Logistic Specialist (E-3/O-1), Science fields (E-3/W-1/O-1), Network Administrator (E-3), Pilot (O-1), Parachoot Rigger (E-2), Photographer (E-2), Recreations Specialist (E-2/O-1), Science Fields (E-3/W-1/O-1), Water Treatment Specialist (use Science-Chemist (E-3).*

- See Ship Crew & Operation Overview box near the Sailor's occupation in chapter-GB for a list of crew members. Many of the above list are also needed for modern Navy.
- Other queries are in the Military section of this chapter. Some of these are also here

**Miscegenation:** Entwining hereditary groups through marriages, cohabitation, intimate relations and procreations have been social issues going back for hundreds, even thousands of generations. Considering that most role-playing campaigns and environments include a variety of species, such relations can be learning experiences with those in acting the roles.

Being mindful to the sensitivities of people, though open, honest discussions in this and related social interactions can grow a person, even through role-playing.

For creating worlds, cultures and environment players will enact within, anti-miscegenation laws may be involved.

**Mutation:** Mutants could be anything, from extra or missing body parts of the same species, bits from other species, breeds or animals. Siamese-twins is a mutation, connecting two separate people. Mutations could be an activation of a latent gene or some completely different alteration.

Retrograde mutations could be just about anything, but not any feature of animals or such that was not in the line of evolution. Pseudogenes may play a role in these mutation (see Medical Overview Box in Chapter-H). Genetic cross splicing may and will create mutation of all sorts, most would be considered grotesque.

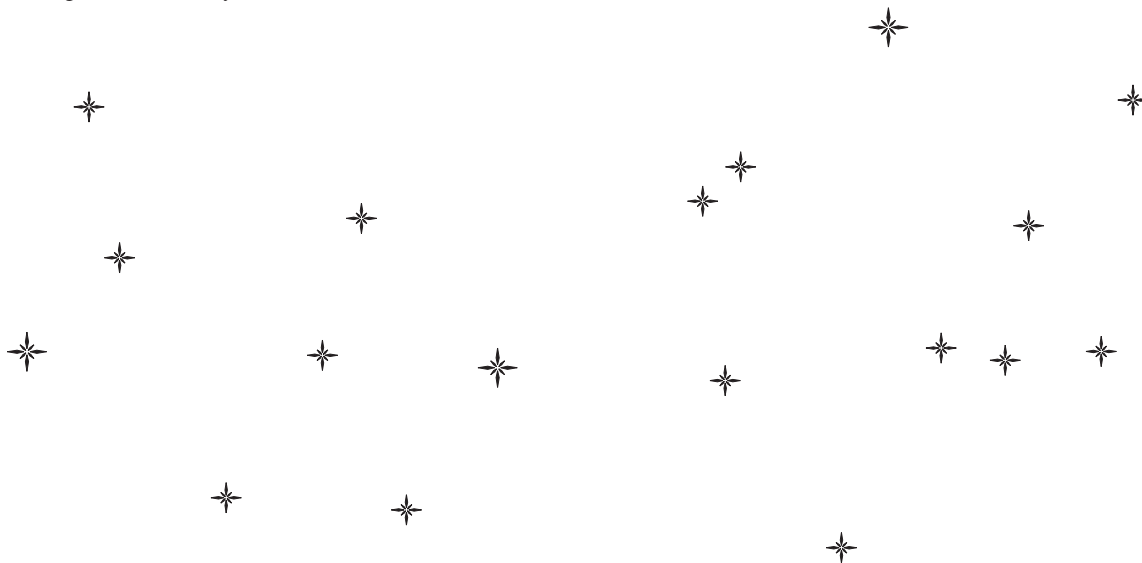
Mutations could be the beginning of a new species. If creating a new species, consider the environment. It will have near absolute control on the change. Check out the Feature Details in Chapter-D for possibilities.

**Nobility/Royalty/Gentry:** Nobles and gentry are listed in Chapter-GB, and royals are noble. Social Positions section of Chapter-E has relations details. The character may have more than one noble/gentry lineage title. All effects apply, and are accumulative.

The player should be fairly familiar with the culture the character is from before creating a noble or gentry. The Social Position (Chapter-E) should be Noble Overview (Chapter-GB) should be looked over. All this will help conceive the character's personality.

Background (Chapter-F) has a query and roll list for nobles and the player should refer to it. Landed nobles will add the "Landed" Tag to the character. Also see Social Position for other options, as well as Nobility & Gentry in Chapter-AE.

- » *Does the Noble still hold power? If not, see Lost Authority under Sovereignty in the Nobility Overview box of Chapter-GB.*
- » *What is the highest noble rank of the character?*
- » *Was the character born into nobility or was he/she granted the title later?*
- » *Did the character serve in a military?* Many noble men have given service to the crown, and gained rank through it.
- » *Does the character have any non-noble occupation?* Many will, and they may be military, intelligence service or magical.



**Polyspermic-Zygote:** The character is a result of the mother's ovum/egg fertilized by two or more males (a type of Chimera). Dormant aspects of all three parents will be embedded into the genes and may emerge in future generation; so keeping a note of the parents and the effect on the character should. *Also see Chimera in this area.*

- If the species are different, or the character is taking up a specific trait from the fathers or mother, use the Multi-Species Character steps in this chapter and treat the blend as second generation (grandparents).
- This could be done naturally, artificially (as in a lab with gene splicing, breeding program, etc.) or mystically. It is extremely rare for the fetus to go to full term, so the character is an exception. Even rarer would be twins of this nature.

**Prodigy/Gifted:** Most people are good at some things. In most all cases, Universal Tales covers this by having the player distribute normal skill points into the skill they are good at. There are, however, some people that are abnormally gifted in a specific skill or two. Those that are very good at it, we sometimes call prodigies.

If the character is considered gifted or a prodigy, they add on of the levels shown here and adjust indicated areas. The multiplier is to the Statistic Bonus, similar to the Leadership skill. If applied to Leadership skill, the  $\times 2$  becomes  $\times 3$ ,  $\times 3$  becomes  $\times 4$  and  $\times 4$  becomes  $\times 5$ .

**Gifted:** +150 Experience Threshold per skill that gains a  $\times 2$  to the Stat Bonus. -2 Age Group Phase for apprenticeship completion (Tier-1 to Tier-2) and -1 for each phase after that.

**Very Gifted:** +300 Experience Threshold per skill that gains a  $\times 3$  to the Stat Bonus. -4 Age Group Phase for apprenticeship completion (Tier-1 to Tier-2) and -2 for each phase after that.

**Prodigy:** +450 Experience Threshold per skill that gains a  $\times 4$  to the Stat Bonus. -6 Age Group Phase for apprenticeship completion (Tier-1 to Tier-2) and -3 for each phase after that.

No one changed the world  
by conforming to it.

**Reincarnation:** Past lives or partial memories of past lives will allow a flow of information that could help campaigns in many aspects. These flashes of insight can be added during situations, without the player being told where they are coming from. As far as the player might know, the vision is from their god or a psychic connection of some sort (and that may be the case).

If there is a past life surfacing for the character, the director will need to draft out details of the life, birth, any moves, occupations, special events and death. The special events may be left open, but as they come up, ensure they fit the life. It would be too easy to get caught in a conflict.

Multiple past lives are an option, pending the campaigns flow. This could open a bunch of possibilities. Handle this with care, both the director and the players.

Reincarnations of dead characters will start from scratch, with some of the past memory filtering through. Create a separate character, with

their own backgrounds and aspects. This will be the new incarnation for the spirit. Reincarnation could create some interesting avenues for within a campaigns that covers a lot of time (say a character remembers past lives).

*The Summon/Control-Souls spell has other possibilities of souls and characters, including twinning souls.*

» +200 is added to the Experience Threshold.

- The character will not have absolute recall of the previous life/lives. Memory will come slowly. If the reincarnation is of the player's previous character, use 1/5<sup>th</sup> Memory for every recall. Use 1/10<sup>th</sup> Memory if not a previous deceased character. The chance does not change with familiarity of the previous life beyond the player memory. Increasing the Memory's value would naturally increase chances.
- **Genetic Memory** may account for the illusion of being reincarnated. The character is retrieving memory from the DNA of one or more of their ancestors.
- The player and director will need to outline any previous persona, including their language, life, the culture they are from, where they lived, any traveling they may have done, their religion/beliefs, habits, anything that the character may recall. There will be many things the character will not remember and these will be tracked by the director.
- The past may catch up to the character and become part of the events around the character. Things the character may know, or thought to be known, may be of interest to others who may find out of the past life.
- The fetus develops the soul (**Birth/New Soul**), whether or not another soul is trying to reincarnate in the body. Often there is a blending, should there be two or more souls involved (the **Birth/New Soul** with the **Reincarnated Soul**). Other times, there is a struggle. There are some many variable one could consider, though one should figure the first soul will have a greater chance of remaining in control, so double their Will Power.
- **Walk-Ins** is a term used when another entity possesses body. This could be a reincarnated soul taking control over the birth soul, a spirit inhabiting the body, an angle or demon doing the same, any alien's mind or energy essence abducting the body, etc. Knowledge may be shared or not, depending on the connection within the body. Use *Multiple Personality* under Mental Conditions section of Chapter-CA, if there is a sharing.
- If the soul reincarnates to achieve a goal in this life, they have to remember what that is, using the above memory check. Consider Time Loops/Cycles (see overview box near the *Time Control spell* in Chapter-I) and reincarnation. There is a lot that could be integrated.
- Are there any people searching for the reincarnated soul, such as those who find the Dalai Lama. There will be detailed testing for them.

**Retirement:** The player may wish to run a character that has retired from an occupation. This may effects the income for the character, as well as a few other areas. Many retirees are part of great stories.

- Retiree listed with the occupations (*Chapter-GB*) is used as the present occupation. The occupation the character is retired from will be listed and handled as a Past Occupation. Also, the character may be doing other occupation beyond retirement.
- If the character is still acting in the occupation but is just drawing the retirement pay, both the Retiree and occupation they are drawing from are considered present.
- Often the retiree becomes ad adviser, consultant or inspector in that field. If so, add the appropriate occupation as well, giving the character three occupations (i.e.; Computer Programmer, Retiree and Adviser).
- If the character is retired from one occupation and is functioning in another occupation, then the active one is listed as the character's occupation. The retired occupation is treated as background.
- Various sectors of the society will have different retirement plans. Below is a brief outline of some. The future may have some or all of these, or like some more socialist.

**Civilian Companies:** If available, pensions are usually available after 30 years. Some just resort to the nation's retirement plan (i.e.; Social Security available at 65+ years of age or so) or various retirement pay in programs.

**Civil Service:** The person is able to retire after 30 years. The pay is about 50% of the listed amount of the occupation.

**Military:** Modern American armed forces have a method for retirement pay. At 20 years the retirement pay is 50% of the Base Pay of the final Rank, adding 2.5% per year until 75%. BAQ, Separate Rations and other pay are not part of the retirement.

Retirees will have BX/PX, Commissary and Hospital privileges. As far as Military Hospitals goes, the retiree is one of the lowest priorities.

*See Military section in this chapter for active and reserve duties.*

**Post Office:** Similar to Civil Service.

**Superheroes/Villans:** If super heroes are part of the campaign, Special Ability are more often used. There is no "Superhero" occupation. Any occupation may be a superhero, depending on their actions. Most people think of these heroes of having power beyond normal skill. This may be done mechanically or as though magical.

*See Campaign Genre in this section for other details. The following query will help shape the character. The Special Abilities section of Chapter-I has a list of many "power" options.*

- » **How did the special power/ability manifest itself?** A multitude of reasons could be used to create the environment and characters.

**Options:** Industrial energy/chemical experiment/accident, genetic mutation, nanotechnology, medical, science, experiment, alien influence, interdimentional mating/ blending, alien transplant, magical alteration, etc.

- » **Is there a darker side to the character?** Characters with emotional or psychological problems are more dynamic and interesting. Shallow characters make dramatic performances limited.

- » **Does the character have cybernetic implants?** If so, check out *Cyborgs in this area*. Any artificial attachments or implants would make the character cyborg.
- » **Magic casters may be Heroes.** Magic caster may function in a superhero campaign. Follow all guidelines for caster and magic.
- » **What "Powers/Abilities" does the character have?** Peruse the Special Abilities in Chapter-I and selects one or more for the character. Creating Special Abilities in that area allows the player to create just about anything. Elsewhere, Power refers to magic energy and not special abilities. A character may be a super hero without any of those abilities. End each will take development points to gain; plus other adjustment. Even though many of the Special Abilities refer to spell, they are not usually magical, but may use some of the mechanics. In most cases, the ability is treated a psychic abilities.
- » **Does the character have animal features?** The Features Detail section of Chapter-D has many aspects that many be added to the character.
- » **Does the character have a secret identity?** If so, is there a costum, a seperate name? Is the way the character percieve themself different from how the public recieves them?

**Secret/Private Societies:** The character may be a member of organizations that are not public or even not widely known. *See Association& Organization section of Chapter-AE.*

**Symbiont:** This is an interacting parasitic like creature (microscopic or macroscopic) that is attached to or imbedded inside the host. You can have many variations for the game and the director will need to detail any that applies to the characters. Often there is just one, but may be several, hundreds, thousands or even millions, depending on their purpose.

This life form may interact with or control the host. It may just feed off them or give some benefit (i.e.; physical ability, enhanced endurance, memories of previous hosts, etc.). It often takes time for the connection to become establish, especially when nerve connections are taking place for mental and physical bonding. The full integration will normally take 3 to 10 days.

*See Character Features (Chapter- D) for some variations.*

**Twins/Triplets/Etc.:** The character may have sibling of the same birth litter (broods, clutches, etc). For many species, this is normal and single birth litters are uncommon. Mostly for UT, trinning is just a matter of noting such on the dossier, though there are options to consider.

*Species and Breed Overview have the probabilities and numbers.*

- » **Are the sibling identical, mirror or conjoined twins?** Fully identical twins come from the diverging of the first cell. Identical triplets, quadruplets, etc. come from subsequent splitting. There may be non-identical siblings in the womb. These options may be mixed with the next question option. *Family section in Chapter-E has details.*
- » **Is the twin a womb mate of different fathers?** Twins, triplets, etc. may have different father, depending on the number of partners the mother had during periods of conception, as well as the number of ovums/eggs at the time. This is normal in many species, such as chickens (a consideration for directors creating species for their worlds).

**Walk-Ins:** *See Reincarnation within this section.*

**Wealthy:** *See Aristocracy, Capitalist Titen/Tycoon and Nobility.*





## Character Creation

You are about to embark on a grand adventure, taking on a persona uniquely yours. Just like you, the character will have many facets. A full character will take some time, but most of it will be sorting out your own thought as to what you'd like the character to be like.

Universal Tales is for the experienced mature player wishing to act in a rich environment. And as rich as the campaign can be, the character will be equally rich. Newcomers tend to dwell on the options, and there are a great many. If you don't dwell too much, and go with the instincts of your desire, you'll have more fun than you have experienced before. If you try to squeeze every advantage for the character, you will not.

Since most all role-playing campaigns are creations of the director, the first part is dedicated to them. Once the director has an idea of the basic campaign elements, the player may start.

For all of you, the plan is to have great fun, so go forth – let the imagination soar to new height.

## Director Preparation

There are several areas a director of a campaign will have to do, or at least have a vague idea about, before players can create their characters. Some of these areas are indicated here.

**Genre:** The general setting of the campaign needs to be decided. The previous pages has a list of many genres.

**Nations/Regions:** Where the campaign takes place needs to be established. The regions could be on a world, in a stellar system or somewhere within any galaxy, universe or inter-dimensional multiverse.

**National Overviews:** If not already prepared, National Profiles (used for galactic empires as well) will need to be started for the campaign's regions. Overviews should include *maps, list of species, history, customs, politics* and other aspects that will influence the character and the campaign.

The use of materials from novels, films, shows – even other RPG platforms settings – are easily functional with in Universal Tales. As has been stated many times; directors are encouraged to create their own environment, including blending concepts from other sources. Keep in mind, such blending is for personal use and copyright rules must be honored.

When creating societies, information about the nations will grow with the campaign. A brief outline will suffice for a start, anything for players to grasp while developing characters.

Players will ask questions about where the characters are from and what kind of a place it is. The answers will help enrich the region. Keep notes of answers within overviews.

**Species & Heritage:** What species, breeds or heritage (population) are present in the region for the players to choose from *Species-Breed Overviews* will be needed.

Universal Tales has species and breeds for various campaigns, and directors are encouraged to create their own. Since most UT Campaign Environments overlap – and directors are encouraged to form their own creations – species and breeds are interchangeable, depending on such creations.

Depending on the history, each species will have its own status and station in the nation. Here are a few general ones to consider.

