

SR6 - Build a Spellcaster - 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 character's 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** – You must have Magic attribute and can pick anything but E, but remember this choice sets the number of spells you start with and you may not spend Karma to buy additional spells during character creation
- **Metatype** – This choice also sets the Special Attribute Points (Edge / Racial Attribute Points / extra Magic).
- Pick your 3 remaining priority choices for **Attributes** _____, **Skills** _____, and **Resources** _____

You can't use the same choice twice and you can't pick the choices you have already used for your Magic and Metatype

Priorities can feel like they're stretched a little thin with Spellcasters. You need to pick a choice other than E for Magic and high Attributes, high Skills and Race (lots of SAPs for Magic and Edge) are all important to cast, summon and resist drain. Resources tend to take the lowest priority as most mages will avoid expensive cyberware and other high tech gear.

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.

To resist the Drain from casting spells you will need a high Willpower and (either Logic for Hermetics or Charisma for Shamans), all 4 mental attributes are also important for Spellcasters while using astral projection.

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.

Primary skills are Sorcery, Conjuring and Astral, make sure to take advantage of specializations for a few extra dice. You should also pick up a rank or two of a Perception, Influence, Stealth with maybe Athletics, Outdoors or 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

Some Knowledge Skill suggestions for a Spellcaster could be things like; Magical Groups, Magical Theory, Parazoology, Tribal Folklore, and Magical Threats

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

Spells and Rituals are your toolkit and arsenal, why carry a gun when you can throw lightning bolts.

Some good Spellcasting choices are; [Combat] Lightning Ball, Clout, Flamestrike, Manabolt, Stunball, [Detection] Analyze Truth, Combat Sense [Health] Increase Reflexes, Heal, [Illusion] Improved Invisibility, Confusion, Physical Mask, Phantasm, [Manipulation] Armor, Levitate, and Shape Metal. Some of the more useful Rituals are Curse, Ward or Watcher. Alchemy does not require a separate spell formula to make a Preparation so Heal and Armor are spells that double their usefulness this way.

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.)

Astral Chameleon, Focused Concentration, Mentor Spirit, and Spirit Affinity are all good Positive Quality choices. Addictions, Allergies, Dependents, Distinctive Style and SINS are typical Negative Qualities.

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 buy new active skills, knowledge skills, languages, or add specialties. Spellcasters may spend Karma to Initiate to Grade 1 or bond with Foci. They may also convert any amount of Karma into Nuyen for additional Resources.
- Up to 5 unspent Karma will carry over to the Current Karma number on your character sheet, any amount over 5 is lost.
- Customization Karma may not be used for learning additional spells.
- 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
 - Initiate to Grade 1 = 11 Karma
 - Bond with a Focus = see Magical Goods Table SR6 p. 168
 - 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.

Mages will typically will not have (or need) a lot of resources. Without cyberware or a lot of expensive tech the most expensive items to buy are a fake SIN with licenses, lifestyle and a vehicle if you have anything extra.

Keep in mind that if you do decide to buy some 'ware each fractional point of Essence lost will drop your Magic by a full point (.01 to 1.00 Essence lost = 1 point of Magic lost). Each step in character creation also happens in order so any Magic lost here in Step 5 will not be replaced with SAPs or Karma, as you have already used these earlier in the Character Creation process

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 6 - or the characters Charisma if it's below 6.

Spellcaster Example Contacts are; Fixer, Free Spirit, Loremaster, Parazoologist, Talismonger, or a Tribal Elder.

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, Astral and Matrix)
Condition Monitor Boxes (Physical, Stun)
Starting Nuyen (leftover Resources)

Attack / Defense ratings (Physical, Astral and Matrix)
Attribute only tests
Unspent Karma