

Character Creation Worksheet

A Word on the magnitude of your Attributes and Skills. Savage Worlds Deluxe compares a dice roll with modifiers to a target value. The better your character is at performing the associated action, the higher the size of the dice that is used to roll. The dice sizes relevant at this point are d4, d6, d8, d10, and d12. In character generation you will see references to increasing the step of an attribute or skill. This means the dice associated with that attribute or skill increases to the next higher dice size (For example going from d4 to d6, or d8 to d10, Going from d6 to d10 would be increasing two steps). This value indicates the dice size to use to check for success in an associated action (example if a character has d8 in Fighting Skill, when asked to roll, they would roll a single d8 to see if they hit the target or not).

Another word – this one about arcane abilities (Magic powers in Low Life). To be able to use arcane powers (Spells) requires three components you need to be aware of when creating your character. First you will need the edge appropriate to the power you want to use. They are the Arcane Background edges. These edges give you the ability to use the power in question. The second component is the skill. Each arcane background has a related skill (Example: Arcane Background: Contanimator edge uses the skill Contanimating). The skill is used to see if you successfully cast the powers you want to use. The last component is the powers themselves. If you select an Arcane Background edge, it will indicate how many powers you get to pick from the arcane background power list (Step 7). You may select the edge “New Power” during character development and improvement to get additional powers beyond those.

- 1) Select your Race (Indicates what racial traits your character gets)
 - a. Low Life ppg 15-31 and Keister Island ppg 182-188 tell you more background information about the races including common names
- 2) Distribute Attribute adjustment points
 - a. Agility – Effects hitting with weapons, balance and fine manipulation
 - b. Smarts – Remembering things, knowing things
 - c. Spirit – Used to recover from being shaken, and avoid being frightened
 - d. Strength – Used to calculate melee damage, brute strength rolls
 - e. Vigor – Used to calculate Toughness, your ability to absorb damage
- 3) Purchase skills
 - a. Low Life uses the base skills in Savage Worlds Deluxe pg. 44
 - b. And Low Life specific skills found in Low Life ppg. 116-118
- 4) Select Hindrances which grant you character development points
 - a. All base Hindrances found in Savage Worlds Deluxe ppg. 28-31 are valid
 - b. Additional Low Life specific Hindrances can be found in Low Life ppg.118-120
 - c. Additional Low Life specific Hindrances can be found in Keister Island pg.188
- 5) Spend character development points on increasing attributes, increasing skills (or buying new ones), selecting edges or increasing your starting cash
- 6) Select Edges (Everyone gets a free Professional Edge that they qualify for, plus any additional selections purchased in character development (step 5) or specified in Race traits (step 1))
- 7) Calculate Secondary Attributes
- 8) Select Powers (Only if you have selected an Arcane Background Edge!)
- 9) Select 500 Clams worth of Gear (This may be increased in character development step 5).
- 10) Send your character to livinglow@thewholehole.info

Step 1: Select a Race

Race will determine some of the free starting edges your character receives.

Fig 1: Race Selection Reference

Race	Benefits
Bodul	Receive for Free <ul style="list-style-type: none"> • Clever Background Edge (+2 to one knowledge skill) • Proud Heritage Background Edge (Spirit starts at d6) • One free edge **Are not limited to the number of <u>Background</u> Edges (See Edge List) and Hindrances used to pay for them, they may have.
Coblin	TBD
Cremefillian	Receive for Free <ul style="list-style-type: none"> • Tweening Background Edge (Ignores weapon strength requirements, can carry three time the normal weight allotment) • Spongy Flesh (+1 Toughness, Immune to Most Poison, Poisonous to bite))
Croach	Receive for Free <ul style="list-style-type: none"> • Antennae Background Edge (Ignore vision penalties) • Crunchy Shell Background Edge (+1 Armor Bonus) • Multiple Limbs Background Edge (Have 4 arms, one main, three off) • Gullet of Steel Background Edge (Can digest any organic matter)
Flew	Receive for Free <ul style="list-style-type: none"> • Don't Bother Me Background Edge (-1 Charisma) • Four Arms Background Edge (Have 4 arms, one main, three off, +1 to climbing and grapple rolls) • Wary Background Edge (-2 Notice roll to detect ambush, +1 Parry)
Funguy	Receive for Free <ul style="list-style-type: none"> • Gleening the 'tinct Background Edge (Roll for Epiphany in the Gubertinct) • Spores Background Edge (As an action emit spores in a medium burst template.) <ul style="list-style-type: none"> ○ Pick one of the following types of Spores <ul style="list-style-type: none"> ▪ Agglutinative (Glue that sticks victims in place) ▪ Hallucinogenic (Victim must make a Smarts check or be shaken) ▪ Luminescent (Light surrounding area) ▪ Miasmic (-2 penalty to victim's physical activities) ▪ Soporific (Victim makes a Vigor check or falls asleep) • Unkeen Peepers Background Edge (-2 Penalty to notice anything further than 4")
Hareian	Receive for Free <ul style="list-style-type: none"> • Feets Abound Background Edge (Pace +1, d8 Running dice) • Mine Mind Background edge () • Really Small Guy Background Edge (d6 starting agility, -2 to hit, Max Strength d6) • See-in-the-Dark-o-vision Background edge (See in the dark)
Horc	Receive for Free

	<ul style="list-style-type: none"> • Buttkicker Combat Edge (+1 to all rolls made with a particular weapon) • Gurgitation (Store 2 pounds of stuff per Vigor dice in your stomach) • Tough Ass MoFo Background Edge (Start with d6 Vigor) <p>Select <u>one</u> of the following:</p> <ul style="list-style-type: none"> • Slimy Background Edge (+4 to escape grapple) • Sticky Background Edge (Things that hit you stick to you requiring a strength success to remove)
Oofo	<p>Choose <u>three</u> of the Following for Free</p> <ul style="list-style-type: none"> • Big Ass Eyes Background Edge (Negates vision penalties) • Dementalism Arcane Background (Be able to use Dementalist powers) • Glowy Finger of Love Background Edge (Heal 2 wounds / day / die of Spirit) • Obsessulon Background Edge (+2 to Knowledge Rolls to determine use and function of Oofo artifacts) • Starry Wisdom Background Edge (Start with d6 Smarts) • Slimy Background Edge (+4 to escape grapple)
Pile	<p>Receive for Free</p> <ul style="list-style-type: none"> • Goo Flinging Background Edge (Throw hunks of yourself) • Malleable Background Edge (Mold your body into armor and pointy weapon bits) <p><u>OPTIONAL</u></p> <ul style="list-style-type: none"> • You may have the Real Big Guy Background Edge for free (Start with d6 Strength, regular sized peeps +2 to hit you)
Smelf	<p>Receive for Free</p> <ul style="list-style-type: none"> • Nosebloating Background Edge (When Vigor is 8+ can blow up your nose and hover in the air). • Schnoz to be Reckoned With Background Edge (Nose provides +1 Head armor) <p><u>OPTIONAL</u></p> <ul style="list-style-type: none"> • May take Really Small Guy Background Edge for free (Start with Agility d6+, Strength can never go above d8, Larger creatures -2 to hit you)
Snell	<p>Receive for Free</p> <ul style="list-style-type: none"> • Shell Background Edge (+2 Armor, Limits Agility to d8, Can retract completely into shell +4 Armor) • Sluggish Background Edge (Run restricted to 1d2) • Thunkular background Edge (Begin with d6 Smarts, a Knowledge at d6 and +1 to all knowledge rolls)
Tain't	TBD
Tzin't	<p>Receive for Free</p> <ul style="list-style-type: none"> • 3 points of Tzin't Edges
Werm	<p>Receive for Free</p> <ul style="list-style-type: none"> • Burrowing Background Edge (Move at Speed, underground) • Coiled Spring Background Edge (Start with d6 in either Strength or Agility) • Pallesthesia Background Edge (Sense movement through the ground, negates vision limiting effects) • Rubbery Background Edge (Take half damage from falls / blunt weapons)

Step 2: Adjust your Attributes

There are five attributes in Savage Worlds Deluxe / Low Life / Living Low: Agility, Smarts, Spirit, Strength and Vigor. Attributes are sometimes used for rolling activities not associated with a specific skill (such as using Strength to lift a rock, or Agility to walk a tight rope). Your character starts out with d4 in each attribute for free (This value may be higher depending on edges received from race selection or character creation). It is important to note skills are directly associated with these attributes and the level of the attributes impacts the cost of increasing the skill levels (Double the cost to further increase a skill each step, once it reaches the same level as the associated attribute)

You have five points to spend (total), cross reference the dice you want associated with the attribute with how many points it costs. Circle the dice type and put the point value in the last column. When you spend character development points, you will have the opportunity to spend some on further raising your attributes.