- **Native Populations:** The core/base people who live in the region.
- **Immigrants:** Those moved from another regions/nations and has, or will become, a citizen of the local nation.
- **Transients:** Foreign travelers who frequent the region for trade or other reasons.
- **Foreign Occupation:** Political dominance of one nation over another.

**Creating Species & Breeds:** Creating a species and breeds are simple. It is a matter of choosing aspects, setting its properties and then figuring a suitable Threshold adjustment for the overall species and breeds. It is easy to get ridiculous with the aspects. No matter how you justify the creation, if the species is unbalanced, it is not much fun for the group to interact with.

When creating a species, compare it to other species in the area. Add or subtract from the Threshold as needed to give balance the new species.

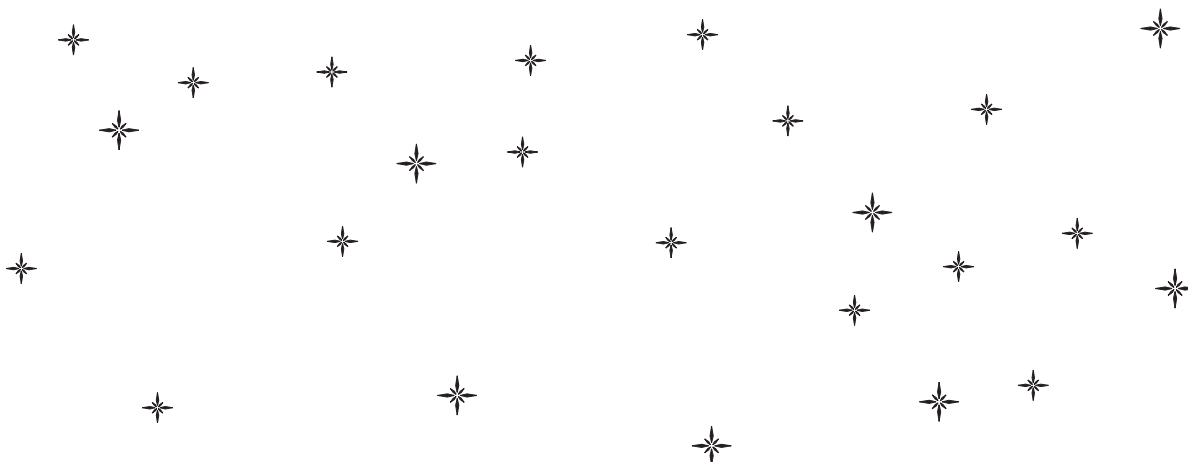
## Player Preparation

Since UT creates enriched characters, those in barking into a campaign should take time to consider the role of the Prasanna being created. Player should reflect on the following to help shape the character they will be creating.

**Directors** should help players understand their style and the environment they created. More reactive directors will be able to entwine the environment as a response to the involvement of players and the character-personas they create. Discussions involving the players, environment, campaign and director styles should be part of this discussion before and during the games.

Here are a few things to consider when creating the interactions between characters and the campaign. Also, the various players should discuss characters that would complement the campaign, as well as their personal projection and styles.

- » Is the character related to another character. If so, the species, heritage and nationalities would reflect the other characters. Many great literatures, films and shows have related characters.
- » Consider the field/vocation (occupation) and how it relates to the campaign environment. Multiple fields is encouraged, since each person is a collection of experiences.
- » Reflect on the campaign, and select species and heritage that would enhance the interactions players have within the environment. Also, decide on nationalities.
- » What kind of family did the character grow to maturity with? Is the character grown? Universal Tales allows for a wide range of age groups, each having benefits within the campaign and should not be considered weak, if they are young.
- » What kind of friendships does the character have? Most people have friends, though close friends should be considered carefully when it comes to the campaign.
- » Does the character have high or low status with in the cultures of the campaign? Is the character married? Does the society allow multiple spouses? If not, does the character have more than one spouse anyway? Are there children the characters are aware of? What's the possibility of having children characters are unaware of? Has the character been divorced? These may seem superfluous questions, though many intrigues have come from such relations.
- » These and other considerations should be in mind when creating the persona they would be in acting.



## Character Creation Steps

Universal Tale does not create fly-by-night characters. The persona will be rich and meaningful. From the background, statistics, skills, senses, social position, etc., this character may come to life. If you just wish to put together a basic character, there are other systems that may suite you, or you may use the alternative platforms in at the back of this book that is compatible with the primary system of this book.

The creation of characters here is set up in stages. The steps are wrapped around questions within general areas to guide the player. The decisions will assist shape the character. With all of this, you will gain a character possessing great depth and richness.

Many steps refer to other chapters and sections. The layout of the book is for ease of reference during play. This may be a bit inconvenient during the creation, but overall it saves a lot of time in play.

The steps are marked with symbols indicating the effectual use within common campaigns. To get a fully fleshed character, do them all. Depending on the character the campaign and player desire, some of the steps may be done later after the character is in the campaign or skipped entirely. Doing so may diminish options.

★ Indicates basic, primary aspects for the characters. That are the normal needed. Some portions, like magic caster, are restricted to certain types of characters and are needed if the character reflects them. If not, continue to the next step

Ψ Helpful aspects that would enhance the character. They are not needed for the basics, but if skipped until later in the game, there will likely be restrictions or would not be able to be done at all, depending on other decision made about the character.

Ω Mostly for the fun of it, these aspects are to elaborate the character and may be useful within the campaign. These steps may be done later with little chance of being effected by other aspects.

» Indicates elements related to the main area.

• Additional information and options related to the area.

## Character Dossier: A Quick Outline

For your first time with *Universal Tales*, a brief examination of the character dossier (character information sheets) is in order. On the first page you will find the Statistics section. The final result is next to the Stat titles because that is what is used during play. The other columns provide the value and is tracked throughout the character's life within the campaign.

*Physical Attributes, Senses and Mental Attribute* are grouped together for ease of reference. The character's description is placed together as well.

*Skill Sheets* comes in versions. The first has a *Statistic Defaults* (used when the character does not have related skills, and there is a chance of succeeding), *Abilities* (treated the same as skills) and a few skills that every character will have. The remainder of the first skill sheet and any number of the second are for all the other skills the character has. *Spells* are treated the same as skill, which will be repeatedly said.

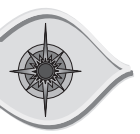
The *Experience Threshold* is made up of several parts. At the bottom of sheet-1 is a space for the breakdown. As the steps mention any addition, jot the values there. When done with the creation, just add them all together and mark the total as the *Experience Threshold* space near the top of the sheet.

*Sheet-4* is the "Tracking" sheet, containing a damage section, an area for weapons, armor, etc. *Sheet-5* has social elements for the character. *Sheet-6* contains areas to assist with movements, encumbrance, fatigue and factor related to them.





## Chapter BA: Character Creation



### \* \* \* *The Beginning* \* \* \*

#### Foundation

This first part outlines the character and creation the foundation for the other parts. Before any of this starts, the director will need to have an idea of what the environment of the campaign is like; the world, region of the galaxy, the cultures, social atmosphere, etc. This is why Universal Tales is for experience and creative role-players and directors.

**Character Concepts:** [All Characters] The previous section has a few uncommon concepts to contemplate. They go beyond the normal selection of occupation and species.

\* \* \*

**Nationality:** [All Characters] Most every character will be part of a culture. National profiles may have specific queries to help guide the creation of the character and give the player a manner to role-play it. Always keep in mind, players enact personas that are usually different from their own.

What nation or civilization selection is available will depend on the campaign. The campaign may take place in one nation, but the characters may be from neighboring nations or another farther away. All this depends of trade routs, migration, etc. *Chapter-F (Background)* has queries to assist in the details of characters nationality.

Ψ **What Nationality/Culture is the character when the campaign starts?** That nationality may not be the original, just the one they are at presently.

#### Note of National Influences of Characters

National-regional has considerable influence on characters and should be considered when creating any persona. Worlds – even the universe – as a great amount of cultural diversity that allows for players to explore a cornucopia of customs.

Be careful not to limit one's imagination when considering the creation of characters. Expand the horizon and consider the plenitude of possibilities – especially in fictional worlds and cultures.

The Character Concept portion of this chapter is present to stimulate a broad imagination, something each player should bring to role-playing games when enacting in-depth personas.

When going through the various portions of character creation, players should recall nations and regions the characters are from, as well as their families, friends, etc. All these aspects will have influence on characters and should be considered along the way.

Also, as the character is developed in the campaign environment, additional concepts will blossom and fruit, and directors should allow a certain amount of freedoms for players to develop their characters. Campaigns will grow with such freedoms, as long as the development is in harmony with the environment being created.

**Association:** Most everyone belongs to some sort of group.

Ψ **What groups, agencies and/or organizations does the character belong to?** The Agencies & Organization section of Chapter-AE has a list of group types. The association may guide the social position, occupation and even the species of the character.

\* \* \*

**Social Position:** Some aspects and skill decisions may relate to the character's social station. Most cultures restrict genders and occupations to specific social positions. Species may be limited as well. Also, any background & backstory will likely depend on these areas.

Ψ **What Social Station is the character:** Choose from the list in the *Social Position* section of Chapter-EA, depending on the culture. This may restrict the occupation and set the species. National profiles may contain options and restrictions and should be checked. *Fame and Social Rank* may be done during Part-B.

» Also note that *Fame and Social Position* is within Part-B of this Chapter and will have influences within any campaign.

\* \* \*

**Background & Backstory:** [Recommended] It is said we are the sum of our experiences, and since we are trying to create a persona that would feel real to a reader should this character be one in a novel, their past will likely influence the present. Besides, they need a backstory to fit the campaign. *Chapter-F* is available to assist in developing the character and contain hundreds of events.

Whether you go to Chapter-F or come up with something without doing so, the backstory should be contemplated before going on. There will be a lot of decisions made which will effect the character and some of those choices will be irreversible.

Ψ **Where was the character when ~???~ Occured?** There are key historical events that shape the society with significant social influence. Depending on the age and location of the character, such events may influence them greatly.

This does require the director to have a sense of history in their world and should discuss such matters with players. Of course, each world the director is creating will develop details as the days go by and concepts are conceived. Because of that, this is an ongoing process players can become involved with. The director could give experience values to 2 players who have significant contribution to the development of the world. As always, don't let this become favored to any particular player that has not contributed significantly.

**Personalities:** Considered a less important character element in many RPG platforms as well as variety of players and directors, the personality shapes many aspects of the persona. How a character will react to a particular situation depends on that personality. For players adventurous enough to create Prasanna's that do not reflect themselves, this is a significant consideration, and the director should assist in this endeavor.

Players may wish to take a few minutes to consider events in the characters lives and how they shape the personality. Chapter-CA as a good amount of information on personalities and can help stimulate character concepts.

\* \* \*



**Occupations:** [All Characters] Considering any restriction for Social Position, select one or more occupations the character enter the campaign with. This is done before selecting the species for any social restriction the culture may impose. Even the background and backstory may be effected by the occupations chosen, since the life of the character will lead them to where they are at the time of the campaign.

★ **What Occupations will the character be doing at the entry of the campaign?** Chapter-GA/GB has extensive lists of professions to chosen from. Decide which occupations the character are currently doing.

» **Mark one current occupation in the Vocation space of the character dossier.** The character's vocation is the primary living occupation that defines the character's Social Position; the most influential and possibly the most lucrative one they have.

Any secret occupation will not be a vocation, even if that is their main function in the campaign. Another occupation will need to be selected for the vocation. An exception is any character who does not have *any* public life.

**Note:** Any reference to occupations will include the vocation (such as threshold adjustments and guilds). There is just a few distinctions to the vocation and those will referred as "*Vocation*" separately, such as Social Rank.

» **Mark any other current occupations in the Occupation space on the character dossier.** Secret occupation are listed here.

» **Statistic Code:** [All Character] Mark the Statistic Code for each *Statistic* onto the character dossier in the occupation's left column of the Statistics area. If the player chose more than one occupation, the highest DNA of each statistic is marked, ignoring the others.

**Example:** The player chooses a Rogue (CDDC-EDDD-DEED) and a Magician (BBDC-FEEF-FABC). The Statistic DNA Codes will be CDDC-FEEF-FEED, the highest of each Stat as per the Rogue and Magician. The Experience Threshold is raised by +250 for the Rogue and +1100 for the Magician, giving a total of +1350 to the Threshold.

» **Does the occupation require a medalion or chain of office?** See *Medieval & Classical Life* in Chapter-AE for details.

★ **Does any Occupation have a Tag or Tier?** See Chapter-GA for details. Tags and Tiers may effect social aspects, Age Group and skill levels, so this will need to be decided before skill points are set. **Tier-2 (Tag; Journeyman 3<sup>rd</sup> Class) is the baseline and has no alterations for creating the character.**

» **Insert needed skills and skill points and note the total.** On the skills sheet, mark the minimal level for any skills requiring specific experience for the title, tag and/or tier. The total will be noted and removed from available skill points later in this creation. **More points may be added to these skills during later steps.**

Ψ **How long did the character do the occupation?** Note the time and years on the dossier as the *Field Longevity*. This will likely add effect the age of the character and be guided by the Tier or Tag.

- **Maturity:** Most Tags and Tiers will need higher skill levels. The total skill points applied need to be tracked so the player may choose an Age Group old enough to gain the points for the skills made.

- **Testing:** The player will do the testing for the Tier of the Tag. If a failure, add more skill points, 1-3 years to the character's age (representing longer time to achieve the Tier) and try again. Keep trying (added points and age), until successful. The final skill level total will be noted for balancing the occupation skill distribution (done later).

Ω **Does the character have an apprentice?** The decision will not necessarily affect the creation of the character, though the whereabouts of the apprentice and their involvement within the campaign will need to be established.

\* \* \*



**Species & Heritage:** [All Characters] Species are usually part of the nations and the director should have a list to select from. Generating a single species character is faster, but mixed species are possible. There may be several sources for species. None are listed in this manual, though Universal Tales has several sources for species.

★ **What Species is the character?** Based on the parent's nationality, what species or species are the parents and hence the character? If the character is a blend of two or more species, check the Multi-Heritage Character information box on this page.

» **Mark Species DNA Code:** After choosing the species for the character, mark the **DNA Codes** for the Statistic from the Species Overview onto the character sheet under the Species DNA column of the statistics area. As the occupations, the highest of each Stat is marked.

» **Threshold Adjustment:** The Threshold addition for each species is added the character's Experience Threshold. (i.e.; Human with +50 and Elf having +300 equals +350 to the Threshold). This is done even if the character gains only part of the benefits for the species.

\* \* \*

**Famous Last Words**

"Just one more second."

## Multi-Heritage Characters-A

If more than one heritage-breed is chosen for the character, decide the species-breed for each parent (or grandparents, for blending 3 or 4 heritage breed). All aspects of the species would have to be set, and there are a random and non-random methods. Both may be done, but each have restrictions.

Every species aspect would be written down, whether done randomly or not, even the dormant ones (not effective for the character), though may effect occupations. It serves as a reminder the aspect was handled. Also, if the character has children, the offspring would be created using the list as a separate species.

Species Overview sheets are used for tracking the blend. Mark the name of the character in the *Species-Heritage* space.

**Incompatible Species:** Some species will not be genetically compatible with others. Note the Heritage Code from the Species Overview), and see *Genetics in the Physical Attribute section in Chapter-AA*. Science, technology or magic could allow normally incompatible species and breeds to be able to bear offspring, whether they could have children would need to be determined.

**Features Notes:** When difference species have offspring, darker features usually prevail over lighter ones. Consider this when assigning the dice and give the higher die to the darker parent/grandparent.

**Non-Random:** All aspects (including each statistic code, individual characteristics, height, weight, size, hair color, eye color, individual features, etc.) are chosen. Unlike the random method, the player may select aspect from any generation for the character.

- When selecting aspects, the player starts by deciding which 2 species the aspects came from (or 1 each). The director (or another player selected by the director) then decides which aspect from the remainder would be from the weaker species. The director would then decide which aspect would be blended (averaging the two, rounded down).

If the aspect doesn't exist for one of the species and the director selects it as the weaker, the character will not have that aspect at all.

Blendings does not have to be exactly half. When 2 aspects are selected (through 2 full rounds of choosing), they may be blending in opposite ratio. Say Luck (E and B) and Night Sight (1/2 and 1/5<sup>th</sup>) were chosen for blending. one aspect (say the Luck) could become 1/3<sup>rd</sup> the amount (1/4<sup>th</sup>) while the other become 2/3<sup>rd</sup> (Night sight becomes D).

This "2:1 & Blend" continues until the character is complete. Not all has to be done during the initial creation of the character, but future additions of details will be done the same.

