

Quick Character Creation

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Story Engine games are 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?

If there are alien races or different kinds of creatures in your story then choose one for your role. 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: (Story Engine p.16)

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.

Four Phrases that Define You (Story Engine p.19)

Choose four quick adjectives or phrases to define your role. Are you tall? Are you friendly? Are you fiendishly clever? One of these four 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*.

Three Things You're Especially Good At (S.E. p.21)

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

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

The Prime Affinity (Story Engine p.22)

For most stories, the character's culture is their *Prime Affinity*. With Story Points roles can develop special powers called *Gifts*. Gifts can range from night-vision and amazing strength to spellcasting and divination, as long as it fits the story your narrator is running.

Aspects (Story Engine p.20)

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 *Traits* will modify some of those dice. Page 13 in the Story Engine outlines the basics. Have fun!

- healthy
- injured
- out

Concept:

Descriptors

Traits

Prime Affinity/Gifts

Background:

Story Point total

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