Base Attribute Step Advances

Advances Purchased with Character Development Points (Step 5)

Total Advances

Fig 2: Attribute Cost Calculator

Points	0	1	2	3	4	Points
Agility	d4	d6	d8	d10	d12	
Smarts	d4	d6	d8	d10	d12	
Spirit	d4	d6	d8	d10	d12	
Strength	d4	d6	d8	d10	d12	
Vigor	d4	d6	d8	d10	d12	
Total						

Example:

Points	0	1	2	3	4	Points
Agility	d4	d6	d8	d10	d12	1
Smarts	d4	d6	d8	d10	d12	0
Spirit	d4	d6	d8	d10	d12	0
Strength	d4	d6	d8	d10	d12	0
Vigor	d4	d6	d8	d10	d12	4
Total						5

Step 3) Purchase Skills

You have 15 points to spend on skills. There are 33 skills in Low Life, each has one or more ruling attributes. It costs one skill point to purchase a skill you haven't selected yet and it starts at d4. To raise a skill one step (one dice type) costs you 1 point if the level of the ruling attribute is currently higher than the skill level. To raise a skill one step costs you 2 points if it is currently at or above the level of the associated attribute.

Base Skill Step Advances

Advances Purchased with Character Development Points (Step 5)

Total Advances

Fig 3: Skill Selection Planner

Skill	Ruling Attribute	d4	d6	d8	d10	d12	Points
Boating	Agility						
Climbing	Strength						
Contanimating	Vigor						
Crafting	Agility or Smarts						
Danged Wrangling	Spirit						
Dementalism	Smarts						
Fighting	Agility						
Gambling	Smarts						
Giggity Giggig	Agility						
Healing	Smarts						
Hocus Poking	Smarts						
Holy Rolling	Spirit						
Intimidation	Spirit						
Investigation	Smarts						
Knowledge (each)	Smarts						
Lockpicking	Agility						
Notice	Smarts						
Performing	Agility or Spirit						
Persuasion	Spirit						
Piloting	Agility						
Repair	Smarts						
Riding	Agility						
Shooting	Agility						
Smellcasting	Smarts						
Stealth	Agility						
Streetwise	Smarts						
Survival	Smarts						
Swimming	Agility						
Taunt	Smarts						
Throwing	Agility						
Tracking	Smarts						
Weirding	Smarts						
Total							

Step 4) Select Hindrances

Hindrances are negative aspects of your character that may make your life more difficult, but by selecting them they grant you character development points that may be used to further develop your character. Hindrances are rated to how serious an impact they have on your character, which also determines how many character development points they give you to further develop your character.

Fig. 4: Hindrance Value

Type	Character Development Points
Doozie	4
Major	2
Minor	1

You may select as many hindrances as you want, but you can only get character development points from a single Doozie, or up to one Major and up to two minor hindrances. This means that a normal character can select hindrances to give them 4 character development points. Exceptions to this rule include:

- Bodul’s who can take as many hindrances as they want for use balancing out Background (a category) edges. They are still limited to a maximum of 4 character development points for use with non-Background edges and other types of advancement (Attributes and Cash).
- Tzin’ts may select as up to 4 points worth of Tzin’t hindrances. These points may only be spent on Tzin’t Edges. Tzin’t Hindrances and Edges are presented separately

Fig. 5: Hindrance Selection Worksheet

	Allowed	Worth	Taken	Points
Doozie	1	4		

OR

	Allowed	Worth	Taken	Points
Major	1	2		
Minor	2	2		

Fig. 6: Hindrance Reference

Hindrance	Type	Effects
All Thumbs	Minor	-2 Repair; Roll of 1 causes malfunction
Anemic	Minor	-2 to Fatigue tests
Armless ♦	Major	-4 to any task requiring arms
Arrogant	Major	Must humiliate opponent, challenge the ‘leader’
Bad Eyes	Minor or Minor	-2 to attack or notice something more than 5” distant
Bad Luck	Major	One less Benny per session
Big Mouth	Minor	Unable to keep a secret, blabs at the worst time
Blind	Major	-6 to all actions that rely on vision; -2 on social rolls, gain additional Edge
Bloodthirsty	Major	Never takes prisoners
Cautious	Minor	Character is overly careful
Clueless	Major	-2 to most Common Knowledge rolls
Code of Honor	Major	Character keeps his word and acts like a gentleman
Colorblind ♦	Minor	Um Colorblind
Curious	Major	Character wants to know about everything
Cyclopean ♦	Minor	-1 to Notice, Throwing, Shooting
Death Wish	Minor	Hero wants to die after completing some task
Delusional	Minor or Major	Character suffers from grave delusions
Doubting Thomas	Minor	Character doesn’t believe in the supernatural
Elderly	Major	Pace -1, -1 to Strength and Vigor die types; +5 skill points for any skill linked to Smarts

Enemy	Minor or Major	Character has a recurring nemesis of some sort
Enslaved ♦	Major or Doozie (Piles)	You are a slave, start with 20 clams
Funny Looking	Minor	-1 Charisma
Greedy	Minor or Major	Character is obsessed with wealth
Habit	Minor or Major	Charisma -1; Fatigue rolls when deprived of Major Habits
Hard of Hearing	Minor or Major	-2 to Notice sounds; automatic failure if completely deaf
Heroic	Major	Character always helps those in need
Hordosaurus ♦	Minor	Obsessed with collecting things, Spirit Roll to relinquish any object
Illiterate	Minor	Hero is unable to read or write
Lame	Major	-2 Pace and running die is a d4
Loyal	Minor	The hero tries to never betray or disappoint his friends
Mean	Minor	-2 to his Charisma for ill-temper and surliness
Obese	Minor	+1 Toughness, -1 Pace, d4 running die
One Arm	Major	-4 to tasks requiring two arms
Enemy	Minor or Major	Character has a recurring nemesis of some sort
Greedy	Minor or Major	Character is obsessed with wealth
Habit	Minor or Major	Charisma -1; Fatigue rolls when deprived of Major Habits
Hard of Hearing	Minor or Major	-2 to Notice sounds; automatic failure if completely deaf
Heroic	Major	Character always helps those in need
Illiterate	Minor	Hero is unable to read or write
Innumerate ♦	Major	Can't count, no concept of math
Junkie ♦	Minor or Major	-1 Penalty each day to all rolls until you score. Max -2 for Minor, -4 for Major
Lame	Major	-2 Pace and running die is a d4
Legless ♦	Major	-4 to rolls using Agility, Pace is halved
Limbleless ♦	Doozie	-8 to aa Physical actions (Any skill using Agility or Strength), Pace = 1. Worms with this Hindrance may take the Prehensile Body Edge for free.
Loyal	Minor	The hero tries to never betray or disappoint his friends
Mean	Minor	-2 to his Charisma for ill-temper and surliness
Mistaken Identity ♦	Minor or Major	Peeps think you look like someone famous / notorious and mistake you for them
Mouthless ♦	Doozie	Can't talk
No Shell (Snell Only) ❖	Major	No shell, Run is 1d4
Obese	Minor	+1 Toughness, -1 Pace, d4 running die
One Arm	Major	-4 to tasks requiring two arms
One Eye	Major	-1 Charisma, -2 to rolls requiring depth perception
One Leg	Major	Pace -2, d4 running die, -2 to rolls requiring mobility, -2 to Swimming skill
Outsider	Minor	-2 Charisma, treated badly by those of dominant society
Overconfident	Major	The hero believes he can do anything
Pacifist	Minor or Major	Character fights only in self-defense as a Minor Hindrance; won't harm living creatures as Major Hindrance
Phobia	Minor or Major	-2 or -4 to Trait tests when near the phobia
Poverty	Minor	Half starting funds, inability to hang onto future income
Quirk	Minor	Character has some minor but persistent foible
Righteous Indignation ❖	Major	-2 Charisma when interacting with someone from another faith, -2 to all actions while in a Holy place for another religion
Sightless ♦	Doozie	-6 to all tasks requiring vision and -2 to most social situations
Small	Major	-1 Toughness
Sort of Clueless ♦	Minor	-1 to all common knowledge rolls
Stanky ♦	Minor	-2 Charisma (anyone with a nose), -2 Stealth within 5"
Stubborn	Minor	Hero always wants his way
Ugly	Minor	-2 Charisma due to appearance
Vengeful	Minor or Major	Character holds a grudge; will kill as a Major Hindrance
Vow	Minor or Major	A pledge to a group, deity, or religion
Wanted	Minor or Major	The character is a criminal of some sort
Yellow	Major	The character is cowardly and suffers -2 to Fear checks
Young	Major	3 points for Attributes, 10 skill points, +1 Benny per session
Total Points From Hindrances		