- The player may choose an aspect to be raised one step above the highest of each species (like raising Str's D to an E). The director would then choose one to be a step lower (say a B to an A). When the steps are not clearly defined, alter them no more than 10% either way. This option may be injected any time between the previous "2:1 & Blend" option.
- "Age Group and Ages" from the Species Overview is treated as one aspect (blending is the averaging of the ages in each Age Group), while each stat, physical and mental attribute, special ability, feature, etc. is considered separate aspects.
- For fractions, use these range; 1/2, 1/3<sup>rd</sup>, 1/4<sup>th</sup>, 1/5<sup>th</sup>, etc. Always round down to the next fraction (i.e.; averaging 1/3<sup>rd</sup> and 1/4<sup>th</sup> makes it 1/4<sup>th</sup>, 1/2 and 1/4<sup>th</sup> is 1/3<sup>rd</sup>, and 1/2 and 1/5<sup>th</sup> is 1/4<sup>th</sup>).
- Random method may be done between these option. One could inject a random selection between the "2-1 & Blend" option and come back to this, should they wish.

**Selection Example:** For the first two aspect, the player decided the Int and Wis was to be the stronger species, D and E, as apposed to the C and B of the other species. The director chooses the Con to be the weaker, a B as apposed to the D from the higher. The director states Infrared Sight is averaged, and since one species does not have it, that parantage trate is treated as 0, making the aspect 50% of the other species, becoming



## Universal Tales: Main Character Guide



**Gender:** Male/masles or Female/femellas are the usual choices, but some species may differ or not have a distinction. Mark the choice on the first sheet of the dossier. If for some reason you wish to create an androgynous character, choose the base gender and add characteristics from the other.

Directors have options to add +50 to +200 to the *Experience Threshold* to compensate for any benefits on the merging. There's a good chance the character will not have any distinct reproduction organs or able to breed, even if they possess them.

★ **What gender is the character?** Chose Male/Masle, Female/Femella, Neuter, Hermaphrodite, etc.

\* \* \*



### Multi-Heritage Characters-B

**Random:** For the player who would like to leave some or all species elements up to chance, this area provide a way. Some aspects may be chosen non-randomly, as indicated above. The player may consider that before arranging dice. If only a couple elements of one species are desired, choose them, then place a low number die to it for the rest. Just remember, if the player chooses, the director gets to choose for the lower aspects, as well as one to blend (making 5 dice).

To do the selection randomly, the player will assign dice to the parentage. If 2 species-breeds are chosen, the player decides which parent is which. For 3 and 4 species-breeds, grandparents are decided (4 dice). There may be a fifth species-breed, a trace species-breed in the family's history. After deciding the character's heritage, dice are assigned. For parents, attach a 1D4 or 1D6 for the mother and father – one being more prominent to the character. Note the dice on the character sheet with the species. The dice are permanent and rolled for every aspect, including Statistics. For grandparents; 1D4, 1D6, 1D8 and 1D10 are used. For 3 species, one grand parent to have two dice attached.

If a fifth (trace) species is chosen, 1D4 is given to it and 1D6, 1D8, 1D10 and 1D12 are used for the others.

The dice are rolled in the same arrangement for each aspect of the character. The dice represents a dominant relation, so the player should have placed the highest die type to one they wish to gain that greater chance of randomness.

The aspect is declared before rolling the dice. The high die type of the roll sets the species the aspect came from. If that's not the high die, the player chooses either the maxed die or high die.

If the die is maxed (say, an 8 on the D8) then take the aspect of the species and add one step (i.e.; a "D" to a "E", +5%, add +1 step", etc., depending on the what it is), not to exceed any maximums.

If two dice match for highest, average the aspects, rounding down (a D and E would be D). For aspects that may not be clear, like hair or eye color, the player may select something between the ranges. The selection may be shifted by the director for whatever reason that is reasonable.

If all the dice are "1s", then take the lowest aspect of the breed and drop one step (i.e.; a "D" to a "C", -5%, -1", etc.).

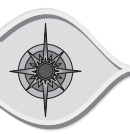
**Example:** The character is the merging of full human father and a mother of two elfin types. Since there are 3 species-breed types, grandparents are figured. The player decides that the maternal grandfather (an elfin type) is most dominant and attaches the 1D10 to him, the maternal grandmother (another Elfin type) gets the 1D8, the paternal grandfather gets 1D6 (human type), and the paternal grandmother (the same human type) gets the 1D4. Let's say that the highest die roll for the Strength was the D8. The Strength DNA is from the maternal grandmother (an Elfin type).



**Other platforms:** These methods may be used for other RPG platforms, though if one considers UT to its fullest, why do this for something less versatile?



## Chapter BA: Character Creation



### \* \* \* Part-A Creation \* \* \*

#### Basics

These series of queries may seem odd for a role-playing game, though further guides the creation of layered personas. They are arranged to create a comprehensive character interconnected within the society the campaign is set and their relation with their vocation, family, friends and other areas that should have some part in their lives and the campaign. Once the player does a couple character, they will hopefully understand and appreciate the reasons.

#### Regional-Nation Reminder

Check for influences a region or nation may have on a character. Those influences will become part of their background.

**Military Service:** [Optional] You may wish your character to have some military service background. Many noble men and older boys serve in the service, most often in the Navy. *The Military Service section has details for the character*

Ψ **Did the character serve in the military?** *The Military section in Chapter-EA has details. There is a query portion there that will assist in shaping the character's military career, as well as skills, commendation and related elements*

\* \* \*

**Education:** [Optional] Players may wish for the character to have some formal education – that is, if it is available. Some cultures restricts such education to certain social stations or genders. *Refer to the Education section of this chapter.*

Ψ **Does the character have any formal education?** *The Education section of Chapter-E has details. There is an education query portion in the Core Background section of Chapter-F that will assist in shaping the character's education as well as skills and elements effected by it.*

Ψ **Was the character raised under a strict authoritarian atmosphere?** If so, the education would likely be effected in polarizing way, depending on how the character reacted.

- **Rebellious:** The character resented the strictness and rebelled against it. Depending on how much they rebelled, the player may take any amount of the of the scholastic points and using them for Background Development points. The Threshold is still adjusted as though they went to the classes.
- **Studious:** The character may not care for it, but they focused on the studies more. The player may take any amount of the Background Development points and apply them to the scholastic skill. Adjustment to the Threshold is as the normal education level.

\* \* \*

**Employment:** [Recommended] The occupation is on things, putting it to use is another. Much of this depends on the culture. Who the character works with should be set. Some consideration should be taken in this decision as the how it fits the campaign for longer term plot enhancement, inter-character relations, etc. Sheet-5 has a location to note this. If more space is needed, all a general prom or lined paper.

» **Tribe/Fratry/Clans:** If the character is part of this element of the culture, the relation with them will have to be considered or understood. For player who have never been associated with on, give the lifestyle a lot of thought and do not try relation it to modern views of employment, health insurances, vacations and the such. Most of these other employment options will have some form with these groups of people.

» **Military:** Possibly one of the more common gaming employment, there is an entire section to help shape the character in Chapter-EA.

» **Government Legal Agencies:** Law enforcement, courts, Prosecutor/DA office, etc. have a great number of employs and not all of them have occupation that is directly legal in nature. Also, consultants are often hired for special cases. In America, criminal prosecution is done through the State/County Prosecutor/Attorney/DAs office (every state is different) or the US Attorney's office (federal level) and they handle all defence against the government. Defence of civilians is done by private firms or Public Defender (publicly funded office). The police and courts also fall into this category.

» **Private Legal Firms:** If the government legal rout is not for the character, a private legal firm may be an option. American and others government attorneys rarely become involved in civil cases, though they will have the courts. Civilian attorneys handle that, as well as private criminal defence.

» **Private Business:** This covers a lot of territory. *The Business entry of the Possession & Assets portion of the Assets & Resources section of Chapter-EA has a roll list with company times.* Don't discount the odd thing, like convenience stores, for employment of the characters – writers don't. Some of those lesser employment can be used as part of the background of the character.

» **Government Agencies:** Other that the legal offices with the government, there are political offices, intelligence agencies, civil services, etc. The ----- section in Chapters-AE has partial list government agencies, as well as other options for employment. **Emergency services**, like fire and medics, fall in this type. Let's not forget the **schools**.

» **Temples & Churches:** Clergy will usually be part of a form, being associated with a temple, church, monastery (abbey, nunnery, vihara, gompas, etc.), etc.

» **Other:** The options are everywhere. Consider anything and see if it fits.

\* \* \*



## Universal Tales: Main Character Guide



**Magical Paths:** [Magic Casters] All magic eaters (witches, magicians, sorcerers, wizards, etc.), not psychics, have a “Path” they follow based on the specifications of the occupational profiles. There are four basic paths; **Low**, **Middle**, **High** and **Great**, and are not related to Color Pathways. *Each path is explained in more detail in Chapter-I.* The character may practice more than one magical path, but may only follow one Path Color.

★ **What Magic Path is the character?** There is no dedicated space for this on the dossier, so note it in any convenient place.

- **Low, Middle, High and/or Great**

- » **Note any requirement from the charts:** The three Stats and Bearing shown on the chart, have to be at least this level to practice the Path. When assigning the value, done a bit later, ensure they meet these levels.
- » **Note Threshold Addition:** The Experience Threshold is raised by the shown value by the number on the chart.
- » **Tier-2 Age Group Phase:** Higher paths are harder to achieve. So the minimum shown would normally be the entrance into Tier-2. In play, this is handled by the Experience Threshold. The chart indicates the minimum Age Group Phase for Tier-2 for normal apprenticeships.

» **What other Special Abilities might the character have?** The director may allow the character to have Special Abilities not normally associated with their species. The section in Chapter-I will assist in this.

\* \* \*

**Skill Defaults:** [All Character] At the top of Character Sheet-2 are four defaults (Dexterity, Intelligence, Wisdom and Charisma) that are rolled when the character has no comparable skill. **For each, note the “Bonus” number in the space provided. The spread will be the same as all skills and spell.**

\* \* \*

### Path Requirements

Path	Int, Wis, Will and Bearing <sup>1</sup>	Experience Threshold	Tier-2 Age Group Phase
<b>Low</b>	No conditions	+0	28
<b>Middle</b>	70+	+500	29
<b>High</b>	80+	+1,000	30
<b>Great</b>	90+	+2,000	31

Ω **What magical Pathway Color is the character following?** The Color Path is a style or discipline of the practice and differs from the Low to Great magical Paths. *Chapter-I has details on both.* Magical Path have specific paths associated with them.

- **White, Gray, Black, Blue, Brown, Red, Yellow, Green, Silver or Gold.**

Ω **Does the character have a focus?** See Chapter-I for detail.

Ω **Does the character have a familiar?** See Chapter-I for detail.

\* \* \*

**Special Abilities:** [Optional] Not to be mixed with the standard abilities each character has, these are usually consider above mundane abilities. Directors may not wish the character to have certain abilities and several may not be appropriate for the campaign. Players will need to check before adding any to the character. Anything not listed in the Special Abilities section may be created by figuring the parameters and suitable adjustments and discussed in the section.

Except for those granted by the Species Overview, skill points will have to be dedicated to them. It may be best to note the ones you wish for the character and set them once you know how many points are available. Others may be added during development phases.

- » **Does the character’s species have any Special Abilities?** Some species have Special Abilities. List any of them in an open area or a separate sheet, giving enough room for details. Any Threshold or other adjustments are already compensated for the species and is not added separately.

1) The value for the Statistics and Attributes are to be kept at the indicated level or higher.





## Chapter BA: Character Creation



**Abilities:** [All Characters] There are 4 general Abilities shown below. These are listed on the Page #2 of the character dossier. Roll 3D10 (or add 15 points) for each. The results are listed as the “Level” on the sheet, and are able to be added to. More points may be added later.

**Dodge:** 3D10 (15)

**Perception:** 3D10 (15)

**Persuasion:** 3D10 (15)

**Stealth:** 3D10 (15)

\*\*\*

**Age Groups:** Decide on an age and note the Age Group for the character. Adults are quicker to generate than other Age Groups. The chart outline a few aspects of the Age Groups.

The ages within the Age Group and Phases will vary depending on the species. The years of the life will not directly effect the skill points. The upper groups and phases get more points. Older characters would have forgotten some of the past, but they still will know more than younger ones, that is the nature of age.

★ **What Age Group is the character?** Consider everything the character may have done to the time they enter campaign (past occupations, Tags and Tiers to the occupation, education, military times, background, etc., etc., etc.) and choose an Age Group from the chart befitting all of it.

**Adult** has the least amount of adjustments, but that may not make the character old enough to do what they did so far. You may roll randomly, but set a minimum, and if the roll is below that, the character is that minimum.

- » **Add the Threshold for the Age Group.** Higher Phases may be chosen. Adjustment to the Character Level Threshold done for the additional Development Points gained.
- **Age Effects:** *Chapter-J has details on aging for the character and is done on the first birthday at the beginning of the Age Group Phase.* Initial adjustment for creation are indicated here and on the chart.

**Child-Adolescent:** A few people may wish to add a young character to the game. They have a few advantages, but not many skills. For that reason, they may make a fun companion character, as a second or third character.

The young will not normally have an occupation, unless they're trained in the family business. Young characters may be an apprentice (*see Apprentice under Tags in Chapter-GA*). If no occupation is set, place “Cs” in each code space for the occupation column in the statistic section of the character sheet.

The character should be associated to another character in the group. This may be by birth, passed to the another character because the parents died or was rescued or a multitude of other reasons.

During the human male growth spurt period (around Phases 22-25), +6 D-mod is added to all action skills and Dexterity is halved when rolled. During this period the Experience Points are doubled for the character.

**Adult:** This is the base line and simplest to create, having the least adjustment for the character.

**Mature:** -10 from Smell/Taste. This may be more common with the player due to the higher skill points, Tiers and Tag.

**Middle-Age:** -20 from Smell/Taste, -5 from each Sight, Hearing and Touch. Roll full Luck to prevent onset of Senility. This can be a lot of fun, but if this is not desirable, ignore it.

**Elderly:** -30 from Smell/Taste, -15 from each Sight, Hearing and Touch. Roll 1/2 Luck to prevent onset of Senility.

**Ancient:** -40 from Smell/Taste, -25 from each Sight, Hearing and Touch. Since the Ancient Age Group is the last of the life cycle, it has only one phase.

If a player chooses this venerable age, they will begin around the minimum age shown on the Species Overview for the Age Group.

The player may add a couple-few years if they wish, but it will not add skill points or effect the creation of the character. The skill points and other elements will be as listed. Roll 1/3<sup>rd</sup> Luck to prevent onset of Senility.

- » **Mark the Age Factor** (the same for all phases within the Age Group).
- » **Note the starting Character Level based of the Age Group.**
- » **Note the number of Addition Skills on the character skill sheet.** These are skill outside the clusters the character normally has access to. The player will need to justify how the character learned them.
- » **Mark the Statistic Adjustments in the “Add” column of the Statistic portion of the character Dossier.**

Ψ **What Age Group Phase is the character?** Choose a Phase and note it on the dossier. The Species Overview should have age ranges for the Age Groups and each Phase is roughly 1/10<sup>th</sup> the full range of the Age Group (Adults = 31-40. There is some adjustments for the Phases after the first (32+ for Adults). If this is skipped the character will be in the first phase (the root for the Age Group, 31 for adult) by default and has no phase adjustment.

Ψ **What Age is the character?** Based on the Age Group and Phase, decide how old the character is.

Ψ **What day of the year was the character born?** Since one of the Development Phases is based on the **Birth Date** of the character, eventually this will need to be decided.

- **Season Note:** Most species time their births with a period of the year. The Species Overview should indicate any breeding and birthing seasons. Earthers differ that way, though there is an increase starting in April, peeking in late may and going to early July.

