

SR6 – Build a Face – Character Creation Worksheet Instructions

(To keep thing simple we're only covering the mundane Face here, but a social skill based Adept can be a Face too, it's just a different path to the same goal. Take a look at the Build an Adept sheet if you want to go that route instead.)

Step 1 – Define your **Role** and **History** (P. 58-63 CRB)

Use the space under Step 1 to decide what role your character will fill on the team, some details of your characters past, and what your characters attitude is toward some of the Sixth World's more common moral issues.

Step 2.1 – Select your **Priorities** (P. 64 CRB)

Using the spaces under Step 2, on the Character Worksheet, fill in your choices for the following Priorities.

- **Magic / Resonance** – Easy, you don't need this so **Pick E – Mundane**. Your Magic and Resonance are both 0
- **Metatype** – This choice also sets the Special Attribute Points (Edge / Racial Attribute Points / extra Resonance or extra Magic). As a Mundane you can only use this for Edge and if you are a metahuman, Racial Attribute Points.
- Pick your 3 remaining priority choices for **Attributes** _____, **Skills** _____, and **Resources** _____

You can't use the same choice twice and for the same reason you can't use E or the choice you used for your Metatype.

A Face uses Charisma and social skills to get the job done. Attributes, Skills and Edge are all about equally important. The importance of Resources depending on exactly how much 'ware you want to have. Elves will have a head start as a Face with a racial bonus in Charisma while Orks and Trolls will have some challenges for the opposite reason.

Step 2.2 – Calculate your **Attributes** (P. 63-64 CRB)

Using the spaces under Step 2, on the Character Worksheet, calculate your Attributes. (don't spend any Karma here yet)

- Note your available Attribute points from your Priority choice.
- Divide up the points allotted from your Attribute Priority choice and write them in the first open spot.
- If your character is a metahuman you can add any available Racial Attribute Points to the marked attributes.
- Only ONE Attribute can be at the Attributes natural limit at character creation (for example 5 Charisma for a Troll, or 7 Agility for an Elf). The maximum final value for your other seven attributes can be no higher than 1 point lower than its Natural Limit (for example 5 for Humans), You must spend all of your Attribute points now.

Charisma is the primary attribute for a Face; it is the base attribute for Con and Influence. Other important attributes are Intuition for a good Perception and a decent Agility is required for combat and stealth skills.

Step 2.3 – Pick your **Active Skills** (P. 65 & 92-97 CRB)

Using the space under Step 2, purchase your Active Skills. (don't spend any Karma here yet)

- Record the number of skill points from your Priority choice.
- Spend these skill points by placing between 1 and 5 points in your chosen skills, 1 skill may be chosen at Rank 6 (or 7 with the Aptitude quality). You may put points in as many skills as you want and you must spend all of your points.
- Skill points can be used for specialization (+2 rating when used for that specialty) at a cost of 1 Skill Point per specialty. A skill can only be given 1 specialization; expertise and second specializations are not available at Character Creation.

The skills most important for a Face will typically be Con and Influence. Don't forget to include some Skill Specializations to narrow your focus with a +2 on a few social tasks. Everyone also needs to be able to shoot a pistol or use a knife and every character should also have at least a few ranks of Perception, Stealth and maybe Piloting.

Step 2.4 – Pick your **Language and Knowledge Skills** (P. 67 & 97-99 CRB)

Using the space under Step 2, purchase your Knowledge Skills and Languages. (don't spend any Karma here yet)

Characters get a number of free points equal to Logic to spend on knowledge skills and languages.

- Pick a native language, you get this for free at N (native) proficiency and language skill tests do not apply to it.
- Decide on what knowledge skills and other languages you want your character to have, See P. 97-99 of the CRB or the list labeled "Knowledge Skill Examples / Language Examples" for some ideas.
- Knowledge skills do not have ranks or specializations, these cost 1 free Logic point each.
- Languages start with base proficiency at a cost of 1 free Logic point each. Base language proficiency may be increased to specialist for 1 Logic point and expert for a second Logic point. Languages may never be increased to native proficiency.

Additional languages can be especially important for a Face, it's hard to convince that Japanese Corp-sec patrol you're all janitors if you don't speak Japanese. Faces also make use of the local knowledge skills, suggestions could be things like; Rumor Mill, Local Politics, Local Fixers, Local Gangs, High Society, Psychology, Current Events, Fashion.

Step 2.5 – Pick your **Adept Powers / Spells / Rituals / Formula / Complex Forms**

You're Mundane so skip this step

Step 3 – Select your Positive and Negative Qualities (p. 66 & 70-79 CRB)

Using the spaces under Step 3 on the Character Worksheet, note any Qualities taken, calculate your Total Net Karma.