♦ The Whole Hole 0: Low Life Re-Dredged

❖ The Whole Hole 1: Keister Island

Step 5) Spend Character Development Points

The next step is to use the character development points earned by accepting hindrances in step 4, to further develop your character. There are four different uses for your character development point:

- Increase your Attributes (Step 2) at the rate of one dice step per two development points
- Get new skills or increase the skills you already have at direct 1:1 conversion of development points to skill points
- Purchase Edges at the rate of two development points per edge. NOTE: You MUST meet the edge’s requirements to select it.
- Start out with additional funds at the rate of 500 clams per development point

Fig. 7: Character Development Planning Worksheet

Points Purchased with Hindrances	Points Spent	X	Cost	Gives You
Attribute Increase		X	.5	Attribute Increases
Skill Points		X	1	Skill Points
Edges		X	.5	Edge Selections
Starting Cash		X	500	Clams (Cash)

Step 6) Selecting Edges

Select your free Professional Edge and up to the total number of edges available to you. Tzin't Edges are only available to Tzin'ts and handled a little differently as outlined at the Tzin't Edges table.

Fig 8: Edge Calculation Table

Source	Notes	Selections
Free Professional Edge	Must meet qualifications; Must select from the Professional Edges table	1
Edges Purchase with Hindrances	Character must meet qualifications	
Additional Edges (Other Sources)		
Tzin't Free Edges	Only for Tzin't; Must meet qualifications; Must select from Tzin't Edges Table	3 points

Fig. 9.1 Professional Edges Reference Table

Professional Edges – You get one free, they may also be selected as regular edges (These edges are repeated in the Master Edges Reference List)		
Edge	Requirements	Description
Arteest	Crafting skill d6+	+2 Crafting skill bonus; +1 Charisma with Clammy peeps
Beast Puncher	Spirit d6+ and Persuasion skill d6+	+2 Riding skill bonus; May make a challenged Persuasion roll to alter the moods and reactions of animals (relax or retreat)
Booty Hunter	Streetwise skill d6+	+2 Tracking and Streetwise skill bonus while pursuing booty; 1/day in burg - Streetwise roll to gain contract
Bottomliner ❖	Rich, Holy Rolling skill d6+, Arcane Background: Holy Roller edge	Conditional +2 to Holy Rolling skill rolls
Craftspeep	Crafting skill d6+	+2 to all crafting rolls; personal workspace with tools and materials to make 2d8 of whatever you make.
Crud Swimmer ❖	Race Cremefillian, Swimming skill d8+	Conditional +2 Toughness vs Fire
Fungish ❖	Arcane Background: Holy Roller edge	Conditional +2 to Holy Rolling skill rolls
Gadabout	Investigation or Streetwise skills d6+ and Survival skill d6+	+2 bonus to survival rolls; +2 Charisma with foreign peeps; Free rank Knowledge (Languages)
Gangsta	Streetwise skill d8+	+2 bonus to any Fighting, Gambling, Shooting, Throwing, Investigation, Streetwise and Persuasion Skills while committing a crime
Ham	Performing skill d6+ and Persuasion skill d6+	Performance roll to pass yourself off as someone else
Hoink	Spirit d6+, Fighting skill d6+, Investigation skill d6+	You have a badge and authority in a location
Keisternaut ❖	Boating skill d6+, Fighting skill d6+, Tattoo of a Bucket	½ Price boat transport, food and lodging for your heap at Keister Island costal bergs
Lashmaster	Spirit d8+, Fighting Skill d6+	Peeps under your “direction” gain +1 to skill rolls while being “supervised”
Monk of the Garden ❖	Spirit d6+	+1 to Tracking and Notice rolls involving scents; One of the following: Free d4 in Knowledge(Fungi) and Knowledge (Agriculture) OR +2 to rolls for housekeeping, cooking and larva care OR +1 to Investigation

		OR conditional +1 to fighting OR conditional +1 Charisma OR +1 Persuasion OR -1 PP cost to make reeks at Garden of Smellmental Glee OR Shape Fungi once a day
Nabmaster	Agility d8+, Climbing skill d6+, Lockpicking skill d6+ and Stealth skill d6+	+2 bonus to Climbing, Lockpicking and Stealth skill rolls; +2 bonus to Notice and Repair skill rolls when detecting and circumventing traps, vaults and similar devices
Oldster	Smarts d6+	+2 bonus to any relevant Smarts or Knowledge rolls made during the excavation, exploration, or unoothing of ancient relics, ruins, and civilizations, or to determine the purpose of ancient artifacts
Peed-on		+2 bonus to Stealth rolls and enemies (including monsters and animals) will usually attack the peeps with you before they attack you
Pimp	Persuasion d6+ , Intimidation skill d6+	Your life as a pimp begins with one strumple in your stable. She's an extra of whatever species you choose and has talents commensurate with her profession
Price-o-corn	Vigor d6+, Boating skill d6+, Climbing skill d6+, Intimidation skill d6+	Use d8 for your Wild Die instead of a d6 while onboard a boat of any type. You also have a +2 bonus to any Vigor rolls made to resist seasickness or drunkenness.
Scrapper	Fighting skill d8+, Performing skill d6+	Anytime spectators are present while you are fighting you may use a d8 for your Wild Die instead of a d6
Smoovester	Smarts d6+, Spirit d6+, Persuasion skill d6+	+2 bonus to Gambling, Intimidation, and Persuasion rolls, when trying to con, cheat, or seduce someone.
Snoot	Clammy edge	+2 bonus to Persuasion rolls made to gain audience with leaders and other important peeps, get into exclusive restaurants, and interact with other posh snoots
Strumple	Performing skill or Persuasion skill d6+	+2 bonus to Persuasion and Performing rolls made while things are getting (or are about to get) freaky
Tubpuddler	Boating skill d8+	+2 to any Boating, Climbing, Knowledge, or Survival rolls made while on a boat; +1 bonus to Streetwise skill rolls made in a coastal town
Waremonger	Persuasion skill d6+	With a successful Persuasion roll you can nab goods with a 25% discount or sell them for 125% of their normal value (round up).
Wisenheimer	Investigation skill d6+, Knowledge (any) skill d8+, Smarts d8+	You may roll a d4 without penalty when making an unskilled roll for any Smarts based skill.
Wordwiggler	Performing skill or Craft skill d6+	+2 bonus to all Persuasion skill rolls

Fig. 9.2 Master Edges Reference Table

General Edges – may be selected as regular edges		
Edge	Requirements	Description
Ace	Agility d8+	+2 to Boating, Driving, Piloting; may make Soak rolls for vehicle at -2
Acrobat	Agility d8+, Strength d6+	+2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
Alertness		+2 Notice
Ambidextrous	Agility d8+	d8 Ignore -2 penalty for using off-hand
Animal Magnetism ♦]: Conditional +2 Toughness, safe from animals.
Anosmic ♦		No sense of smell. Immune to reeks.
Antennae ♦	Race: Croach or Tzin't	Halve penalties for impaired vision.