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## Universal Tales: Main Character Guide



Age Group Modifiers								
Random (% roll)	1-2%	3-5%	6-10%	11-70%	71-80%	81-90%	91-95%	96-00%
Age Groups	Child	Preadolecent	Adolescent	Adult	Mature	Middle-Aged	Elderly	Ancient
Age Group Phases	1-10	11-20	21 - 30	31 - 40	41 - 50	51 - 60	61 - 70	71
Threshold	-450 (+15/Phase) <sup>1</sup>	-300 (+15/Phase) <sup>1</sup>	-150 (+15/Phase) <sup>1</sup>	NC (+0) (+20/Phase) <sup>1</sup>	+200 (+25/Phase) <sup>1</sup>	+450 (+30/Phase) <sup>1</sup>	+750 (+25/Phase) <sup>1</sup>	+1,000
Age Factor	2	4	6	10	16	26	42	68
Starting Level	1	1	1	1	2	3	4	5
Past Occupations	0	0	0	0-1	0-2	0-3	0-4	0-5
Additional Skills	0	0	1	2	3	4	5	6
Background Skill Points	150 (-5/phase) <sup>1</sup>	200 (-5/phase) <sup>1</sup>	250 (-10/phase) <sup>1</sup>	300 (+5/phase) <sup>1</sup>	350 (+5/phase) <sup>1</sup>	400 (+5/phase) <sup>1</sup>	450 (+5/phase) <sup>1</sup>	500 (+30/phase) <sup>1</sup>
Occupation Skill Points	0 (+5/phase) <sup>1</sup>	50 (+5/phase) <sup>1</sup>	100 (+10/phase) <sup>1</sup>	200 (+15/phase) <sup>1</sup>	350 (+15/phase) <sup>1</sup>	500 (+20/phase) <sup>1</sup>	700 (+30/phase) <sup>1</sup>	1,000
Strength	-20	-15	-10	NC	-10	-15	-25	-35
Dexterity	+20	+10	NC	NC	-10	-15	-25	-35
Endurance	+35	+25	+10	NC	-10	-15	-25	-35
Constitution	+15	+20	NC	NC	-10	-20	-30	-40
Intelligence	NC	NC	NC	NC	+10	+20	+30	+40
Wisdom	-20	-10	-5	NC	+10	+20	+30	+40
Memory	NC	NC	NC	NC	NC	-10	-20	-30
Charisma	+15	+10	NC	NC	NC	NC	+20	+35

### Age Groups Elements

Most players have a general idea as to what age the character will be at the beginning of the campaign, as they think of them in Earth humans terms. Other species age differently, so review the Species Overview for the character.

The Age Group chart has adjustments to the character based on the group chosen. "Adult" is the base-line and simplest, with the few modifications.

**Additional Skills:** These are skills the character have access to and is part of the background. They may be any skill within the culture and is not restricted to the character's occupation, Age Group or Background.

Select skills up to the number listed on the chart. Background skill points will used for these skills when that is done. The skill knowledge may be due to friends, family or other influences.

**Age Factor:** Adults are 10. The number is used in various areas that are effected by age.

**Age Groups:** The Age Group is a distinction of the cycle of life to allow adjustments to be applied. Throughout this manual there are elements that are effected by the character's Age Group.

**Age Group Phase:** Universal Tales breaks each Age Group (except Ancient) into 10 Phases of equal number of years (not shown). Choose a number between 1-10 or roll 1D10 to determine which phase the character's age fall within.

The number of years per phase is equal to one tenth the number of years in the Age Group. Refer to the Species Overview for the years for the Age Group. If the age is at a cusp, go with the higher. This is a non-exact science and as with most thing in Universal Tales, anything within 10% is fair. Don't sweat the little stuff.

**Aging:** See Chapter-J for birthday for the aging effects on the character.

**Background Skill Points:** The skill points for the background and past occupation when the creation get to that portion.

**Past Occupation:** The number is the possible past occupations. This is not jobs. These are the vocation characters have notable duration of time and training related to vocations.

**Starting Level:** The level the character starts the campaign at. Mark this on the character sheet. No development numbers is added at this time (see Chapter-J for details).

**Phase Adjustment:** The values are added to or from the Development Threshold and Skill point as indicated.

**Occupation Skill Points:** The skill points for any of the current occupation when the creation get to that portion.

**Statistics Mods:** The statistics Strength to Charisma listed on the chart has modifications. Place any additions or subtractions to the statistics in the "Add" column of the character sheet's Statistics area of the dossier.

**Statistic Note:** This may bring the final Statistic Value very low or even negative. Some of the background point may be used to bring the number back up. Directors should not arbitrarily raise the value; you'll disrupt the balance.

**Threshold:** The threshold is the experience point threshold and the shown number is added to the total.

1) Add indicated Phase Adjustment to the character's Experience Threshold for each Phase over the first in the Age Group (i.e.; 7 phases for Phase 48 over the Adult base Phase of 41 will become +140 Development Points to the zero (0) shown for the base Phase. In the Background and Occupation Skill Point rows on the sheet, the adjustment shown in parinthesis are added or removed from the base amount for each phase over the first.



## Chapter BA: Character Creation



**Statistics:** [All Character] There are 12 basic Stats (listed below) for the characters. They make up the foundation for the character and are listed here. Now that you have a fuller concept of the character, (vocation and background), you will be able to set Stat Codes with more clarity and confidence.

*For descriptions of each Stats refer to the Statistic section of Chapter-AA.*

**Strength (Str)**

**Dexterity (Dex)**

**Endurance (End)**

**Constitution (Con)**

**Intelligence (Int)**

**Wisdom (Wis)**

**Memory (Mem)**

**Clairvoyance (Cla)**

**Will Power (Will)**

**Luck (Luck)**

**Charisma (Cha)**

**Beauty (Bty)**

★ **Statistic DNA:** There are a few different Methods to determine the Statistic's DNA<sup>1</sup> for the character (the director should allow the player the choice). Players may do any one of them. In the statistic portion of character dossier sheet #1, there is a column for the character's Statistic DNA. Each Statistic's DNA will range from 2 to 20.

Once the numbers are place, they may never change unless the genetics of the character changes.

- **Method A:** Roll 14 sets of 2D10 (marking them on a separate scrap paper). Drop the lowest 2 numbers of the 14 sets and arrange the remaining 12 numbers in the Statistic DNA column as desired. The arrangement is up to the player of the character.
- **Method B:** Roll 3 groups of 12 sets of 2D10. Leave each group in the order that they were rolled. Consider the species and Occupation Stat Codes, and your desires, then choose one group to become the character's DNA. List the chosen numbers in the original order, from Strength to Beauty. Do not arrange.
- **Method C:** Choose 2 Stats to receive 4D10H2 for the DNA and 3 Stats to receive 3D10H2. The remaining Stats receive 2D10 each for the DNA.
- **Method D:** Distribute 150 points within the range of 2 to 20 for each of the statistic's DNA. This is part of the non-random method of the character creation.



1) Ahe DNA term refers to the base number, representing the genetic influence of each statistic.



## Universal Tales: Main Character Guide



» **Statistic Basic Number:** Universal Tales uses % for Statistics and Skills. The following chart will convert the DNA and the Codes to a Value number. There is no upper end and the number may go over 100.

Both the Heritage and Occupation DNA Codes produces their own numbers from the chart and each statistic is done separate. View the chart, crossing the DNA number with the Codes for each statistic. Mark the resulting numbers separately on the character sheet under the appropriated cloumn, not the Value.

If the species's Statistic Code from the profile is a "F," there may be additional points applied to the result from the chart. If just mark "F," there are none and just the number from the chart apply.

**Example:** The Charisma's DNA is 13, Species's Code is a "C" and Occupation Code is an "F". Find the 13 on the left-hand column, and follow across to "C" under the Species area and then "F" under the Occupation area, noting the numbers 45 (for the "C") and 25 (for the "F"). Mark the numbers in the appropriate column on the character sheet. If there is any additional adjustmen from the Species Overview for the Stat, it is added at this time.

Statistic Base Numbers												
DNA	Species-Breed Code						Occupation Code					
	A	B	C	D	E	F	A	B	C	D	E	F
2	10	10	15	20	25	30	0	0	0	0	0	5
3	10	15	20	25	30	35	0	0	0	0	5	10
4	15	15	25	25	35	40	0	0	0	5	10	10
5	15	20	25	30	35	40	0	0	5	10	10	15
6	15	20	30	30	40	45	0	5	10	10	15	15
7	20	25	30	35	45	50	5	5	10	10	15	15
8	20	25	35	40	50	55	5	10	10	10	15	15
9	20	25	35	45	55	60	5	10	10	15	15	20
10	25	30	40	50	55	60	10	10	10	15	20	20
11	25	30	40	50	60	65	10	10	15	15	20	20
12	25	35	45	55	60	65	10	15	15	20	20	25
13	30	35	45	55	65	70	10	15	15	20	20	25
14	30	40	50	60	65	70	10	15	15	20	20	25
15	30	45	55	60	65	70	10	15	15	20	25	25
16	35	50	60	65	70	75	15	15	20	20	25	30
17	40	55	65	65	70	75	15	15	20	25	25	30
18	45	60	70	70	75	80	15	15	20	25	30	35
19	50	65	75	75	80	85	15	20	20	25	35	40
20	55	70	80	80	85	90	20	20	25	30	40	45

» **Additional Stat Points:** The player may distribute up to 50 points into the Statistics (more, if the director feels it necessary. These points are marked in the "Add" column. Also note the amount as a "Deficit" on scrap paper. The Deficit will be taken from the character's skill point when the generation of the character gets to that step.

Some stats will need to be at specific levels, depending on the Tier, Tag, other occupations and social needs. If they need to be raised, the 50 points will go to them first. If more points are needed, add enough to become the a minimum and note that as the Defisit.

» **Statistic Value:** With the Species and Occupational values placed in their columns and any additions added to the "Add" Column, add the three columns together. Place the resulting number in the "Value" column (next to the Stat name). This is done for each of the Statistics.

The % number is the main reference for the Statistic. Unless otherwise specified, this is the number that is asked for when talking about the Stat Level.

» **Statistic Bonus:** The last column for Statistics is the "Bonus". For every full 15 point of the Statistic Value the Bonus is +1. The Bonus is used for Skills, Spells, etc.

**Example:** The character has a Beauty of 89. That make the bonus a +4 ( $89 \div 20 = 4.45 = 4$ , rounded down).

\*\*\*

**Stature & Physique:** [All Characters] The height and build is probably the first thing anyone notices about someone. Beyond any social relivence, the Size is used as part of many character aspects, Height is needed for movement and Weight is the main element in the Life Points, so this needs to be noted on the character.

★ **What Height, Build, Size and Weight is the character?** Several aspects of the character are influenced by the Height, Size and Weight. These aspects may be done randomly or note. There are details and option in the Stature & Physique section of Chapter-D.

### Basic Non-Random

» **Height:** Consider the common Height from the Species Overview and decide on something for the character.

» **Weight:** Decide on the character's Weight based on the average from the Species Overview in cosideration of the character's Height.

» **Size:** Devide the Weight by the weight multiplier from the Species Overview and reduce the result by the Strength Bonus.

### Extended Non-Random

» **Height:** Choose a height based on what is shown on the Species Overview.

» **Build:** Choose a build from the list of Builds (Chapter-D). Most common Builds for the gender are indicated on the Species Overview.

» **Size:** Choose a Size within the range indicated by the Sz, Height adding the character's Strength Bonus.

» **Weight:** Add the character's Strength Bonus to the Size and multiply the result by the multiplier indicated the Species Overview (including Wt) for the chosen Build to gain the Weight from the Size chosen.

### Random

» **Height:** Roll the indicated dice on the Species Overview for the height.

» **Build:** Roll the dice specified on the Species Overview on the Builds chart in Chapter-D.

» **Size:** As shown on the Species Overview, add the Sz adjustment from the Build chart (Chapter-D) to the character's Height, as well as the Strength Bonus and other adjustments for the Age Group and such. The Species Overview may have a multiplier for higher Sizes.

» **Weight:** As shown on the Species Overview, add the Strength Bonus to the Size (yes, it is added again). Multiply the result by the indicated multiplier and Wt from the Build chart.

\*\*\*





## Chapter BA: Character Creation



**Life Essence:** [All characters] Since most games has some form of conflict that may pommel or shed the character's life, how much of their essence is in the character needs to be known.

★ **Life Points (LP):**  $(Weight + Str + End + Con) \div 10$ , rounded up. The value becomes a multiple on the characters dossier and is marked on the sheep, multiplying as directed.

\*\*\*

**Physical Attribute (Part-A):** [All characters] These aspects are in a selection for *Physical Attributes* on the character dossier and are needed for almost any campaign. Also, check the *Species Overview* for any bonuses.

★ **Regeneration:**  $1 + Con\ Bonus$

★ **Recovery:**  $1 + the\ Bonuses\ for\ End,\ Con\ and\ Will$

★ **Damage (Hand):**  $Size \times Strength \div 1,500$ , rounded up

★ **Damage (Foot):**  $Size \times Strength \div 1,000$ , rounded up

★ **Handedness & Off Hand/Side:** Note the Handedness Code from the *Species Overview* and roll % on the following chart. This is for all limbs on that side (the 'Off Side'), except wings. **Off Hand/Side** is opposite the **Primary Hand/Side**. This choice is used to determine the Off-Hand and adjustments.

Character's Off Hand					
A	B	C	D	E	Primary Hand
1-90	1-70	1-40	1-15	1-5	Left
91-95 <sup>1</sup>	71-80 <sup>1</sup>	41-60 <sup>1</sup>	16-20 <sup>1</sup>	6-10 <sup>1</sup>	Ambidextrous <sup>1</sup>
96-00	81-00	61-00	21-00	11-00	Right

★ **Off Hand Adjustment:** Choose from 2-12+ or roll 2D6P. The result is the D-Mod adjustment added whenever the character uses their off arm. If the character is ambidextrous<sup>1</sup>, the adjustment is 0<sup>1</sup>. This will not effect the use of two hands together (like two-handed swords), but will effect coordinated two handed actions (like Florentine). The Experience Threshold is educed by -20 per point of the off hand.

★ **Power/Energy:** [Magical Campaigns] If magic is present within the capaign, each character will have this shown, even if they are not mystical. Non-magical character may become sources for mystical characters. *Special Abilities* and *Super Heroes* uses *Psychic Energy* to gain their energy value.

» **Magic User:**  $(Int + Wis + Will) \div 10 \times Character\ Level$

» **Psychics Energy:**  $Bonuses\ for\ Int,\ Wis\ and\ Will + (Character\ Level \times 3)$ . This is for psychics, superheroes, super villains and such, those who do not tap the environment for the energy. This differs from mystic casting. Refer to the Mystical chapter 4 UT-Character Enchiridion. Psychic energy is safer to use.

» **Non-Casters:** Add Bonuses for Int, Wis and Will

★ **Restoration:** [Magical Campaigns]  $1 + Bonuses\ for\ Con,\ Int\ and\ Wis$

\*\*\*



**Mental Attributes:** [All characters] These two items are needed for a few character elements. Other recommended Mental Attributes will come later.

★ **Bearing:**  $Base = ((Int + Wis + Will + Cha) \div 10) + Character\ Level$ . Players with Magic casting characters will ensure this value matches or exceeds requirements for the caster's Magical Path.

★ **Curiosity:**  $Base = (Int + Wis) \div 5$

\*\*\*

**Initiatives:** [All Characters] Since the action of the character are based on the Ticks gained from the Initiative, these should be done.

★ **Physical Initiative:**  $Dex + Int + Height - Size$ , rounded up to the next 50. For each of the full 50 points, the character gets 1D4. Marked the dice with the dice is the Dex Bonus.

**Example:** Add Dex of 86, Int of 81 and Height of 71 for 238, reducing that by the Size of 96 has a result of 142 which gains 3D4. A +4 is marked with the dice for the Dex Bonus, making the Physical Initiative a 3D4+4.

★ **Mental Initiative:**  $Int + Wis$ . Like Physical Initiative, each full 50 points gains 1D4. Marked with the dice is the Int Bonus.

**Example:** The Int of 84 and Wis of 78 becomes 162 = 4D4 when rounded up. A +4 is marked with the dice for the Int Bonus, making the Mental Initiative a 4D4+4.

1) Add +250 to the character's Experience Threshold for being amidextrous. If this is not desired, then choose an off hand or reroll.



## Universal Tales: Main Character Guide



**Skills:** [All Characters] Skills and spells are the main elements of the action and essentially the core of the character. This will be what they are able to do and how well they may do it. Spells are treated like skills for the purpose of this section.

There are no maximum to the skill level and there are several advantages to high numbers. Though, if a few skills are quite high, others will not receive very many points. For beginning characters, about 3 or 4 skills/spells at about 25 to 35 points each for the level are a good idea. Advantages are described in the Character Mechanics (Chapter-AA).

Some areas listed below have rolls and numbers listed. If you wish to create the character randomly, roll the appropriate number of dice and ignore the number in parenthesis. If you don't wish to roll randomly, use the number in parenthesis, ignoring the dice roll.

An asterisk attached to the skill must be further specified (i.e.; Culture-\* can be Culture-US or Culture-Prairie Elves).

While marking the skills and spells to the character sheet, add the associated statistics as well to the "Stats" column. There will be either one or two statistics listed with each skill.

Ψ **Language-(Native\*)-Spoken ( $Level \div 1'$ ): 3D10 (15) + 1/2 Age Factor.** The language skill the character will be raised on. Specify the language. It's usually the nation they were raised in

**Note:** Every person has an accent that indicates where they are from. It may be a blend of several areas, but they do have one. The player may choose an area that influenced the character's voice. Just list a town and nation. If it is a large city there may even be several accents to choose from (i.e.; East Side, Brooklyn, Soho, etc.).