- Descriptions of qualities are in the CRB, pages 70-79.
- Note any free racial qualities that your character may have from the metatype priority choice.
- You may choose up to 6 qualities, divided between positive and negative qualities. (The free racial qualities do not count towards this total.) Add the Karma from the positive qualities together, do the same for the negative qualities.
- Subtract the Karma deficit of the positive quality total from the Karma surplus of the negative quality total. The sum of these two totals is the Total Net Karma that gets carried over to Step 4. This number may not be higher than +20 Karma or lower than -50 Karma. (You add 50 Karma in step 4, so a negative number is not a problem at this point.)

Depending on exactly how you want to play; Aptitude (Con or Influence), Blandness, Exceptional (Charisma), First Impression would all be good Positive Quality choices for a Face. Addictions, Allergies, Dependents, and Sinner are typical Negative Qualities but of course, it depends on what you want to role play.

Step 4 – Spend your Customization Karma (p. 66 & 68-69 CRB)

Add 50 Karma to your Total Net Karma from step 3, this is the amount of Karma you have for Character Customization.

- You may spend this Customization Karma to increase attributes, skills, or language proficiency. You may also buy new active skills, knowledge skills, languages, or add specialties. You can also convert any amount of Karma into Nuyen.
- Up to 5 unspent Karma will carry over to the Current Karma number on your character sheet, any amount over 5 is lost. You may NOT use Customization Karma to have more than 1 attribute or skill at the maximum, or for skill expertise.
- Record your choices on the “Karma Spent” spaces in Steps 2.1 - 2.4 of the Character Worksheet.
- Use the advancement Karma costs below. (Also on page 68 of the CRB.)
 - Increase Attributes = 5 Karma x New Rank
 - Increase Active Skills = 5 Karma x New Rank
 - New Skill Specializations = 5 Karma
 - New Knowledge / Language Skills = 3 Karma
 - Convert to Nuyen (spent in step 5) = 2,000 Nuyen per 1 Karma (no limit on points of Karma converted)

Step 5 – Buy your Gear (p. 66 CRB - gear prices and descriptions are on 247-302 CRB)

Using the space under Step 5 on the Character Worksheet (or if you need the space, a Gear Tracker sheet) list all the items purchased with your Resources. See the SR6 Packs for examples of what gear to buy.

- You must spend all of your resources during character creation except for up to 5,000 moved to starting nuyen.
- All characters must buy a lifestyle, even if it's just living for free on the street. Other basic items are a commlink, body armor, a ranged weapon with ammo, a melee weapon, a good fake SIN with licenses, and some type of vehicle.
- If you run short you can always go back to Step 4, make some changes there and convert additional Karma into nuyen at a rate of 1 Karma = 2,000 nuyen. Just make sure you keep track of what your changes are.

Faces that are not Social Adepts have no issue with having some 'ware implanted. Tailored Pheromones are by far the most useful but other attribute increasing 'ware like Cerebral Booster or Muscle Toner will be useful and a cyberjack can also be a good investment. Faces in general tend to spend Resources on displaying their social status; high lifestyle, high fashion clothing, expensive commlinks and a discreetly concealed hold-out pistol are all tools of the trade.

Step 6.1 – Buy Contacts (p. 66, 50 & 211-215)

Using the space under Step 6 on the Character Worksheet, list your character contacts bought with Connection / Loyalty points. Characters get a number of free points equal to 6 x Charisma.

- Contacts are who your character knows and can be anything you can imagine. See the Contact Example list for ideals.
- They have 2 ratings describing how useful they are, Connection (Rating 1-12) and Loyalty (Rating 1-12). The Starting Connection and Loyalty ratings must be at least 1 but can't be higher than the characters Charisma

A Face probably depends on good contacts more than most characters, with a high charisma you will have a lot to work with. Suggestions that may be useful are; Bartender, Bookie, City Official, Company Suit, Fixer, Gang Boss, ID Manufacturer, Infobroker, Mafia Consigliere, Police Detective, Smuggler, Reporter, or Yakuza Enforcer.

Step 6.2 – Final Calculations

Using the space under Step 6.2 on the Character Worksheet work out the following numbers and record them

Initiative (Physical and Matrix)	Attack / Defense ratings (Physical and Matrix)	Condition Monitor Boxes (Physical, Stun)
Attribute only tests	Starting Nuyen (leftover Resources)	Unspent Karma