

# SR6 - Build a Jack - Character Creation Worksheet Instructions

## 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 Jack relies on solid skills (and a lot of luck) to get the job done; they are by definition good at a wide range of tasks. Edge is the defining attribute with Attributes and Skills falling just behind. Resources tend to be slightly less important.**

## 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.

**Jacks need to be good at a lot of different skills so they need good Attributes to base them on. A decent Agility is needed for combat skills and a good Charisma is the base attribute for all of your social skills. Intuition is the base for Perception, while Logic forms the base number for all your technical skills. As with any character a good Body and Willpower will help to keep you alive and on your feet in combat.**

## 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.

**A Jack needs to be able to hold his own combat, spot a hidden clue, talk his way out of trouble, and have enough technical skills to bypass a maglock or do a computer search. You will need a mix of social, technical, and combat skills to do this. High ranks of Con, Engineering, Firearms, and Perception are the minimum. Second tier skills are ones that round out your characters particular skillset, Athletics, Electronics, Influence, Outdoors, Piloting and Stealth are all good choices.**

## 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.

**Jacks rely heavily on social knowledge skills, suggestions are things like; Local Area Knowledge, Local Bars and Clubs, Local Law Enforcement, Local Snitches, Rumor Mill, Law, Open Bounties, Police Procedures.**

## 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.)

**Jacks are generalists so depending on exactly what you want to do Analytical Mind, Catlike, and Photographic Memory would all be good Positive Quality choices for a Jack. Addictions, Allergies, Dependents, and SINS are typical Negative Qualities but 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 record 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.

**Jacks tend to spend most of their priority points on Edge, Attributes and Skills so Resources can be a little low. They don't have any issues with using cyberware it's just most of them can't afford a lot of it. Low cost, high value items like a Datajack, vision mods, a Smartlink and implanted weapons are high on the list. The balance of Resources can be spent on a quality fake SIN, a good commlink, some armor, weapons, a vehicle and probably an assortment of surveillance drones.**

### 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 Jack needs some good contacts and suggestions that may be useful are; Arms Dealer, Beat Cop, Bail Bondsman, City Official, Fixer, Gang Boss, ID Manufacturer, Infobroker, Lawyer, Police Detective, Reporter, or Smuggler**

### 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                            |