Ψ **Language-(Native\*)-Written ( $Level \div 1'$ ): 2D10 (10) + 1/2 Age Factor.** The language skill the character was raised with. Specify the language. Not everyone knows how to write, or the culture does not have writing.

If the player or director feels the character will not have writing as a skill, don't mark this on the character's skills. Instead add these points to other skills. The point may go to Memory, representing remembering oral history. Should the character learn writing later, these points would transfer from Memory to the Writing skill, shoulding the reliance of the written word and less on memory.

### Famous Last Words

"Everything is under control."

Ψ **Culture-(Native\*): 3D10 (15) + 1/2 Age Factor.** This is the culture the character was raised in. Specify the culture. If there are several, spread the points around as would represent the amount remembered by the character.

Ψ **Religion-(Personal\*): 2D10 (10) + 1/2 Age Factor.** Choose a religion the character will be raised as or took later in life. The religion may be decided later, just mark it as "Native Religion" if need be.

Ψ **Leadership: 2D10 (10) + Age Factor.**

Ψ **Instruction/Training: 2D10 (10) + Age Factor.** Everyone knows a little about how to teach someone what they know.

Ψ **Hygien/Grooming: 2D10 (10) + Age Factor.**

Ψ **Physical Fitness: 2D10 (10) + Age Factor.**

Ψ **Seduction/Flirting: 2D4 (5) + 1/2 Age Factor + 1/10<sup>th</sup> Amorousness (rounded down).**

Ψ **Seduction/Flirting: 2D4 (5) + 1/2 Age Factor; 1/10<sup>th</sup> Amorousness (rounded down).**

Ψ **Body Language: 2D4 (5) + 1/2 Age Factor (rounded down).**

Ψ **Hobbies: 2 × Age Factor.** Choose three non-occupational skills, adding them to the "Hobby" spaces on character dossier skill sheet. Distribute the resulting point into the skill "Level" columns (Adult characters get 20 points).

Ψ **Apprenticeship:** If the character began apprenticing during their youth, the player may apply up to 50 points from each of the pre-adult Age group, depending when the character went into their apprenticeship. The player will add +200 for each Age Group of apprenticeship to the *Development Threshold*, +100 if only 25 points are applied.

Ψ **Family Occupation Clusters:** These are any occupation skills the family had done extensively when the character was able to learn from them. This will be harder for many occupations (like CIA operative) and solid justification is needed.

The player may choose occupation for three members of their family and add skills from the list, as shown below. See Chapter-GA/GB for Occupations and their Skills.

» **Father/Male Guardian: 15 points.**

» **Mother/Female Guardian: 15 points.**

» **Significant Relative: 15 points.** Choose one, two or three relatives who have had notable professional influence on the character.

Ψ **Background Skills: Distribute the Background Skill Points as shown on the Age Group chart + Int + Wis points in any combination into skills from the appropriate clusters specified below.** The clusters are presented in Chapter-H.

» **Age Group Clusters:** There are three Age Group lists available (child, adolescent and adult). Use the ones that apply for the character.

» **National/Species Skill Cluster:** Most all Nations have specific skills which are culturally available. For example, the late 20<sup>th</sup> century America lets virtually anyone to learn to drive, as long as they are old enough. *Some are listed in the Cluster section of the Chapter-H.* If the character lived in several areas or regions, then distribute these points throughout all of the areas as desired.

» **Previous Occupational Clusters:** The player will need to choose them based on the character's life to date. Discuss this with the director. The skills from the past careers are treated as Background skills. The past occupations may be the same as the current, enabling the player to create a very experienced character in the field.

\* \* \*

1) Native language will be easier to learn. This has to do with the development of the brain during childhood and adolescence, and only applies to the language the character was raised with, not others they may have been exposed to. However, learning additional languages during one's youth is easier. See *Language Skills in the Skills chapter* for details.



## Chapter BA: Character Creation



★ **Age Group Occupation Skills:** From the Age Group chart, distribute the points listed for the Occupation. Reduce this amount by any points already set for the Tag and Tiers.

Ψ **Education:** Apply any points for the education level. The Education section in this chapter for more details. Consider mentors, boarding schools and trade schools.

Ψ **Control Magical Items:** Has the character ever try activating a magical item prior to entering the campaign? If so, see Magical Items in the General Mysticism section of Chapter-I.

★ **Additional Skills Points:** There are other points the character may gained for the character as shown below.

- » 50 points minus any Statistics Deficit is spread around any of the skills available.
- » 50 points minus any Social Response Deficit is spread around any of the skills available.
- »  $(Int + Wis) \div 5$  to any available skills.
- » Age Group  $\times 2$  to any available skills.
- » **Levels:** Any level over the first gets the normal Development Phase adjustments (i.e.; 3<sup>rd</sup> level get two phases).
- » **Deceased Characters:** Universal Tales accounts for player's experience by allowing the director to grant 30 points for each level of a deceased Universal Tales character. This is granted once for the deceased character.
- » **Physical/Mental Conditions:** Some physical and mental ailments will cause interesting situations for the character (See Chapter-AA). The character get 30 points for each minor problem and 80 for any major ones.  
*Many are detailed in chapter-C. Directors will insure the ailment isplayed and not just ignored by the player.*
- » **Size:** Larger characters may get a some points for the reduced maneuverability (see Size in Chapter-D).
- » **Features:** Some features may be a hindrance. If so the character will gain points for them. Refer to Chapter-D.
- » **Disabilities:** Chapter-AA has a section listing various Disabilities and any modifications.
- » **Age Group Phases:** As stated on the Age Group chart, 20 points are gain for each Phase over the first.

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### Skill Level

The levels may be over a hundred. Those high levels will add favorable D-Mods to the rolls. There will also be more points for Specialties.

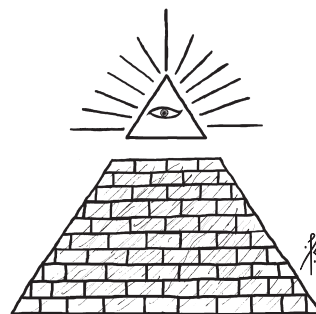
★ **Skill's Statistic Bonuses:** [All Characters] Each Skill, Spells, Ability and Default that is listed on the Skills/Abilities sheets gains a bonus from the associated Statistic. The Stat Bonus number (from the appropriate Stat) is listed in the "Bonus" portion of the Skills/Abilities Sheet. If two Stats are listed, the average (rounding up) is added to the Bonus column for the aspect.

★ **Skill Spread:** [All Characters] The Skills are arranged in a scaled effect that is a main key to Universal Tales. The following is the method to gain the scale. This could be done later, but will heve to be done at some point before the skill is rolled.

- » **"A":** Add the "Level" and "Bonus" together for each Ability, Default, Skill and Spell individually. The result goes into the "A" column. The maximum for an "A" is 70.  
A few skills (like leadership) have devisions to the Skill Level value. This does not effect the Stat Bonus. Any adjustment to Stat Bonuses will not effect the Skill Level. But eitehr will effect the "A" value for the skill.
- » **"B":** The "B" is equals to 2 times the number in the "A" column. The maximum for "B" is 80.
- » **"C":** The "C" is equals to 3 times the number in the "A" column. The maximum for "C" is 90.
- » **"Crit":** The "Critical" is equals to one tenth times the Level and Bonus added together, rounding up (i.e.;  $11 \div 2 = 6$ ). The maximum for an "Crit" is 10.
- » **"Fumble":** The "Fumble" is equals to the "Critical" plus 90. As a result, a 100 (90 + the 10 for the Crit) becomes the maximum for a "Fumble".

**Example:** Say, the Skill Level is 27 and the Bonus is 4. The total is 31 and is placed in the "A" column.  $31 \times 2$  is 62, and is placed in the "B" column.  $31 \times 3$  is 93. 90 is placed in the "C" column (not 93), because the "Cs" has a maximum of 90. The Critical is  $4 (31 \div 10 = 3.1, \text{rounded up to } 4)$ . And, the Fumble is 94.

\*\*\*





## Universal Tales: Main Character Guide



**Experience Threshold:** [All Characters] Universal Tales uses Experience Points to solve several balancing problems. Below is the calculation for it. The result is the number of experience point that are needed to rise to the next character level.

The player may need to keep a list of areas that effect the Threshold and by how much. There is no space provided. Any general area or sheet may be used.

*Chapter-J has the use of this for the development of the characters during campaigns.*

Ψ **Experience Threshold:** Add the following to gain the character's *Threshold*. The result is the target for experience points to go up each *Character Level*. Many of these elements are gained from other chapters. Since characters would not normally gain a level in the first session, they could wait until another time for this to be dealt with.

2,000 base value

**Additional Elements:**

- + Occupation adjustments
- + Species-breed adjustments
- + (Age × 2)
- + Other Areas (*some are shown below*)
- + Age Group addition
- + Magic User Path (Low; +0, Middle; +200, High; +400 or Great; +800)
- + Military Service mods
- + Education mods
- + Special Abilities (as specified in chapter-I)
- + (Fame × 5)
- + Any other miscellaneous items that has been added to the character. Directors should never gloss over these things.

**Reduction Elements:**

- Intelligence
- Wisdom
- (Curiosity<sup>1</sup> × 3)
- (30 × Character Level)<sup>2</sup>
- Background mod (*from Chapter-F*)

**Reduction Note:** The total of the elements that reduce the total Threshold shall not exceed 1/3rd the total of all positive elements, including the 2,000 base (e.g.; plus 2,200 may only be reduced by 700, no matter how many other points apply).

**Note:** There is a space on the character Dossier for the Threshold breakdown where some of the number for this may be place, such as for the Background.

**Example:** 800 + 400 (for Magician) + 250 (for Rogue) + 200 (for High Path of Magician) + 300 (Elf) – 110 (Int) – 90 (Wis) – 130 for Curiosity -150 for Background points + 275 for Fame = 1745 point for the Experience Threshold.

\* \* \*

**Name:** [All Characters] A name, even if just the first (common)

★ **What is the character's name?** A lot goes into the name. Depending on the culture and faith, there may be mor than just the given name and family name. There may be secred names, house names, christian names, etc.

\* \* \*

\* \* \* End Part-A \* \* \*

*If the character creation is not going onto Part-B for now, jump to Character Entry sections and consider the entry into the campaign.*

1) Because curious people absorbs more information faster through there exploring and questioning.

1) This is to encourage this portion to be done and for additional elements to be added at higher levels.



## Chapter BA: Character Creation

### \*\*\* Level-B Creation \*\*\* Broader Aspects

#### Regional-Nation Reminder

Check for any influential elements a region or nation may have on a character. Those influences may become part of their background.

**Physical Attribute:** [Recommended] These are the various physical specification the character has. The list is presented in alphabetical order.

Ω **Aura Strength:** [Magical Campaign] (Will Power ÷ 5) + "Power" Level + Character Level.

Ω **Aura Color:** [Magical Campaign] Based on the character's disposition, after deciding the disposition of the character, check the *Aura Color* listed in the *Mysticism and Magic* (Chapter-I). This is the normal for the character. Any mood changes will effect this temporarily.

Ω **Encumbrance Thresholds:** Creates a threshold for D-Mods and movements, round up.

» **Body Encumbrance:** Weight × Strength ÷ 1,000 × any species-breed adjustments = Pounds Threshold.

» **Arm Encumbrance:** Body Encumbrance ÷ 2

» **Bulk Encumbrance:** Characters Size ÷ 8

Ω **Intoxication Tolerance:** Weight × (Con + End) ÷ 500 or Tolerance Factor shown on the *Species Overview*.

- The player may multiply the above by the following due to any personal habits. If added (only one once), the *Experience Threshold* is also added.

**Monthly Consumption** × 1.2; +100 to Threshold

**Weekly Cosumption** × 1.5; +200 to Threshold

**Daily Consumption** × 2; +300 to Threshold

\*\*\*

**Fame & Social Rank:** [Optional] The *Fame* and *Social Rank* may be established to rate the character within the general population.

#### Ω Fame:

**Base:** The sum of the following, each rounded up.

Charisma ÷ 10

+ Beauty Bonus ÷ 10

+ Charisma Bonus ÷ 10

+ Character Level × 2

+ Spouse's Vocation SR ÷ 20

**Variable:** This is the player's choice, ranging up to 50 may be noted (positive or negative). The number, whether positive or nevitve, will lower the available skill points later. The final value may be negative, if wishing to have a low Fame score (say for an assassin). Other points could be applied during *Development Phases*, or other means indicated throughout the various volumes of *Universal Tales*.

Ω **Social Rank (SR):** The sum of all the adjustments that factors into the Social Rank. See *Social Rank* in the *Social Position* section of Chapter-E.

#### Vocation's SR

+ Fame ÷ 5

+ Int ÷ 5

+ Wis ÷ 5

+ Character Level × 3

× Tier modification for the Vocation

× **Social Rank Multiplier (SRM):** From each Social Station that applies.

× **Private Societies:** See *Associations* in Chapter-AE.

× **Space Faring:** Present total × 1.3 when done as a profession and not just touring or recreation.

\*\*\*

**Guilds:** [Optional] The director should have a clear idea on the society they are directing and the function of any guilds and unions within it.

#### Ψ Is there a guild/union for the character's occupation?

The director may have to start a growing list of guild /unions for the campaign with any pertinent information.

Ψ Is the character member of the guild? If so, then refer the *Guild* section in Chapter-GA (*Occupations*). If not a member, are there any restriction applied. Many guilds/unions (like the Teamster and Longshoremen), are so influential they place limitations on private companies, restricting business. Thieves and Assassin guilds, and even magic casters, may not allow competition at all.

Being a member of a guild will effect several aspects of the character, so even though the category is optional, the decision to be a member needs to be made now. If skipped, the character is not a member.

The character may be a member of more than one guild or union, even in the same occupation. Each guild would be tracked separately. There may be conflict of interest the character will may be confronted with during play – which could be an interesting plot thread.

The character may have been within guilds or union when they worked at a past occupation. Note any those in the character's background.

Ψ How long has the character been a member? Note the tenure (start-stop years or number of years at x year). There may have been a ceremony at initiation.

Ψ What benefits does the character gain and what adjustments to the character needs to be made? A profile should be set by the director for any known guilds the player characters would be related to. Don't forget a suitable adjustment to the Threshold.

Ψ Who is the guild representative/contact for the character? All members have a contract with the guild, written or implied (many societies feel verbal oath are binding).

**Director:** The guild or union's local and national influence will need to be established since the membership of the character may effects the *Social Rank* of the character. See *Guilds* in Chapter-GA for guidelines.

\*\*\*



## Universal Tales: Main Character Guide



**Movement:** [Recommended] Movement is listed on Sheet-4. The speed is listed as mph (kilometers = mph  $\times$  2.2) and ypr (yards per round). Round all the results up to the nearest tenths (i.e.; 2.3, 8.7 17.5 and 26.2).

Any features effecting Walk or Run (such as fast walker, slow runner, etc.) will be a multiplier to the Walk or Run. The other movements are factored from them. It is possible to be both a fast runner and slow at a walk, and reverse, though the running is faster for the slow walk already set.

Ω **Walk (Pace):** Height (in inches)  $\div$  20, as mph/yp  $\times$  1.1 for Dex of 60+ or 1.2 for Dex of 120+  $\times$  any pace or leg length multipliers.

Ω **Stroll:** Walk  $\div$  2

Ω **Run:** (Str + Dex)  $\div$  50  $\times$  Walk  $\times$  any Run multipliers for species or features, as mph

Ω **Jog:** (Walk + Run)  $\div$  2

Ω **Sprint:** Jog + Run

**Species Jog Factor:** If there is any, it should be listed on the Species Overview. If none are present use 1.0 (or figure an appropriate number). Human is 1.0.

**Example:** Say the character Height is 69"

**Walk:**  $69 \div 20 = 3.45 = 3.5$  mph (yp)

**Run:**  $(65 + 65) \div 50 \times 3.5 \times 1.0 = (130 \div 50) \times 3.5 \times 1.0 = 2.6 \times 3.5 \times 1.0 = 9.1$  mph (yp)

**Jog:**  $(3.5 + 9.1) \div 2 = 12.6 \div 2 = 6.3$  mph (yp)

**Sprint:**  $6.3 + 9.1 = 15.4$  mph (yp)

**Stroll:**  $3.5 \div 2 = 1.75 = 1.8$  mph (yp)

\* \* \*

**Senses:** [All Characters] The following are the main senses for people. All the senses may be developed later, even Hearing Frequency. The listed roll is for initial generation of the character. The number in parenthesis is use if the player is doing a none random generation.