Arcane Background: Contanimator ◆		The Gist: Contanimators conjure, control, and manipulate contanimants, the Fundamental spirits of filth, decay, disease, and feculence.
Arcane Background: Danged Wrangler ◆		They use their tenebrous influence to summon, create, and control such nonliving-but-not-quite-dead creatures. They can also manipulate the Fundamental forces that keep such peeps moving, brandishing various mumbo's of murky jumbo.
Arcane Background: Dementalist ◆	Race: Oofo	Dementalists waggle their zazz just by thinking about it. They don't need any special incantations, artifices, or creatures from elsewhere. It's all in their mind.
Arcane Background: Giggity Gigger ◆		Giggity giggers are peeps who've hipped themselves to the arcane methods used to extract various purloined traits from mysterious and enigmatic creatures known as giggities.
Arcane Background: Hocus Poker ◆		The quintessential wagglers of zazz. Their wonders are enacted by the manipulation of hoci, the Fundamental spirits of magic, so there's not much they can't do.
Arcane Background: Holy Roller ◆		Holy rollers are gifted with zazz by the gawds or other Fundamental forces they worship.
Arcane Background: Smellcaster ◆		Smellements, as the primordial embodiments of stench and aroma, are capable of some snazzy zazz if properly amalgamated. Smellcasters are hip to the recipes. They conjure such volatile essences and store them for later use, in the form of reeks
Arcane Background: Weirdo ◆		As inventors and artificers of the arcane, weirdos craft and employ devices and apparatuses imbued with eldritch zazz.
Arcane Resistance	Spirit d8+	Armor 2 vs. magic, +2 to resist powers
Arcane Resistance, Improved	Arcane Resistance edge	Armor 4 vs. magic, +4 to resist magic effects
Arteest ◆	Crafting skill d6+	+2 Crafting skill bonus; +1 Charisma with Clammy peeps
Assassin	Agility d8+, Climbing skill d6+, Fighting skill d6+, Stealth skill d8+	+2 to damage when striking a foe unawares
Attractive	Vigor d6	Charisma +2
Attractive, Very	Attractive edge	Charisma +4
Beast Bond		Character may spend Bennies for his animals
Beast Master	Spirit d8+	You gain an animal companion
Beast Puncher ◆	Spirit d6+ and Persuasion skill d6+	+2 Riding skill bonus; May make a challenged Persuasion roll to alter the moods and reactions of animals (relax or retreat)
Berserk		When wounded roll to avoid going Berserk. When berserk, Parry -2, Fighting +2
Big Ass Ass ◆	Race Bodul	+1" jumping, falling damage halved.
Big Ass Eyes ◆	Race Bodul, Croach Tizn't, or Oofo	+2 Notice, negates some vision imparing effects
Big Ass Feet ◆	Race Bodul, or Tizn't	+1 kicking damage, +1" jumping
Booty Hunter ◆	Streetwise skill d6+	+2 Tracking and Streetwise skill bonus while pursuing booty; 1/day in burg - Streetwise roll to gain contract
Bottomliner ❖	Rich, Holy Rolling skill d6+, Arcane Background: Holy Roller edge	Conditional +2 to Holy Rolling skill rolls

Brave	Spirit d6+	+2 to Fear tests
Brawler	Strength d8+	+2 to unarmed damage rolls
Brawny	Strength d6, Vigor d6	Toughness +1; load limit is 8 x Str
Burrowing ♦	Race Tizn't	Half Pace through dirt.
Charismatic	Spirit d8	Charisma +2
Clammy ♦		Begin with 1500 clams.
Command	Smarts d6+	+1 to troops recovering from being Shaken
Command Presence	Command edge	Increase command radius to 10"
Common Bond	Spirit d8+	May give Bennies to companions
Compensating for Something ♦		Compensating for Something (N)[2]: +2 Spirit, +1 Charisma when holding large weapon.
Connections		Call upon powerful friends
Contanimaster ♦	Edge Arcane Background: Contanimator	Influence contanimants.
Craftspeep ♦	Crafting skill d6+	+2 to all crafting rolls; personal workspace with tools and materials to make 2d8 of whatever you make.
Crud Swimmer ❖	Race Cremefillian, Swimming skill d8+	Conditional +2 Toughness vs Fire
Danger Sense		Notice at -2 to detect surprise attacks/danger
Élan	Spirit d8+	+2 when spending a Benny on a Trait roll (including Soak rolls)
Evil Twin ♦	Not evil, beardless	Replaced by twin upon death.
Extra Limbs: Leg ♦	Race Bodul, Oofo, or Tizn't	Pace +2".
Extraction	Agility d8+	Ignore one foe's free attack when withdrawing from melee with an Agility roll
Extraction, Improved	Extraction edge	As above. With a raise, no foes get their free melee attack.
Fast Healer	Vigor d8+	+2 to natural healing rolls
Filthily Clammy ♦	Clammy or Snoot edge	Start with 2500 clams.
First Strike	Agility d8+	May attack one foe who moves adjacent
Fish Breath ♦	Vigor d10+	-1 Charisma, breathe water.
Fleet-Footed	Agility D6+	+2 Pace, d10 running die instead of d6
Florentine	Agility d8+, Fighting skill d8+	+1 vs. foes with single weapon and no shield; ignore 1 point of gang up bonus
Freak Occurrence ♦		Strange stuff happens randomly.
Fungish ❖	Arcane Background: Holy Roller edge	Conditional +2 to Holy Rolling skill rolls
Gadabout ♦	Investigation or Streetwise skills d6+ and Survival skill d6+	+2 bonus to survival rolls; +2 Charisma with foreign peeps; Free rank Knowledge (Languages)
Gangsta ♦	Streetwise skill d8+	+2 bonus to any Fighting, Gambling, Shooting, Throwing, Investigation, Streetwise and Persuasion Skills while committing a crime
Glowy Finger of Love ♦	Race Oofo	Heal 2 wounds per day per die of Spirit.
Good Twin ♦	Evil, bearded	Replaced by twin upon death.
Ham ♦	Performing skill d6+ and Persuasion skill d6+	Performance roll to pass yourself off as someone else
Hard to Kill	Spirit d8+	d8 Ignore wound penalties for Vigor rolls made on the Injury Table
Healer	Spirit d8+	+2 Healing

