

# Quick Character Creation

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*Maelstrom is a game about stories. Characters are roles you play in those stories. Like any piece of fiction, roles are defined by words and phrases. In this game those phrases are chosen as follows:*

## What Are You? p.79

If you know the races of the Maelstrom, then choose one for your role. Otherwise, best to stick with a human role to keep it easy. Pick a gender and an age too, while you're at it. If you can draw, sketch your character. Even if you can't draw, try to get a clear idea of what your role looks like. Big eyes? Dark hair? Stocky? Long fingers?

## Concept:

What's the central concept of your role? Are you a treasure hunter? A self-involved dilettante, or a lost soul seeking enlightenment? A roguish hero or a criminal mastermind? This concept will help you play your role, and the narrator can suggest concepts that will work well in the story.

## Three Quick Things that Define You p.111

Choose three adjectives or phrases to define your role. Are you tall? Are you friendly? Are you fiendishly clever? One of these three things should be a quirk or flaw - one of those wonderful failings that we all have, such as "near-sighted" or "pouts at the drop of a hat."

These are your character's *Descriptors*. The flaw is called a *Quirk*.

## Two Things You're Especially Good At p.128

Choose two knacks or skills that help define your role. Are you good with machines? Are you a talented pianist? Can you walk a tightrope?

These two things are called *Traits*, and they define your talents or skills.

## The Prime Affinity p.126

For most stories, the character's culture is their *Prime Affinity*. With Story Points roles can have more than one Primary Affinity. These affinities can be in magic, pseudo-science or special powers called Gifts.

## Aspects p.110

The last thing you need to do is decide the *Aspect* for each of your *Descriptors*. Each of your *Descriptors* should be linked to either Mind, Matter, Spirit, or Chaos. There is no right or wrong - it's just a matter of context. "Quick as a snake" means one thing if it's linked to "Mind," and another thing entirely if it's linked to "Matter."

*You're done! Just come up with a background for your role and the narrator can work your character into the story. The phrases you've chosen for your role will be used to help tell the story. The rules are simple. The *Descriptors* will determine how many dice you roll, and the *Trait Affinities* will modify some of those dice. Page 107 outlines the basics. Have fun!*



Character Name

Name of the Story

Race & Gender

sketch

Concept:

Descriptors

Traits

Prime Affinity/Gifts

Background:

healthy

injured

out

○ Story Point total

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