Ω **Hearing-Low/-Middle/-High:** Roll 3D6  $\times$  5 (50) three times. Arrange the resulting rolls as desired into the three hearing ranges (leaving the numbers as they were rolled). Usually, the best roll will go into the middle range (where speech usually lies).

Ω **Hearing Frequency:** As stated on the Species Overview

Ω **Sight (Near/Middle/Far):** Roll 3D6  $\times$  5 (50) three times arrange as desired

Ω **Sight (Night):** From the Species Overview. This adjustment is for all sight ranges (near, middle and far). Any reference to ultraviolet vision would be the same as night sight.

Ω **Sight (Others):** Check the Species Overview for any addition sight type, like Infrared. They will have to be marked separately on the character dossier and will have their own details.

Ω **Smelling/Taste:** 3D6  $\times$  5 (50)

Ω **Touch:** 3D6  $\times$  5 (50)

\* \* \*

**Mental Attributes:** [All Characters] These are the various mental specification that the character has. The list is presented, as it appears on the character sheet.

There are separate columns on the character's Dossier (page 1) for the Base and Variable. The base is only changed if one or more of the associated areas are changes. The 3D10 and any additions are placed in the "Variable" column.

Some of the following Attributes use Social Ranks. If the character has two or more Social Ranks, use the highest, no matter how secret it might be.

Ω **Base:** The following is the calculations for the base of the Mental attribute.

» **Adaptability:** Base =  $((Int + Wis + Mem) \div 5) - (Will \div 10)$

» **Amorousness:** Base =  $(Cha \div 5) + (Bonuse \text{ for } Int, Wis, Will, Bty \& Con) + 1D30 (15)$

» **Calmness:** Base =  $(Will \div 5) + ((Int + Wis) \div 10)$

» **Courage:** Base =  $(Will \div 5) + ((Int + Wis) \div 10)$

» **Imagination:** Base =  $(Int + Wis) \div 5$

» **Integrity:** Base =  $(Social \text{ Rank} + Int + Wis + Will) \div 10$

» **Morale:** Base =  $(Int + Wis + Mem + Will) \div 10$

» **Vanity:**  $((Char + Bty) \div 5) + \text{all Stats Bonuses} + (Social \text{ Standing} \div 10) + 3D10F$

Ω **Variable:** For each of the Mental Attributes, roll 3D10 (15). The result is placed in the "Variable" column. Any future additions are added to this column.

Ω **Totals:** Add the Base and Variable, placing the result to the left of the equal sign (=) on page-1 of the character dossier. This is the value used in most all cases.

Ω **Other Mental Aspects:** There may be other mental attributes not listed here for the character to have. All is subject to the director's discretion.

• **Perfect Memory:** Refer to Memory in the Statistic section on Chapter-AA.

\* \* \*

### Loot & Booty

Loot, acquisition and booty seems to the mainstream for RPGs. Such gains is tracked on sheet-5 of the dossier and is used to maintain the character's Recourse level. Also, the acquisition is added to the Personal Wealth. If it become high enough, adjust the Recourse and Experience Threshold. See Assets & Resources in Chapter-EA.



## Chapter BA: Character Creation



**Assets & Resources:** [All Characters] Each character will have possessions. Even the poorest of beggars have cloths and a few items they call their own. See the *Assets/Resource* section in *Chapter-E*. Below are a few items to think about and add.

Requiring a player to list every item the character possesses is unreasonable. Directors should allow a reasonable latitude and the player should not try to take advantage of it.

Not all things will be new. As with everything you own, they had a purchased or manufacturing date. It is not that important to mark any of it be, unless there's notable wear and tear. If there is wear and tear, then lower the Quality.

Ψ **Personal Wealth:** *The overall wealth and resources of the character is discussed in the Assets & Resources section of Chapter-E.* The gross value of the character is marked in the *Personal Wealth* space on the dossier, sheet-5.

Resources represents the property, possessions, stocks, bonds, liquid funds – everything. The wealth value is written even if the society does not officially have money and represents the value to the nation.

- » **Attire/Clothing:** Everyone wears some clothing (well, most everyone) and most of those who do could not itemize their wardrobe. We don't expect the player to do that for the character, though any notable outfits should be indicated. Things to consider are jewelry, hats, great coats, court garb, tuxedos, leather jackets, silk scarves, etc.
- » **Personal Possessions:** These include grooming supplies, wallets, money pouch, satchel, backpack, cell phone, etc.
- » **Occupational Tools:** A few light, portable items may be indicated. The director will need to monitor this. Some occupations, such as blacksmiths, need more than others, but a portable forge is something the character would not normally have.
- » **Business:** Stock holdings and direct ownership are assets to the character and are part of the total personal wealth. *The Assets & Resources section in Chapter-EA has some options for characters that players may consider.*
- » **Weapons:** Only fighting occupational character should be granted a weapon without explicit discussion and reasoning. The weapon should be simple and unornamented, unless they are of noble blood.
- » **Home:** Most people have a place to call home. They may not own it, but it is where they would return to occasionally. Land or property may be gained by the background roll list, or the player may dedicate some of the resource value to such. If gained by the charts, then raise the value accordingly with a notation.

The home will have stuff in it, such as furniture, appliances, art, personal computers, etc. Also usual, what is there will depend on the culture and wealth.

» **Liquid Funds:** As discussed in the Resource section, only a portion of the Total Resource Value is liquid. Most people would be lucky to have a months wages in their bank account after all the bills are payed. The character's personality has a lot to do with it. If the character likes to have things and is set at "keeping up with the Jones", they will have very little reserve funds, say 1/50<sup>th</sup> of their yearly income or less. Only the most frugal will have over 1/12<sup>th</sup>.

» **High Price Items:** All relatively expensive items will need to be listed. What's price will depend on the character's income. Nobles will need to list the private jet, but not the three dozen court garb in their wardrobe.

» **Magical Objects:** Anything magical should always be listed with all available information. The background charts may grant magical items. It is way, way to easy for the campaign to get magic heavy.

Directors should pay very close attention to this and not let it occur. Only grant such items to the characters of player that show some aptitude and restraint. Players, don't ask for them without good reason.

» **Debts:** The player may plunge the character into the evils of credit. If the player does so, there is details in Chapter-E.

\* \* \*

**Income:** [All Characters] Refer the Chapter-GA for the character's income. It is used to maintain the "Personal Wealth" (outlined in Chapter-E in the Assets & Resources section) and include trust funds, royalties, annuities and family allowances.

Ω **What is the full annual income for the character?** The following is a list of possible incomes. *Chapter-GA has details.*

- **Occupational Income:** Add the incomes for all the occupations the character has.
- **Annuities:**
- **Royalties Income:** Add the incomes for all the occupations the character has.

\* \* \*

\* \* \* **End Part-B** \* \* \*

*If the character creation is not going onto Part-C for now, jump to page-26 and consider the entry into the campaign.*

# Universal Tales: Main Character Guide

## \*\*\* Level-B Creation \*\*\*

### Elaboration

#### Regional-Nation Reminder

Check for any influential elements a region or nation may have on a character. Those influences may become part of their background.

**Physical Attribute:** [Optional] Here are several more elements that may be done for the characters to give them more depth.

- » **Jump-Vertical:**  $\text{Walk} \times \text{Strength} \div 20 \times \text{Species Modifiers}$  (found on Species Overview, if any), in inches rounded up
- » **Jump-Horizontal:**  $\text{Jump-Vertical} \times 3$
- » **Running Long Jump:**  $((\text{Running Speed (mph)} \times \text{Jump-Horizontal}) \div 10) + \text{Jump-Horizontal} = \text{Inches horizontally of jump points}$
- » **Pain Threshold:**  $(\text{Will} \div 3) + ((\text{Str} + \text{End} + \text{Con}) \div 10)$
- » **Prolificacy:** Mark the dice indicated on the Species Overview and with it mark "+" the total of a separate role of the same dice and Con Bonus.

**Aging Reduction:** Twice per Age Groups starting with Adult (each full 5 Phases), the player makes a rolls % compared to half the Age Factor (17% for the 35 of mid Adult, then 20% for 40 of the last Phase, etc.).

**Example:** The 3D4 is marked on the dossier. A roll of the 3D4, say 9 is added to 4 for the Con Bonus, and reduced by 2 for 2 rolls meeting the aging Age Factor of 10 for adult, leaving a total of 11. The chance for each pregnancy, pending the rolls of the mates, is 3D4 +11 as a percentage number.

- » **System Shock:**  $((\text{End} + \text{Con} + \text{Will bonuses}) \times 2) - (1/10^{\text{th}} \text{ Age Factor} \div 10, \text{ round down})$
  - » **Reach:**  $(\text{Height} \times 0.4) \times \text{Arm Reach Factor}$
- Arm Reach Factor:**
- Very short arms =  $\times 0.8$
  - Short arms =  $\times 0.9$
  - Normal arms =  $\times 1.0$
  - Long arms =  $\times 1.1$
  - Very long arms =  $\times 1.2$

- » **Flight:** If the character has wings and flies, then go to the Flight & Wing section of Chapter-D.
- » **Menstruating females:** Note the menstrual cycle length from the profile. Add stress delay (see Menstruation in chapter-AB) to the Reoccurrence Role List for the character.

**Personality:** [Encouraged] Before continuing to the placement of points into skills and abilities, lets think of the character's personality – there may be skills and levels of various aspects guided by these views and decisions.

**ΩAre you, as a player, able to dramatize the character's emotion and actions as an actor would, beyond a reflection of yourself?** If yes, see Chapter-C for personality traits, otherwise skip this portion.

We have seen good and poor actors on screen. Are you willing to project the emotion and not just narrate action?

Very few players are truly able to act out characters. More often they just narrate action and may have a few conversations in play, but that is not the same as reacting with emotion.

When the character loses a family member or a close friend in the party, can you show the grief the character would feel?

Ψ **Does the character have any specific life goals?** Most people have goals and things this wish to do, even if they are not very realistic. Others go blindly around looking for what they want and other are perfectly contented doing what they are doing. Any goals for the character should be noted as well. This could be the denied occupation or ambitions from the Background questions.

Ψ **What Personal motivation brings the character to the group?** Here are a few. Chapter-C has some roll lists in the Motivation & Asperation section.

**Romantic interest:** The character may have a private desire, whether they can be open about it or not.

**Clan/Tribe Loyalties:** This is probably the most practical way to get various occupations together with a binding reason to stay together.

**Blood Feud/Revenge:** The character has a overriding desire to do harm to another character. This could be a old family grudge, ethnic incompatibility or hatred, etc. This is hard on a party, and the player would have to play along looking for an opportunity.

**Political Asperations/Agendas:** Politic permeates any and all societies. Whether the character or group is involved depends on the players and campaign.

**Search/Exploration:** The need to find a person, object, specific knowledge, etc., pushes the character on. Or, they are driven with the desire to see what's on the other side of where ever they are.

**Corporate Takeover:** Business skills and position will have to be formed, and that will start now.

**Greed/Wealth:** Is the accumulation of riches part of the personality? If so, skill in handling money may be needed.

Ψ **Does the character have any private asperation/agendas?** Not everyone has private/secret ambitions, but many do. Some of the previous items may be private. The Motivation RLs in Chapter-C may assist

Ψ **What sexual orientation is the character?** Chapter-C has as extended section on sexual desires for the character. The player may or may not wish to peruse the section and note it for the character.

Ψ **Does the character have any phobias?** Most people have them, so the character should as well. See Chapter-C for details.

Ψ **Was the character unnaturally vegetarian or vegan?** Earthers normally being omnivores, who hold to thin diet stigma, often develop a variety of medical conditions. See Health & Medical in Chapter-AB.

**Ambitions & Goals:** [Recommended] Everyone strives for things. So will the character. Motivation & Asperations section of Chapter-C has many to contemplate and give insperation for character building.

**Social Relations:** Connection with family, marriage, children.

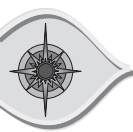
**Career:** The character will have to add points to achieved career asperations. This is often represented by the Tiers and Tags for the occupation.

**Social Status:** Become politition, clan chief, become rich, become famous, etc.





## Chapter BA: Character Creation



**Hierarchy:** [Recommended] Every culture and society has social structure – a hierarchy. How the character fits in will depend on that culture/society and their Social Position. Many of the occupation titles have oversight capacity and may have authority over the character. Also, there may be more than one person in direct chain of command.

Tags (like vice & deputy), may be added for lower manager types, which is usually the case.

- **Clan/Tribal Chief:** The clan or tribe will have a chief, who is the highest authority in the clan/tribe. How the clans/tribes function together depends on the cutter
- **Liege Lord:** In a feudal society, the land gants are given by the monarch to nables. Those “lords of the land” may parsel out plots to others to maintain. There are taxes involved. Characters may be a “subject” of the Liege Lord. See *Medieval Life in Chapter-E*, and *Noble occupation in chapter-GB* for brief details.
- **Military:** For the military, it is all about the rank. Guided by the rank the rank there, titles may include **Commanding Officer (CO)**, **Executive Officer (XO)**, **NCOIC (Non-Commission Officer In Charge)**, **Warlord**.
- **Business:** CEO, manager, supervisor.
- **Criminal Elements:** Godfather, gang boss or just boss
- **General:** Master, overseer.
- **Government Agencies:** Section chief, department director, deputy/assistant director, manager, supervisor
- **Freeman:** Extremely few people do not report to someone. So, who does the “freeman” character report to. See *Medieval Life in Chapter-E* for information of the time. Other cultures will handle freedom differently.

**Heraldry:** [Optional] Some characters may be noble and in many cultures that means there is heraldic imagery. If this is the case, *Chapter-E* has a section for it.

**Licence & Certificates:** [Optional] Many occupations require the person to have a licence, certificate or some proof of knowledge and expertise to legitimately perform the occupation. This is more so in modern time and is increasing all the time as people complain of unqualified practitioners and frauds.

Historically, those wish to have a restricted hold on a field have prossered governments to demand specific training; such as medical practitioner required to hold a university to wrestle out those who learned there field in hospital with mentorships as occure in the 1800s.

See *Licences & Certificate* section in *Chapter-E*.

**Ψ Does the character need licences or certificates for the occupation?** Many occupation do; like most technical fields (Electrician, Engineer, etc.), Medical fields, services (Social Workers), etc. Some are indicated with the occupation profiles.

**Security Clearances:** [In Applicable] Many campaigns will involve the military, corporations or other organization with security concerns. When that occurs the clearance for the character will come up. The chart below has a series of clearances that may be selected or rolled randomly. The layout is as the American military. The director may grant them as needed.

The clearance represents the trust level of the character within the organization the clearance was granted. The authorization for the information always based on the need to know. The clearance is not right for the information, just a rating for whether they are trusted enough to have it, if it is necessary for them to be granted the information.

Investigation intensity very, depending on the clearance type. A Confidential level will generally be a criminal check, while an SCI clearance will look at all relatives, friends, activities and personality.

Clearances			
%	Clearance Type	Threshold	Code Word Clearance
1-15	None	---	---
16-30	Restricted	+20	---
31-50	Confidential	+30	---
50-70	Secret	+60	---
70-80	Top Secret-BI <sup>1</sup>	+90	10%
80-85	Top Secret-SSBI <sup>1</sup>	+120	20%
85-90	Top Secret-SAP <sup>1</sup>	+120	35%
90-95	Top Secret-SBI <sup>1</sup>	+150	50%
95-98	Top Secret-SCI <sup>1</sup>	+180	65%
99-00	Top Secret-ESI <sup>1</sup>	+250	80%

**Clearance Levels:** The level of clearance has commitments. Associations with organizations will be control, and family members association with gang, terrorist groups, etc., could deny the character clearances. Where the character lived will be checked and people they knew interviewed. Where the character had traveled must be disclosed.

After the granted, safeguarding classified information will continue and any future travel will be controlled, disclosed and tracked.

**Code Word Clearance:** Many compartments or project will have its own tag or code word representing the *Need to Know*. For the purpose of the game, these can be acronyms, dictionary words or combinations, or alphanumeric (i.e.; KITYS for Keep It To YourSelf, TS-UMBRA for the past NSA sections meaning “shade”, TS-Gamma, A12, 312A, whateveritscalled).

The Clearance chart has the chance of the character having a specific Code Word Clearance. This will depend on the character’s roll in the organization’s department. If the roll is successful, then the character has a Code Word tag to the clearance. The Need to Know still applies.

**Cover Story:** Sensitive project will have cover stories for the public knowledge. The cover story will need to fit the activities of the character.

**Lifetime Commitment:** Most all classified information has a date of declassification. The individual having access to the sensitive information is obligated, under very strict penalties, to keep that information to themselves, often after declassification, and even for life. Penalties may include death.