Hoink ♦	Spirit d6+, Fighting skill d6+, Investigation skill d6+	You have a badge and authority in a location
Investigator	Smarts d8+, Investigation skill d8+, Streetwise skill d8+	+2 Investigation and Streetwise
Irradiated ♦		+2 Contanimating, enemies attack at +2 in low light.
Keisternaut ❖	Boating skill d6+, Fighting skill d6+, Tattoo of a Bucket	½ Price boat transport, food and lodging for your heap at Keister Island costal bergs
Keisterawareness ❖	Spirit d8+	Always know which direction the Keister is
Lashmaster ♦	Spirit d8+, Fighting Skill d6+	Peeps under your “direction” gain +1 to skill rolls while being “supervised”
Liquid Courage	Vigor d8+	Gain Vigor die type after imbibing at least 8 oz of alcohol
Luck		+1 Benny per session
Luck, Great	Luck edge	+2 Bennies per session
Martial Artist	Fighting skill d6+	Never considered unarmed, +d4 to unarmed damage rolls
Monk of the Garden ❖	Spirit d6+	+1 to Tracking and Notice rolls involving scents; One of the following: Free d4 in Knowledge(Fungi) and Knowledge (Agriculture) OR +2 to rolls for housekeeping, cooking and larva care OR +1 to Investigation OR conditional +1 to fighting OR conditional +1 Charisma OR +1 Persuasion OR -1 PP cost to make reeks at Garden of Smellmental Glee OR Shape Fungi once a day
More Spores ❖	Race Funguy	Every time you select this edge you may produce an additional type of spore
Multidextrous ♦	Agility d8+, 3 or more appendages	Ignore off-hand penalties.
Nabmaster ♦	Agility d8+, Climbing skill d6+, Lockpicking skill d6+ and Stealth skill d6+	+2 bonus to Climbing, Lockpicking and Stealth skill rolls; +2 bonus to Notice and Repair skill rolls when detecting and circumventing traps, vaults and similar devices
Natural Leader	Spirit d8+, Command edge	Leader may give Bennies to troops in command
Nerves of Steel	Vigor d8+	Ignore 1 point of wound penalties
Nerves of Steel, Improved	Nerves of Steel edge	Ignore 2 points of wound penalties
New Power	Arcane Background	Character gains one new power
Obsessulon ♦	Race Oofo	Detect Hoomanrace relics, +2 Knowledge.
Oddvision ♦	Race Oofo	Ignore darkness, fog, etc...
Oldster ♦	Smarts d6+	+2 bonus to any relevant Smarts or Knowledge rolls made during the excavation, exploration, or unothing of ancient relics, ruins, and civilizations, or to determine the purpose of ancient artifacts
Peed-on ♦		+2 bonus to Stealth rolls and enemies (including monsters and animals) will usually attack the peeps with you before they attack you
Pimp ♦	Persuasion d6+ , Intimidation skill d6+	Your life as a pimp begins with one strumple in your stable. She’s an extra of whatever species you choose and has talents commensurate with her profession
Power Points	Arcane Background	+5 Power Points, once per rank only
Prehensile Body ♦	Race Bodul, Tizn’t, or Werm	+4 Climbing, limited +2 Agility, body acts as limb.

Price-o-corn ♦	Vigor d6+, Boating skill d6+, Climbing skill d6+, Intimidation skill d6+	Use d8 for your Wild Die instead of a d6 while onboard a boat of any type. You also have a +2 bonus to any Vigor rolls made to resist seasickness or drunkenness.
Quick		Discard draw of 5 or less for new card
Quick Draw	Agility d8+	May draw weapon as a free action
Really Big Guy ♦	Race not a Smelf	Start with d6 Strength, size Large.
Really Small Guy ♦		Begin with d6 Agility, Strength never d8+, size Small.
Regeneration ♦	Race Werm	Heal once a day, regrow limbs.
Returner From Whence We Came ❖	Race Werm, Spirit d8+	If you die anywhere except the Keister, the digestive tract of the Incredibly Huge Monster™ or being swallowed Hole, you will be reborn the next day with 3 wounds
Say, Aren't you That One Guy? ♦		Mistaken for someone cool.
Scavenger	Luck edge	Find an essential piece of equipment once per session
Scholar	d8+ in affected skills	+2 to two different Knowledge skills
Scrapper ♦	Fighting skill d8+, Performing skill d6+	Anytime spectators are present while you are fighting you may use a d8 for your Wild Die instead of a d6
Slimy ♦	Race Horc, Werm Tizn't, or Oofo	+4 Strength to escape grapple, +2 Agility to escape bonds.
Smellementalist ♦	Arcane Background Smellcaster edge, Smellcasting skill d8+	Quickly regain ½ PP.
Smoovester ♦	Smarts d6+, Spirit d6+, Persuasion skill d6+	+2 bonus to Gambling, Intimidation, and Persuasion rolls, when trying to con, cheat, or seduce someone.
Snoot ♦	Clammy edge	+2 bonus to Persuasion rolls made to gain audience with leaders and other important peeps, get into exclusive restaurants, and interact with other posh snoots
Spit ♦	Agility d6+, Race Bodul or Horc	Get drop on enemy.
Starry Wisdom ♦	Race Oofo	Begin with d6 Smarts.
Steady Hands	Agility d8+	Ignore unstable platform penalty; Running penalty reduced to -1
Sticky ♦	Race Horc, Pile, Tizn't, or Werm	Stuff sticks to you.
Strumple ♦	Performing skill or Persuasion skill d6+	+2 bonus to Persuasion and Performing rolls made while things are getting (or are about to get) freaky
Suffering Sock ❖	Vigor d8+, Spirit d6+	Ignore shaken effects
Sweep	Strength d8+, Fighting skill d8+	Attack all adjacent foes at -2
Strong Willed	Intimidation skill d6+, Taunt skill d6+	+2 to resist Intimidation and Taunt, +2 in Tests of Will
Super Sniffer ❖	Race Smelf or Bodul, Smarts d8+, Notice skill d88+, Arcane Background: Smellcaster edge	With a successful Notice roll you can determine all sorts of things: what a peep's eaten lately by smelling his breath, where he's been by smelling his clothes, who's been in a room, etc...).
Tentacular ♦	Race Bodul, Oofo, Tizn't, or Werm	+2 Climbing and grappling, +4 to resist Disarm.
Tongue Fu ♦	Race Bodul	Tongue counts as a limb.

Trademark Weapon	Fighting or Shooting skill d10+	1 Fighting or Shooting with particular weapon
Tubpuddler ♦	Boating skill d8+	+2 to any Boating, Climbing, Knowledge, or Survival rolls made while on a boat; +1 bonus to Streetwise skill rolls made in a coastal town
Two-Faced ♦	Race Bodul or Tizn't	Two faces.
Two-Fisted	Agility d8+	May attack with a weapon in each hand without multi-action penalty
Waremonger ♦	Persuasion skill d6+	With a successful Persuasion roll you can nab goods with a 25% discount or sell them for 125% of their normal value (round up).
Whiff ❖	Arcane Background: Smellcaster edge, Smellcasting skill d8+	Summon whiff s related to any Power he knows, but the trappings and final outcome are decided by the Boss. Whiff s do not benefit from raises, but can be maintained.
Wiseneimer ♦	Investigation skill d6+, Knowledge (any) skill d8+, Smarts d8+	You may roll a d4 without penalty when making an unskilled roll for any Smarts based skill.
Woodsman	Spirit d8+, Survival skill d8+, Tracking skill d8+	+2 Tracking Survival, and Stealth
Wordwiggler ♦	Performing skill or Craft skill d6+	+2 bonus to all Persuasion skill rolls

♦ The Whole Hole 0: Low Life Re-Dredged

❖ The Whole Hole 1: Keister Island

A Tzin't may choose a NET three points worth of Tzin't edges for free (They may select more than that as long as the additional points are countered by Tzin't hindrances (which have a negative point value)).

Fig. 9.3 Tzin't Hindrances and Edges

Tzin't Edges – 3 points free, additional may be selected when paid for with Tzin't Hindrances (Maximum 4 additional)		
Edge	Cost	Description
Amphibious	2	Can effectively breathe under water, move at full Swimming Skill.
Big	2	+1 Toughness
Bigger	3	+2 Toughness, -2 Parry vs. smaller creatures
Extremely Poisonous	3	Creatures that bite you must make a Vigor roll at -2 or be Paralyzed for 2d6 rounds. If the Vigor roll is a natural 1, the creature dies.
Adaptable	1	+4 to resist either heat or cold
Keen Eyes	1	+1 to Notice, Shooting, and Throwing
Keener Eyes	2	+2 to Notice, Shooting, and Throwing
Keen Hearing	1	Works like low light vision.
Long Limbs	1	+1 Reach
Multiple Limbs	2 per limb	One extra non-movement action per round. No multi-action penalty.
Pointy Bits	1	Natural attack causes Str+d4 damage.
Pointier Bits	2	Natural attack causes Str+d6 damage.
Poisonous	1	Creatures that bite you must make a Vigor roll or be Shaken.
Prehensile Tail	2	Tail acts as a limb and offers one extra non-movement action with no multi-action penalty.
Pretty	1	+1 Charisma
Prettier	2	+2 Charisma
Sensitive Nose	1	+2 to Notice and Tracking when smell is a factor.