**Need to Know:** In all cases, the clearances is a trust factor, and is subject to the “Need to Know”, and you do not need to know much. Having a clearance does not give the right to know the information, only that the character is trusted enough to obtain the knowledge should be determined having then need to know. Do not become liberal with what the character needs to know. Agencies and groups with classified information are very protective of such things.

1) BI (Background Investigation) is the basic Top Secret clearance (TS-BI) and is the minimum level needed to see or handle Top Secret information. SBI (Special Background Investigation) is a higher check and for very sensitive information that could damage the security of the nation. TS-SCI (Sensitive Compartmented Information) or TS-SAP (Special Access Programs) having very high requirements. As both SCI and SAP suggests, the clearance is for the specific information that if exposed could cripple the security of the nation. With the advent of Home Land Security came SSBI (Single Scope Background Investigation), a very limited clearance category. The ESI (Extremely Sensitive Information) is for the highest of classified information and there better not be any skeleton in the character’s closet.



## Universal Tales: Main Character Guide



**Sensitive:** This is a term added to a document when the exposure of the information may be embarrassing to the parties involved. The full release of Pentagon Papers in 2011 had such notation; *Top Secret – Sensitive*, because of how embarrassing the situation was – not necessarily harmful to security.

**Top Secret:** In many nations, including America, being AWOL with its level of clearance is automatically elevated to desertion.

**Awards:** [Optional] The player may wish the character to be renown or have some awards for achievements when entering the game. Later, during the game, awards may be granted in play. In both cases, add the mods as shown here.

The main skill (only one is needed) for the field will have to match or exceed what is listed. What skill is main is usually obvious, like Acting for the Oscar.

**Class-A:** *Threshold; +300, SR; +100, Main Skill; 45+, add bonus of Int and Wis to Fame.* Nobel Prize (science/humanities, since 1895), Hugo (sci-fi writing, since 1955), Pulitzer Prize (journalism, since 1917), Academ/Oscar Award (film, 1929), Emmy (television), Tony (theater/Broadway, since 1947), Grammy (music, 1958), Miss Universe (beauty/grace, since 1952 in California), Olympic Gold Medal (athletics, since 1896 is Athens though forrunners existed for a hundred years), Mr. Universe (men bodybuilding, since 1888).

**Class-B:** *Threshold; +200, SR; +75, Main Skill; 35+, add bonus of Int to Fame.* Academy (or other Class-A) Nominee, Mr./Miss America/Nation, Olympic Silver Medal.

**Class-C:** *Threshold; +100, SR; +50, Main Skill; 35+.* First Place in a notable competition, Olympic Bronze Medal, Outstanding Achievement Award-\* (specify a field the character is good at, generally their highest skill), Miss-(State), Mr.-(State).

**Class-D:** *Threshold; +50, SR; +20, Main Skill; 20+.* Second Place in a notable competition, Miss/Mr-(Town).

**Class-E:** *Threshold; +20, SR; +5, Main Skill; 20+.* Third Place in a notable competition.

**Female Aspects:** [Female Characters] Players will often play female character without much consideration to most of what make females different for males. We are not going to set the mental attitude, since that is mostly influence by culture. That should be handled with national profiles. We are going to set some of the physical aspects here.

There are now spaces on the character dossier for any of this, so add in to the General Information area.

Ω **Has the character entered or past Menopause?** If the menstrual cycle for the species is within or past the Middle Age, they have a chance of being beyond childbearing age. If so, see Chapter-AA.

Ω **Does the character's have Menstrual/Estral Cycles?** If so, do the following.

- » **Stability:** Roll the Stability dice from the Species Overview, adding +1, to set the "Target Number". Mark the Stability dice with the Target Number (i.e.; Stability: 2D8<14). For non-random character, choose a number within the dice range, +1, for the Target Number.
- » **Heaviness:** Chapter-AA has a roll list with the menstruation information. Roll on the column indicated from the Species Overview.
- » **When did the character go through Menarche?** Choose an Age Group Phase from 18-23, averaging 21. Outside that range is rare, though possible. For random selection, roll 20 + 1D8P - 1D6P.

\* \* \*

**Sleep Habit:** [Optional] This may seem as excessive as many other areas added to Universal Tales, but one you use this, you'll find out how helpful this will be. Choose one of the following for the character. If other than Normal, see *Sleeping (Chapter-AA)* for details.

Ψ **What is the character's sleep habit?** Set the character's normal bedtimes and note the hours from the Species Overview for normal sleep. See *Sleep in the Physical Attributes section of Chapter-AA* for details.

**Very Light Sleeper:** +300 to Experience Threshold.

**Light Sleeper:** +150 to Experience Threshold.

**Normal Sleeper:** +0 to Experience Threshold.

**Heavy Sleeper:** -200 from Experience Threshold.

**Very heavy Sleeper:** -400 from Experience Threshold.

**Extremely Heavy Sleeper:** -600 from Experience Threshold.

### Famous Last Words

"You can trust me."

**Reoccurring Events:** [Optional] Everyone has things that occur over and over again in there lives, a lot of them medical. Character sheet #11 is available to add such things for the character. *The Background charts (Chapter-F)* has many reoccurring events that may help the player adding a few to the character. As the campaign progress, the player will be adding more or changing some as they shift of not apply anymore.

On the form are four blank roll lists. The first is for the more common this in their lives, while the last is the least common, but still periodically happens. Add whatever may occur again in the character's lifetime in the suitable RL; like trick knee popping out, a nemesis who occasionally shows up to make life interesting, an old lover who reappears, a relative who mooches money, ex-spouse or child. The placement does not have to be from top to bottom.

*The Lifestyle & Routine elements below may apply her as well.*

**Habbit & Routines:** [Encouraged] The player should elaborate on the character's lifestyle and their routines. There is a section in Chapter-C that may assist in this.

**Relations & Association:** People are the relations. List the people the character forms Association with. These are the people the character and knows and have some significant interaction. The connection the character has with relations and associations will build a Circle of Influence and Association Superiority.

See agencies & organizations section in Chapter-AD for types of groups the character may have relations too, and Relations section in Chapter-EA for how it affects them.

- A "Relation Tree" diagram could be created to show direct or indirect relations to the character. This can be done in the list format as presented for relatives in the Character Enchiridion. You may wish to use a word processor for keeping updates.
- Loyalty: Ranked on a 1-20+ (2D10), or marked as 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, etc., this would indicate how dependable the bond between the relations would be. Families, spouses (which, may be more than one), children (any favorites?), Liege, military units, commander, nation, tribe, phratry, clan, fraternity, and the sort would have such rankings.



## Chapter BA: Character Creation



**Features & Figure:** [Optional] The appearance of the character will mean much in the visualization of a character. Basic features may be altered by the player, as long as they still represent the species of the character. For any influences that counters each other, decide if one overrides the other or they counsel each other out.

*Chapter-D has an exhaustive list of features for hominids, male and female. Look to nature for other species types. Chapter-F has a portion setting the figure of the hominid character, including female chests.*

- First check for any established **specific family traits** the character may have inherited.
- note any features listed on the **national profile**. The longer one is in the region, the more it may effect the character.
- then non-conflicting ones from the **Species Overview**.
- There may be other elements that effect the features and figure of the character.

**Appearance:** [All Characters] The Feature portion may be optional, but the player will need to have a basic appearance description to express. What does the character look like to others as they would see them. It would be handy to have cards (3x5, 5x8) or a paper sheet (full, half, quarter) to pass around. Several cards or sheet may be filled out for different appearances the character may have; professional, work, casual, traveling, court, etc.

Here are a few things to consider when describing the character to a casual onlooker. More studied look may reveal other aspect, but they would have to be handled as they arise.

- **Species/Breeds:** This is obvious to most role-players, but needs to be listed for other to get an image the player wishes them to have.
- **Age Group:** The general age of the character will be noticeable. Just noting the Age Group the character falls within would hint at some appearance. If they are near the cusp and appears older or younger, use the other Age Group (i.e.; appearing mature or middle aged).
- **Stature:** The height and general build of the character; tall, short, lean, sylth, chubby, muscular, buxom, etc.
- **Complexion/Hair/Eyes:** The eyes may not be immediately noticed, but the complexion and hair usually are. Is the character pale, dark tanned, pocked, etc. The species will indicate any ranges. The same goes for hair and eye color and aspects.
- **Notable Features:** Most people have features that would stand out; bushy beard, large nose, very long legs and arms, tiny hands, lots of cleavage, exceptionally wide hips, etc. Don't forget the styling of the hair, and for men, facial hair.

- **Attire:** What kind of clothes does the character wear. Is the character well dressed, attired as a noble, casual, travel, etc. You may add an A), B), C)... to the description for different garbs, and when handing the card over, say he/she's wearing the B outfit. Different color cards could be handy.
- **Hygiene** indicates how groomed character well groomed, scruffy, smells, etc.
- **Hairstyles** are quite personalize, and may include side tails, ponytail, back braid/queue, temple braids (smaller braids beginning around the temples) bouffant, Gibson, pompadour, fountain pompadour.
- **Facial hair** is also personalize with all sorts of options. Beards, goatees and mustaches could be bushy, thick, spiked, sculpted, braided, extended (handlebar), trimmed, shadowed/stubby (shaved close to the skin, though showing), circle goatee/beard (the goatee connected to the mustache), extended goatee, chinstrap (narrow goatee), Balbo (goatee extended up, like a rocker), soul patch (short action strip), chin curtain (Amish style beard without she care), wave beard (full beard pulled back into the hair, creating a wave effect along the chin), etc. Sideburns could be trimmed, long, mutton chops (extended with even more bulk around the ends), stash burns (sideburns joined with the mustache), side whiskers, boomerang (sideburns have sharp angled along the chin), side curtain (sideburns extend below the chin like a curtain), etc.

**Private Societies:** [Optional] People naturally gravitate into groups. Most likely the character belong to some sort of group, even if it is just work related. *See Associations & Organization section in Chapter-E for some considerations and options.*

- Ω **Does the character belong to any private societies or clubs?**  
The society may be secret, public or private.

### This concludes the creation of this character

We hope you enjoyed creating this character and look forward to enacting the persona. If the character's entry into the campaign has not yet been established then the following portion may help.





## \* \* \* Campaign Entry \* \* \*

Setting suitable entry for characters can be tricky. There are infinite ways they could enter the scene and a few are shown here. When introducing a character, ensure the reasons are sufficient enough to cement the characters to the group, so to hold and bind them together. Background elements will often do that.

» **Does the character know another characters in the group?** Having two or more characters know each other makes bringing them together a simple process. They may know a third party who brings them together or substituting for someone that is known (“*I can’t do that, but I know someone wh can*”). Earlier portion on the creation of the character may have already made a connection between characters, but even related characters may not have met.

» **Is the character from another land?**

» *If so, why did the they travel or leave their native land to be part of the campaign?*

» **What is the setting of the introduction scene?** The character’s opening scene can be a lot of fun and may produce a subplot for the campaign. Be creative. Here are a few connections that may help get that creativity going.

**Business Connection:** This works as long as the occupations have reasons to be together.

**Clan, tribe, etc.:** This may be the most practical way to get various occupations together with a binding reason to stay together, assuming the culture has something like these.

**Disasters:** Earthquakes, hurricane, tornadoes, ship wrecks, volcanoes can get the characters together, though something else is needed to bind them.

**Taverns:** Though still one of the most common venue for introducing characters, this has worn thin. Alternate locations could include *schools, museums, concerts, dances, community/recreation centers, rallies* (political, school, etc.), *marathons holiday events, sporting events, shopping malls, library, dating serve, work, waiting for the weather to ease, PTA meeting, convention* (work related, political, hobby, sci-fi/fantasy, gaming, etc), *board meeting, theater, formal ball, luncheon, party, on the trail, while broke down, lame mount, convoy, caravan, coffee shop, street car, street diner, business, meeting, hotel/inn, bus stop, train/mag-lift station/terminal, airport, park and on-line*, etc., etc., etc.

**Hireling:** Almost as common as taverns; these relations most often end up as partnerships. That works if the group functions together well.

**Life Debt:** Such obligation would function to hold one or two characters together, but more may seem trite. Other ties will have to be developed for when the debt is paid. See Chapter-F.

**Government Agencies:** CIA, FBI, KGB, NSA and other ‘letter agencies’ may be used to join the characters. Cooperations between agencies may help, but they are often short term.

**Victims of War:** The problem here is providing long term reasons for the group to stay together.

**Prisoners:** Same problem as Victims of War.

**Travelling Partner:** Works well until the journey ends. Long lasting friendship often develops from such travels and would be a reason to remain connected.

**Military:** Good for about two to three character years. All militaries tend to move people around and mix them up to spread the knowledge and prevent complacency or favoritism.

**Time Travel:** One or more of the new characters is from the past or future. This may help in setting up goals and cementing

the characters together.

**Vassal:** A practical way to keep the group together, but most people do not understand the relations and associate it as a type of slavery.

**Life Events:** Many events in life can set the scene as the introduction. There is nothing like going to a *wedding, dinner party, coming of age ceremony* or a *funeral* when you’re not expected. There are the more mondan things like mowing the lawn, showering & dressing, ect.

**Activities:** Those in the scene may already be doing something. Often, the players can help set the introduction or other scenes with activities and props. Be creative, though there are commonalities with most activities; such as having a meal that is being interrupted, waiting for a friend/relation, getting ready to go out for a play/concert/orchestra, gardening, being at work, playing sports/games, gossiping, flirting/copulating, dancing, etc.

### Redistribution

*During the first few sessions of play, it will become apparent that the starting levels of some skills and aspects will not represent the character as well as they should, or they should have skill not shown. The director should allow a certain amount of point redistribution to satisfy this, but not during any specific situation of course. Rearranging 30-50 point is a good reference for the overall amount.*

*If during a situation, most players agree the character should have a chance for a specific skill or aspect level, use 1/3<sup>rd</sup> Luck roll to allow up to 1/5<sup>th</sup> the character’s Int to be redistributed into the skill or aspect from other areas which had not been used recently.*

*During games with established character, the director should allow some redistribution of points as the player see fit. This would account for general learning and forgetting through the character’s life. Figure about 5 points for a character’s week or two. Development of the character is treated separate. Together, the knowledge priorities of the player and their alter ego will be flexible.*





## Experience & Development

Everyone learns something over a period of time. In Universal Tales there are basically two parts of the development; Experience Points and the Development Phase.

**Solstices/Equinoxes:** There are two Solstices and two Equinoxes a year. They occur at equal interval throughout the year. Determine when they occur and keep track of the year by any manner desired. The simplest way would be to use a Julian calendar (the entire year done as one month, 1 to 365 or 366 days).

**Birth Date:** Each character has a Birth Date. Choose or randomly roll the date if not done already.

**Character's Level Advancement:** When the character makes a Level advancement, the player will be able to do a development phase for the character.

**Character Development Phases:** There are six types of Development Phases. Whenever one of these phases occurs, follow the *Development Phase Check List* in the next section.

- ★ Winter Solstice
- ★ Spring Equinox
- ★ Summer Solstice
- ★ Fall Equinox
- ★ Character's Birth Date
- ★ Character's Level Advancement

**Character Relation & Association:** Universal Tales encourages having several character available in a campaign, though some may not be enacted together (but they could). To further the encouragement, associated character will gain a "*Bonus Experience*" of 10% of points given to another character that is considered a close relation (good friend or relative, close work associate, etc.).

There are a few restrictions. The related character couldn't have gained there own full experience points, The relation had to be established.

**Spontaneous Points:** At times, a player may do or say something that is worth extra Experience Points up front. The director gives these points directly to specific character. There's always the comedy factor. If the humor is very good, points may be given.

If the player does something very notable, the Director may give 10 to 30 points at that time. Do not give more than 30 unless that act is extraordinarily heroic.

These points may also be given to players that sacrifice their character selflessly for the mission, or to save others. Since Development Points are usually given to new character based on the death of previous one, this may push the character up a level, giving more points to the new one.

**Development Points Accumulation:** Special Abilities (and maybe other areas) may need an amount of development points greater than those gained from a single phase. The player will need to set aside and accumulate points until the amount is reached. The dossier (sheet-1 has a space for the points).

Any of the points in any of the phases may be accumulated. The player may change the use of the points during any phase. Though the character may have been studying one thing, the points are not limited to it, so when they are distributed, it represents what is actually learned.

### \*\*\* Player Experience \*\*\*

During the course of the game the director will be giving Experience Points. Those points are gained by how long the game went in real time, as well as how well the player role-played and works together.

The Experience Point Form is handy for tracking the progress of the

game, though any sheet of paper would do. Mark the date, start time and the number of hours played for the session. Also mark the Players over all "Role-Playing" for the game, "Group Interaction" and "Game Contribution". For each of the last three areas, use the scale of 1-5 (3 being average).

Only give a 5 if that player excelled and awed the group in that area. That number is only for the very best performances. Likewise, the 1 is for the poorest performance you've seen in ages. After those four areas are noted, multiply them together.