Tough Hide	2	+1 Toughness or +2 Armor (negated by AP weapons)
Tougher Hide	3	+2 Toughness or +3 Armor (negated by AP weapons)
Very Adaptable	2	+4 to resist all environmental effects (heat, cold, etc...)
Very Poisonous (2):	2	Creatures that bite you must make a Vigor roll or be Paralyzed for 2d6 rounds.
Venomous	2	Opponents Shaken by your natural weapons must make a Vigor roll or be paralyzed for 2d6 rounds.
Wings	2	Flight monstrous ability at Pace.
Hindrance	Refund	Description
Dehydration (-2):	-2	Must immerse in water for an hour every day or become Fatigued each day until Incapacitated. Will croak the next day.
Hideous	-1	-1 Charisma
Large	-1	Smaller foes get +2 to hit.
More Hideous	-2	-2 Charisma
No Thumbs	-2	Can only hold things using two hands.
Slow	-1	Pace 4
Small	-2	-1 Toughness
Thin Skin	-2	-1 Toughness
Thinner Skin	-3	2 Toughness or -3 Armor
Tiny	-1	-2 Toughness, +2 Parry
Unadaptable	-1	-4 to resist either heat or cold
Very Slow	-2	Pace 3 (d4 running die)
Very Unadaptable	-2	-4 to resist all environmental effects (heat, cold, etc...)
Weakness	-3	One Attribute can never advance beyond a d6.

Step 7) Calculate Secondary Attributes

Secondary attributes are those that are calculated from the other selections you have made and not direct manipulated.

Fig. 10 Secondary Attribute Calculation Table

	Calculation	Values
Charisma	Starts at 0, with any Charisma modifiers from Edges or Hindrances added	
Pace	Starts at 6, with any Pace modifiers from Edges or Hindrances added	
Toughness	Equal to half your Vigor + 2	
Parry	Equal to half your Fighting Skill + 2 (Will be 3 if you have no fighting skill)	
Maximum Carry	Normally Strength x 5 yorts Cremefillian Strength x 15 yorts	

Step 8) Select Powers

This step only applies to peeps that chose an Arcane Background edges.

Fig.11.1 Contanimator Arcane Power Worksheet

Contanimator Arcane Power	Available Powers	Power Description
Edge: Arcane Background: Contanimator Skill: Contanimating Starting Power Points: 10 + Vigor Starting Powers: Select 3 →	Armor	Create an armor field of protection
	Blind	Temporarily blind your target
	Bolt	Ranged 12/24/48 direct damage bolt
	Boost/Lower Trait	Raise or lower a target's attribute
	Burrow	Move through the ground
	Burst	Cone template of damage
	Confusion	Target must make a Smarts check or be Shaken
	Conjure Contanimants	Summon random contanimants to serve you a day
	Darksight	Halves darkness penalties
	Defile	Create a semi-permanent minion
	Deflection	-2 penalty to attackers
	Elemental Manipulation	Minor effects to the elements of Air, Earth, Fire and Water
	Entangle	Traps target requiring strength test to free themselves
	Environmental Protection	Provides livable conditions in one type of situation (Under water, Lava, Vacuum, etc.)
	Fear	Cause targets to panic
	Light/Obscure	Make illusionary light source or darkness
	Smite	Increases damage on a weapon
	Speak Language	Speak, read and write a language
	Speed	Double and more Pace
	Stun	Medium template Vigor test or be shaken
Summon Contanimants	Summon contanimant allies	
Wall Walker	Walk on walls and ceilings	

Fig.11.2 Danged Wrangler Arcane Power Worksheet

Danged Wrangler Arcane Power	Available Powers	Power Description
Edge: Arcane Background: Danged Wrangler Skill: Danged Wrangling Starting Power Points: 10 + Spirit Starting Powers: Select 3 →	Armor	Create an armor field of protection
	Blind	Temporarily blind your target
	Cadavergab	Talk to dead people
	Corpse Command	Command the danged
	Dang	Bring danged to unlife
	Darksight	Halves darkness penalties
	Detect / Conceal Arcana	Find or mask the presence of magik stuff
	Entangle	Traps target requiring strength test to free themselves
	Environmental Protection	Provides livable conditions in one type of situation (Under water, Lava, Vacuum, etc.)
	Fear	Cause targets to panic
	Light/Obscure	Make illusionary light source or darkness
Smite	Increases damage on a weapon	

Fig.11.3 Dementalism Arcane Power Worksheet

Dementalist Arcane Power	Available Powers	Power Description
Edge: Arcane Background: Dementalist Skill: Dementalism Starting Power Points: 10 + Smarts Starting Powers: Select 3 →	Armor	Create an armor field of protection
	Beast Friend	Communicate and Make friends with animals
	Blind	Temporarily blind your target
	Boggle	Confuse target
	Bolt	Ranged 12/24/48 direct damage bolt
	Boost/Lower Trait	Raise or lower a target's attribute
	Burst	Cone template of damage
	Confusion	Target must make a Smarts check or be Shaken
	Darksight	Halves darkness penalties
	Deflection	-2 penalty to attackers
	Detect / Conceal Arcana	Find or mask the presence of magik stuff
	Elemental Manipulation	Minor effects to the elements of Air, Earth, Fire and Water
	Environmental Protection	Provides livable conditions in one type of situation (Under water, Lava, Vacuum, etc.)
	Fear	Cause targets to panic
	Healing	Removes wound(s)
	Light/Obscure	Make illusionary light source or darkness
	Mind Reading	Gain one truthful answer from subject
	New Perspective	Use target's senses
	Probe	Look deeply into a target's mind
	Puppet	Take control of a target peep
	Rapport	Make target a friend
	Speak Language	Speak, read and write a language
Speed	Double and more Pace	
Stun	Medium template Vigor test or be shaken	
Succor	Removes Fatigue	

Fig.11.4 Giggity Gigger Arcane Power Worksheet

Giggity Gigger Arcane Power	Available Powers	Power Description
Edge: Arcane Background: Giggity Gigger Skill: Giggity Giggering Starting Power Points: 10 + Charisma Starting Powers: Select 3 →	Crony	Make a Giggity do your bidding
	Gather Giggities	Attract Giggities to you
	Gig	Take an attribute or power from a Giggity
	Hookup	Move a power from a Giggity to another Peep

Fig.11.5 Hocus Poker Arcane Power Worksheet

Hocus Poker Arcane Power	Available Powers	Power Description
Edge: Arcane Background: Hocus Poker Skill: Hocus Poking Starting Power Points: 10 + Smarts Starting Powers: Select 4 →	Armor	Create an armor field of protection
	Beast Friend	Communicate and Make friends with animals
	Blind	Temporarily blind your target
	Bolt	Ranged 12/24/48 direct damage bolt
	Boost/Lower Trait	Raise or lower a target's attribute
	Burrow	Move through the ground
	Burst	Cone template of damage
	Confusion	Target must make a Smarts check or be Shaken
	Darksight	Halves darkness penalties
	Deflection	-2 penalty to attackers
	Detect / Conceal Arcana	Find or mask the presence of magik stuff
	Elemental Manipulation	Minor effects to the elements of Air, Earth, Fire and Water
	Entangle	Traps target requiring strength test to free themselves
	Environmental Protection	Provides livable conditions in one type of situation (Under water, Lava, Vacuum, etc.)
	Fear	Cause targets to panic
	Light/Obscure	Make illusionary light source or darkness
	Shape Change	Change into a small (cat) sized animal
	Smite	Increases damage on a weapon
Speak Language	Speak, read and write a language	
Speed	Double and more Pace	
Stun	Medium template Vigor test or be shaken	
Summon Ally	Temporary extra	
Wall Walker		

Fig.11.6 Holy Roller Arcane Power Worksheet

Holy Roller Arcane Power	Available Powers	Power Description
Edge: Arcane Background: Holy Roller Skill: Holy Rolling Starting Power Points: 10 + Spirit Starting Powers: Select 3 →	Armor	Create an armor field of protection
	Beast Friend	Communicate and Make friends with animals
	Blind	Temporarily blind your target
	Bolt	Ranged 12/24/48 direct damage bolt
	Boost/Lower Trait	Raise or lower a target's attribute
	Burrow	Move through the ground
	Burst	Cone template of damage
	Confusion	Target must make a Smarts check or be Shaken
	Darksight	Halves darkness penalties
	Deflection	-2 penalty to attackers
	Detect / Conceal Arcana	Find or mask the presence of magik stuff
	Elemental Manipulation	Minor effects to the elements of Air, Earth, Fire and Water
	Entangle	Traps target requiring strength test to free themselves
	Environmental Protection	Provides livable conditions in one type of situation (Under water, Lava, Vacuum, etc.)
	Fear	Cause targets to panic
	Healing	Removes wound(s)
	Light/Obscure	Make illusionary light source or darkness
	Shape Change	Change into a small (cat) sized animal
	Smite	Increases damage on a weapon
	Speak Language	Speak, read and write a language
	Speed	Double and more Pace
	Stun	Medium template Vigor test or be shaken
Succor	Removes Fatigue	
Summon Ally	Temporary extra	

Fig.11.7 Smell Caster Arcane Power Worksheet

Smell Caster Arcane Power	Available Powers	Power Description
Edge: Arcane Background: Smell Caster Skill: Smell Casting Starting Power Points: 12 + Smarts Starting Powers: Select 4 →	Armor	Create an armor field of protection
	Beast Friend	Communicate and Make friends with animals
	Blind	Temporarily blind your target
	Bolt	Ranged 12/24/48 direct damage bolt
	Boost/Lower Trait	Raise or lower a target's attribute
	Burrow	Move through the ground
	Burst	Cone template of damage
	Confusion	Target must make a Smarts check or be Shaken
	Darksight	Halves darkness penalties
	Deflection	-2 penalty to attackers
	Detect / Conceal Arcana	Find or mask the presence of magik stuff
	Elemental Manipulation	Minor effects to the elements of Air, Earth, Fire and Water
	Entangle	Traps target requiring strength test to free themselves
	Environmental Protection	Provides livable conditions in one type of situation (Under water, Lava, Vacuum, etc.)
	Fear	Cause targets to panic
	Healing	Removes wound(s)
	Light/Obscure	Make illusionary light source or darkness
	Shape Change	Change into a small (cat) sized animal
	Smite	Increases damage on a weapon
	Speak Language	Speak, read and write a language
Speed	Double and more Pace	
Stun	Medium template Vigor test or be shaken	
Succor	Removes Fatigue	
Summon Ally	Temporary extra	
Wall Walker		

Fig.11.8 Weirdo Arcane Power Worksheet

Weirdo Arcane Power	Available Powers	Power Description
Edge: Arcane Background: Weirdo Skill: Weirding Starting Power Points: 10 + Crafting Skill Starting Powers: Select 4 →	Armor	Create an armor field of protection
	Blind	Temporarily blind your target
	Bolt	Ranged 12/24/48 direct damage bolt
	Boost/Lower Trait	Raise or lower a target's attribute
	Burrow	Move through the ground
	Burst	Cone template of damage
	Confusion	Target must make a Smarts check or be Shaken
	Darksight	Halves darkness penalties
	Deflection	-2 penalty to attackers
	Detect / Conceal Arcana	Find or mask the presence of magik stuff
	Elemental Manipulation	Minor effects to the elements of Air, Earth, Fire and Water
	Entangle	Traps target requiring strength test to free themselves
	Environmental Protection	Provides livable conditions in one type of situation (Under water, Lava, Vacuum, etc.)
	Fear	Cause targets to panic
	Healing	Removes wound(s)
	Light/Obscure	Make illusionary light source or darkness
	Shape Change	Change into a small (cat) sized animal
	Smite	Increases damage on a weapon
	Speak Language	Speak, read and write a language
	Speed	Double and more Pace
Stun	Medium template Vigor test or be shaken	
Succor	Removes Fatigue	
Summon Ally	Temporary extra	
Wall Walker		

Step 9) Buy Gear

Unless you purchased additional starting funds or received them as part of an edge, you start with 500 clams to purchase gear

Fig.12 Gear Worksheet

Item	Cost Each	Weight Each	QTY	Remaining Clams	Weight	Total Weight
Starting Clams						0
Containers						
Backpack (holds 50 yorts)	10	4				
Bag (holds 20 yorts)	4	0				
Bladder (holds 10 yorts)	5	1				
Bottle (holds 5 yorts)	3	1				
Cage, small (holds 5 yorts)	20	5				
Cage, med. (holds 50 yorts)	50	20				
Cage, large (holds 200 yorts)	100	40				
Cage, huge (holds 500 yorts)	200	80				
Cauldron (holds 50 yorts)	50	20				
Chest (holds 50 yorts)	20	10				
Clamsack (holds 10 yorts)	2	0				
Flask (holds 2 yorts)	3	1				
Jar (holds 2 yorts)	3	1				
Quiver (holds 20 arrows)	5	2				
Pot (holds 5 yorts)	5	1				
Pouch (holds 5 yorts)	1	0				
Reekbottle (holds 1 yorts)	1	0				
Glowy Things						
10Candelabra (illuminates 4")	10	2				
Candle (illuminates 2")	1	0				
Lantern (illuminates 4")	20	3				
Oil (illuminates 4")	5	1				
Smolderstone (illuminates 3")	100	1				
Torch (illuminates 4")	1	1				
Assorted Whatnot						
Blanket	10	4				
Book	20	2				
Bowl	5	1				
Butt Rudder	20	2				
Chalk	1	0				
Crayon	1	0				
Finagler	80	0				
Fork	5	1				
Goggles	10	0				
Grappler	10	2				
Hammer	10	2				
Ink	3	0				

Manacles	20	2				
Monsterwax	20	1				
Paper	1	0				
Pillow	2	1				
Plate	5	1				
Reek 50+	50+	1				
Relic 500+	500+	Varies				
Rope (10’)	10	10				
Scare Croach	200	1				
Schnoz Corks	10	0				
Shovel	10	5				
Soap	5	0				
Spoon	5	0				
Twine (60’)	5	1				
Weird Device 100+	100+	varies				
Armor						
Crappy Torso, arms, legs	20	5				
Decent Torso, arms, legs	100	10				
Good Torso, arms, legs	200	15				
Noodle Protectors						
Crappy Cap +1 50% Head	20	1				
Decent Cap +2 50% Head	40	1				
Good Cap 80 +3 50% Head	80	2				
Crappy Helm +1 Covers Head	40	4				
Decent Helm +2 Covers Head	70	4				
Good Helm +3 Covers Head	150	8				
Shields						
Crappy +1 Parry	25	8				
Decent +1 Parry, +2 Armor (Ranged)	50	12				
Good +2 Parry, +2 Armor (Ranged)	200	20				
Clothing						
Crappy Duds	5	0				
Decent Duds	20	0				
Snazzy Duds	100	2				
Pimpin’ Duds	200+	5				
Servants & Services						
Lovin’, Bad	5					
Lovin’, Good	50+					
Groomin’	10+					
Flop, Crappy	5					
Flop, Decent	10					
Flop, Good	20+					
Slave	500+					