The result is the Experience Points that is given to the player. The player will add the number to the character being used. If the player is has more than one active character, distribute the granted Experience Points to all the active characters, in any combination.

The Experience Point for the character is compared to Experience Threshold for that character. If the number is equal to or exceeds the Threshold, then the character goes up one level and does the Development for the character.

### Experience Points =

*The Number of Hours played in the session*

- × *Role-Playing Rating (1-5)*
- × *Group Interaction Rating (1-5)*
- × *Game Contribution Rating (1-5)*

*Each player (not characters) is done separately.*

**Example:** Player's Experience Points = 7.5 hours × 3 for Role-Playing × 4 for good Group Interaction × 3 for Game Contribution = 270 Experience Points.

- **Role-Playing:** The acting the player does as the character, the expression of emotions being the hardest for convey. The player should do more than declare what the character is doing, feeling and saying, they need to acted it out as much as possible. The player who does the best should get the better score.
- **Group Interaction:** How well does the player relate to the group through the character and as a person. Does the player speak with the other players as the character, maintain cohesion of the group (more then teamwork), and not become disruptive, argumentative or trying placing themselves above the other players. If so, those player should not get high scores.
- **Game Contribution:** Every player has a contribution and obligation to the plot of the campaign. The way player acts within the character adds to the plot. Has the player acted withing the character in ways to advance the enrich the campaign?

### \*\*\* Director Experience \*\*\*

If the director wishes, they may collect ratings from the players on directing, and in the same manner done for the players, give the result to any character the director has. Since director's characters interaction in the campaign is limited at most, any character the director has may get the points.

The three areas for the director "Game Continuity", "Game Plot" and "GP Roll-Playing". The scale is the same, 1-5. Use the average of the players input ratings in all areas (rounded up). If there is no rating, then use 2 for all three areas.

As stated, no character of the director should interact with the active party for long, and never should they receive benefits from the campaign outside of these points. These points are done so any character of the director will not fall behind when the person is directing and the director's scepter changes hands.

### Director Experience Points =

*Number of Hours*

- × *Game Continuity (1-5)*
- × *Game Plot (1-5)*
- × *GP Roll-Playing (1-5).*



## Development Phase Check List

Whenever the character reaches one of the above Phases, use this checklist to develop the character.

**Multiple Phases (Multi-Ph):** There will be times when a longer periods will past during the campaign. Sometimes this will be as long as several years. Group phases into 3-5 Phases each and treat them as separate multiple Phases. During a full year there are 5 separate Phases (there will not be any level changes during those times).

*The information in the brackets are what the player does for the multiple.*

Most of the time it will be just multiplying the normal result by the number of Phases.

\* \* \*

★ **Birthday:** If this is the character's birth date, add 1 to the age and do the following. [Multi-Ph: Count the number of birthdays and add them accordingly.]

» **Did the character reach the next Age Group Phase?** Refer to the racial profile any aging effect for the character.

» **Hominid Males:** Roll "B" on Physical Fitness or add +1D4 to Size.

» **Hominid Females:** Roll "A" on Physical Fitness or +1D4 to Size.

» **Hominid Females:** Add Hard Number of one Physical Fitness skill roll to breast firmness, no rerolls. Fumble is -1D6.

» **Hominid Females:** 1/3<sup>rd</sup> Luck for +1 breast cup size and Size.

» **Species Overview:** Roll on any aging effects for the species of the character.

» **National Profiles:** Roll on any aging effects due to the region the character spent a lot of time (2+ years).

★ **Character Level: Level advancement only.** Add 1 to the character level, and subtract the Threshold number from the Experience Points number, leaving the remainder for the next level. [Multi-Ph: Not done.]

★ **Environmental Influences: Solstice/Equinox Phases only.** If the character spent large amount of time in areas other than the home land, one roll is made on the Environmental Influence chart on the National Profiles (under the Character Creation section) where the character spent to the most time for the quarter. Adjustments to the character may be needed. [Multi-Ph: Multiply the normal result by the number of appropriate Phases.]

★ **Weight: Birthday Phase only.** To the character's Size, add +1D6P, -1D4P and a ±Physical Fitness skill roll's Hard Number. The skill roll is added or subtracted as the player wishes. The Weight is adjusted accordingly. [Multi-Ph: Do twice for each 5 birthdays.]

★ **Development Points:**  $((Int + Wis) \div 5) + \text{the character's Level}$ . The result will be distributed during the following steps as stated. These points may also be used to prevent loss any step which uses development points in the first place to gain. [Multi-Ph: Multiply the normal result by the number of Phases.]

★ **Statistics Holding:** The higher the Statistic value, the harder it is to remain. Add all the **positive** numbers in the "Add" column of the Statistics. One Development Point is needed per full 20 points of the result to prevent any loss. If the point is not taken for the Development Points, -1 is removed from any Statistic. [Multi-Ph: Multiply the normal result by the number of Phases.]

★ **Statistic Degradation:** Roll %-dice and compare the result with the Age Group Factor. If the roll is below the Factor, remove the difference from **Str**, **Dex**, **End** and **Con**, in any combination (i.e.; a roll of 7 is 3 points below the adult Factor of 10, so 3 points are removed from the physical stats, say 1 each from Str, End and Con). Development Points may be used to reduce this loss. [Multi-Ph: Do only once, but double any resulting degradation.]

★ **High Skill/Attribute Retention: Done on the birthday only.** This represents the effort it takes to remain profician in the skill or attribute. If not paid, the Skill or Attribute is reduced by that amount (i.e.; only 6 of the 7 points were paid, so any one skill/attribute is reduced 1 point). The Level is the value before **Statistic Bonuses** are added. [Multi-Ph: Multiply for the number of birthdays.]

» **Number of Skills:** 1 Development Point is needed per each 30 Skills (45 Skills for Jack-of-all-Trades occupation) the character has on the list (not Attribute or Abilities).

» **High Skill Values:** Each Skill having value over 50 need 1 Development to retain; otherwise, reduce the value by 2 points. Two (2) points are needed to retain Skill over 100; otherwise, lower the skill by 5 points. Skill over 150 needs 3 points or reduce by 10. Any skill over 200 needs 4 points or lower 15, etc.

» Each skill or attribute with levels of 101-150 needs 1 Development Point to hold, those 151-200 needs 2, etc. What is not paid, reduces that skill by that ammount.

★ **Physical Fitness:** The player may roll the Physical Fitness skill to raise the physical Stats. The Hard Number from the single roll (no rerolls) is added to **Str**, **Dex**, **End** and **Con**, in any combination, not each. Fumbles are just failures here. [Multi-Ph: Done only once, but double result.]

Famous Last Words  
"We're perectly safe here"



## Chapter BA: Character Creation



- ★ **Damage Effect on Stats:** Note the Grand Total Damage taken during the last phase (found on the dossier (Sheet-4)). For every full 50 point, subtract 1 point from any Stat, in any combination. This is to confiscate for the beating the body and mind takes. The Grand Total is erased, including any remainder (*consider it a bonus*). The process then starts all over. [Multi-Ph: Done only once.]

**Example:** The total damage of all kinds was 297. The character subtracts 5 points ( $297 / 50 = 5.94$ ) from any Stat, in any combination. And, the next phase starts at 0.

- ★ **Occupational Hazards:** Some occupation have hazards within the job, and some are listed with the profile in this book. Roll the Safety skill and relate it to the Hazard shown with the occupation. *There are disability level indicated in Chapter-AA.*
- ★ **Changing Hobbies:** The player may change any hobbies used for the Morale. The skill levels remain the what they are presently at, but their location on the skills sheet will move.
- ★ **Redistribution:** Up to 15 Points may be rearranged in any manner between Statistics, Skills, Spells, Abilities, % value Special Abilities, Mental Attribute, Senses and Fame. This represents the reprioritizing of the character's knowledge; forgetting a few things and learning others. [Multi-Ph: Multiply the normal result by the number of Phases.]  
If in the process of redistributing any **Special Abilities** is going giving up (partially or fully), up to 15 points may be spread into other areas during this phase. The remainder is kept until the next development phase when it may be spend fully.
- ★ **Magical Paths:** Check the Path requirements in Chapter-B to ensure all are still met. [Multi-Ph: Done as usual, after all the Phase have been done.]
- ★ **Relation Effects:** Some relation will effect the characters. The following are a few. [Multi-Ph: Done only once, but double any resulting degradation.]
  - » **Did the character married to or attached to a companion with a high Social Rank?** If so, the SR ÷ 20 is add to the character's Fame. If they are married or attached to more than one spouse, only the highest is added. These would be serious and well known attachents.
  - » **Has the character been separated for a companion for a while?** If so, any SR adjustment which was applied will have a lessening effect. Reduce the adjustment -1 for 3 months until it is gone.
- ★ **Development Point Distribution:** What has not already be committed may be distributed in any combination into Stats, Skills, Spells, Abilities, Senses, Mental Attributes and Fame. If the character has added an occupation during the last phase, the player may use the Skill Cluster for the new occupation. [Multi-Ph: Done as usual after all the Phases have been done.]

**Note:** Remember to adjust Statistic Bonuses and Stats that were altered.

**Instruction/Training & Research:** This skill has details about special training and is not covered here.

- ★ **Familiars:** If the character has a Familiar, the director rolls % dice privately. If the result is 1-10, the familiar will leave sometime in the next 10 days, feeling there is nothing more it wishes to teach. The director should not reveal the result immediately. Instead, work it into the events.  
Whether or not the familiar is going to leave, a +1 is added to the "Familiar Bonding". [Multi-Ph: Do only once, but the %

chance is 1-20. The Familiar would have left within the passing phase and is not with them when the campaign resumes.]

- ★ **Comfort Zone: Any Phase.** The player may change one Comfort Zone specification. [Multi-Ph: May change as many as there of Phases.]
- ★ **Occupations: Any Phase.** The player may add or remove occupation/s on the character sheet. *See Changing Occupation in the General Information section of Chapter-GB.*
  - » **Field Longevity: Birthday only.** Add +1 to the number of years to each occupation the character is still doing.
- ★ **Occupation Development: Any Phase.** Check the occupation profile for any special development notes.
- ★ **Step Value Adjustment (Income):** Check Chapter-GA for Step Level increases for the income. Below are a few areas to consider and check [Multi-Ph: Do only once, if birthday occurred.]
  - » **Trust Funds?** Hard Number of \_\_\_\_ skill \_\_\_\_ × 2 × Social Rank to Quarterly Income
  - » **Royalties?** H
  - » **Annuities?** H
- ★ **Prolificacy: Any Phase.** The player may roll the Physical Fitness skill once (no rerolls) to increase the Prolificacy of the character. A "Critical" is needed to add +1. [Multi-Ph: Do once per each 5 Phases with "As" or "Crits" getting the +1.]
- ★ **Phobias/Mental Conditions: Solstice/Equinox Phases only.** Roll each of the 3 Hobbies. The resulting Hard Number may reduce the level of any phobia or mental condition. Fumbles will add 5 point though.



## Universal Tales: Main Character Guide



★ **Resource Factor Upkeep:** *Solstice/Equinox Phases only.* The Resource Factor is reduced by 10, but increased by the Hard Number of 5 different skills from the Vocation skill cluster, or other income occupation. Failures are 0 and fumble are -2. Do not repeat skill rolls during this part until all the associated skills for appropriate occupations have been rolled.

- » If the full annual income and 4 times the Variable of the quarter is less than 5% of the character's full wealth. The Wealth Factor is reduced by 1 point. This represents the inaffordability to care for or keep property/items, having to sell, release or loose quality due to lack of upkeep.
- » Erase accumulated Variable Income from the character sheet. The Resource represents the character's wealth, not the income.
- » Roll on the following chart to gain other adjustments to the character's Resource Factor. There are no rerolls for Statistics of Skills.

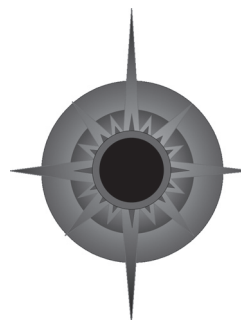
Resource Factor Adjustment
1) 1/3 <sup>rd</sup> Int or -1 >1D10
2) 1/3 <sup>rd</sup> Wis or -1 >1D10
3) 1/3 <sup>rd</sup> Int for +1 >1D10
4) 1/3 <sup>rd</sup> Wis for +1 >1D10
5) Hard Number of 3 occupation skills of 7+ gains +1 Resource Factor >2D10
6) 1/3 <sup>rd</sup> Int for +1 >2D10
7) Hard Number of 3 occupation skills of 6+ gains +1 Resource Factor >2D10
8) 1/3 <sup>rd</sup> Wis for +1 >2D10
9) Hard Number of 3 occupation skills of 5+ gains +1 Resource Factor >2D10
10) 1/2 Int for +1 >3D10
11) Hard Number of 3 occupation skills of 4+ gains +1 Resource Factor >3D10
12) 1/2 Wis for +1 >3D10
13) 1/3 <sup>rd</sup> Luck or -1 from Resource Factor >3D10
14) 7+ Hard Number on 2 occupational Skills or -1 >3D10
15) "A" on Accounting, Economics or Mangement skill or -1 from Resource Factor >4D10
16) "A" occupation skill roll for commendation >4D10
17) 1/3 <sup>rd</sup> Wis to gain a profession commendation and +1 Resource Factor because of it >4D10
18) "A" on Beuocracy, Marketing, Political Science, Subculture-Business or -1>4D10
19) 1/2 Luck or -1 Resource Factor >4D10
20) "A" on Bargaining, Subculture-Aristocracy or -1 from Resource Factor >5D10
21+) That is it this Phase.

### \*\*\* Interrelated Aspects \*\*\*

Some aspects of the character are derived from others, and as they are adjusted, the other will need to be checked and adjusted. He is a list of those aspects and what they will effect.

» **Fame:** Social Rank

» **Statistics:** Skills (if the Stat Bonus goes over 20 points deviation)





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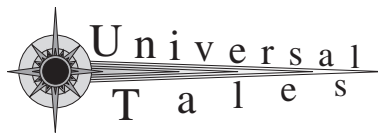
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## Character Enchiridion: Character Creation

This chapter artical for Character Enchiridion of Universal Tales contains extensive information for creating the most elaborate character a player could imagine. The best way to use this chapter is to let the imagination blossom wildly. Don't hold back. Universal Tales can handle the most creative of minds.

Within this chapter are a broad variety of character concepts to stimulate the player's imagination for creating their alternate persona, and four parts to build that persona into something so much more. It the time it takes to creat a rough character in other popular platforms, Universal Tale's character become several factors more.

To keep costs down—yours and our—each chapter artical is available seperately. Depending on the campaign or whether the group is using this or another platform, the players may wish a few of the other articles. This article helps create the character. Other articles holds the information for it. There are a few which will be needed, while others are more for fleshing out and the campaign.

*These articles are more needed for creating character:*

**Chapter~GA, GB & GC [Occupations]:** Contained in three separete chapters, these articals co

**Chapter-H [Skills]:** The most extensive list of skills placed into an role-playing platform.

**Chapter-I [Mysticism & Magic]:** Everything the player and campaign creator would need to add such things.

*These articles are more elaborating on the character information:*

**Chapter-C [Personalities]:** Contains extensive personality traits, hobbies, like/dislike, phobia, mental conditions....

**Chapter-D [Features]:** Viewing the inforation and detail in this article will show that there is some much more to a character than most thought and selecting them will personize the character is way never seen in role-playing platforms before.

**Chapter-E [Elaboration]:** Details of education, military, family, heraldry, etc.

**Chapter-F [Background]:** Contains a great many events that could be combined for the character's backstory.

*These articles are handling the campaign with Universal Tales:*

**Overview & Chapter-AA [-----]:** Outlines the handling of the campaign with a variey of sujestions.

**Chapter-AB [Character Elements]:** Details abilities, mental and physical attributes, statistics....

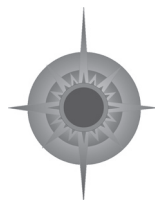
**Chapter-AC [Combat]:** What is RPGs without a bit a armed conflict? More intellectual. Sometimes though, one has to use force in a situations, and this article keeps it from become chaotic and unbalanced game environment.

**Chapter-AD [Campaign Part-I]:** Provides informatin on Agencies & Organizations, Medical Conditions, Military, Nobility....

**Chapter-AE [Campaign Part-II]:** More elements for handling the campaign; with

*Other Universal Tale articles are available to many campaign adventures:*

**92 Million CE:** Through a miscalculation of the universe at the fusion reaction testing site on Nellis AFB in 2032, Las Vegas region finds itself in the far, far future and everything has changed.



G A L A X Y  
F R O N T I E R S