Item	Cost Each	Weight Each	QTY	Remaining Clams	Weight	Total Weight
Grub and Grog						
Circuspi Nuts	2	0				
Moonular Cheese	20	1				
Meal (crappy)	2	0				
Meal (decent)	10	0				
Meal (good)	15	0				
Meal (exquisite) -	25+	0				
Suds (crappy)	2	1				
Suds (decent)	5	1				
Suds (good)	10	1				
Suds (superior)	20+	1				
Critters						
Minion	1000					
Giggity	100					
Goozera	50					
Oily Boid	5					
Pusmuncher's	25					
Pygmy Slog	200					
Stomp	500					
Hoopties						
Barrow	40					
Buggy	500					
Carriage	800					
Cart	100					
Chariot	500					
Housewagon	2000					
Pushcart	100					
Rickshaw	100					
Sledge	60					
Sleigh	800					
Slogschooner	20000					
Slog Sled	200					
Wagon	1000					
Tubs						
Barge	5000					
Dingy	200					
Raft	50					
Rowboat	200					
Ship	90000+					
Mabobs						
Balloon	2000					
Pit Bloaters	200					
Spring Shoes	100					

Item	Cost Each	Weight Each	QTY	Remaining Clams	Weight	Total Weight
Footie rollers	50					
Weapons (Bashy Things)						
Clobberer Str+d6	80	10				
Drub Str+d4	40	8				
Flail Str+d6 Ignore Shield & Parry	200	4				
Mallet Str+d6 AP 1	135	8				
Maul Str+d8 AP 2, Parry -1, 2 hands	150	10				
Rock Str+2 +2 weight, crappy, melee or thrown (3/6/12)	16	4				
Stick Str+d4 Parry +1, Reach +1, 2 hands	90	10				
Weapons (Poky Things)						
Dagger Str+d4 melee or thrown (3/6/12)	50	2				
Big Fork Str+d8 AP 1	250	8				
Knife Str+1	10	1				
Pick Str+d6 AP 2, +1 weight, 2 hands	140	8				
Spear Str+d6 Parry +1, Reach 1, 2 hands	160	5				
Weapons (Slashy Things)						
Axe, small Str+d6	100	4				
Axe, big Str+d8	200	8				
Axe, huge Str+d10 AP 1, Parry -1, 2 hands	245	10				
Big Ass Cleaver Str+d12 AP 2, Parry -1, 2 hands	350	20				
Enormoslice Str+d12	300	20				
Scizz Str+d6 +1 Disarm	150	4				
Sword, small Str+d6	100	4				
Sword, big Str+d8 Parry +1	250	8				
Sword, huge Str+d10 2 hands	270	10				
Warspork Str+d6	100	4				
Weapons (Other Things)						
Gooser Str+d6 +1 Disarm	150	4				
Net	10	2				
Swatter Str+d4	50	2				
Whip Str+2 +1 Disarm, Reach +1, Nonlethal	74	3				
Weapons (Throwy Shooty Things)						
Bow 2d6 12/24/48 Range+2, 2 hands	240	4				
Crossbow 2d6 15/30/60 AP+1, Range +3, Slow, 2 Hnds	270	4				
Flinger 3d4 6/12/24 Range +1	230	3				
Throwing Axe Str+d6 3/6/12	100	4				
Throwing Hat Str+d6 3/6/12 Concealed	150	4				
Throwing Knife Str+d4 3/6/12	50	2				
Slingshot Str+d4 6/12/24 Range +1, 2 hands	80	2				

Fig.13 Name Reference

Race	Background	Sample Names
Bodul	<p>Bodul names are as varied as Bodul anatomies but, as long as we're generalizing, many tend toward grandiose monikers to complement their prideful personalities.</p> <p>Conversely, those Boduls less certain or conceited about their lineage tend to adopt simple names, occasionally adding a descriptive eponym or epithet.</p> <p>The Hoomanitarian faith being popular among Boduls, many of them are given names based on assorted words found on Hoomanracian relics and artifacts.</p>	<ul style="list-style-type: none"> • Grossum the Awesome • Otho the Boss Boss • Fearsome Flognoggin • Cuddlesmith Lovesurgeon • Daddy Hassafrass • Boot Bunsblossom • Yerkle the Sockstitcher • [Expletive Deleted] • Goop the Guy Named Goop • Internal Combustion Engine • Sodium Benzoate to Preserve Freshness
Coblin	Donno yet	
Cremefillian	<p>Tweenk names tend to be a bit on the childish side, some sort of cutesy-wutesy repetitive babble that, according to wisenheimers has deep historical value, reminiscent, as it is, of the names scribbled on their prisons Back in the Day.</p> <p>When a Cremefillian reaches a certain age he goes through a rite of passage, the details of which vary by religion and geography, after which he adopts a new moniker for himself. Names of this sort tend to be a bit on the arrogant side, chosen to make the bearer sound like a bad ass, although that's not always true.</p>	<ul style="list-style-type: none"> • Dong Dong • Wee Wee • Wee Dong • Lung Dong • Dung Lung • Crandel Creampuff • Crusher of Crania • Hater Wig Wig • Dung Dong the Fister • Barence Thrice-plumbed • Uuulon Crepulos • Glutenous Maximus • Horus Morus the Ding of the Dong • Phyllin MacKrakin
Croach	Croaches tend to keep whatever names their parents give them, which are more likely to be a function of their culture or religion than their species. Nicknames are common, but they're usually descriptive rather than arrogant.	<ul style="list-style-type: none"> • Sultan Pepper • The Litter Bug • Bernizedd the Enplumpinated • Ermle the Stitch • Gristle Sansan-Arm • Deleterious Snark
Flew	Flews dig the letter z. It just sort of works for them, what with their warbling snouts and the oscillating buzzes that issue so naturally from them. Non-flews often have a great deal of trouble pronouncing flewish names, but it ain't no thang.	<ul style="list-style-type: none"> • Z'zinnz • Hnxzozzler • Ziznozz
Funguy	Most peeps find Funguy names notoriously difficult to pronounce. They tend to use a lot of hard consonants, glottal stops, clicks, and diphthongs. Ridiculously complicated names.	<ul style="list-style-type: none"> • Q'qop'lochzoq • Gr'fz'q'lomp • P'p'p'cho'cho
Hareian		
Horc	Horcs are an interesting batch when it comes to names. As little horclings they pretty much answer to anything anybody bigger than them chooses to call them. For example, a Horc mom might refer to her young son with such endearing	<ul style="list-style-type: none"> • Barrelsmasher Hangnail • Uncle Pissfoot • Smelfsqueeze the Juicer • Spleengobbler Hatesmith

	<p>monikers as “The One Who Was Born with Poop in His Ear,” “The One Who Smells like Armpits,” or “That One over There.”</p> <p>Eventually, a Horc disregards such sentimentality in favor of a more grown-up name. As a general rule, Horcs like to say what they do in their name, trying their hardest to sound like bad asses in the process. They also like to throw in references to hurting Smelves because goose Smelves.</p>	<ul style="list-style-type: none"> • Filthy Gob • Smelfrender the Smelf Render, • Cleaverswinger Chops-a-smelf • Fistpounder Gavelbanger • Bossbasher Foomsblight • Smelfsquisher Toejam • Smelfsmacker • Smelfsmack • Suffersmelf the Generally Well-Disposed.
Oofo	<p>Many Oofos dig names that glorify their unoithly ancestry. Plenty of voiced alveolar sibilants, uvular fricatives, and pompous appellatives invade their monikers like so many unwelcome probes.</p>	<ul style="list-style-type: none"> • Zorxulon 2x1012 • Zolto Moonspawn • Swovv Zinkleman • Xixxzozz from Elsewhere • Plixnoxulon (Mender of Oithlings) • Zlozz Kirpanski
Pile	<p>Bound piles are often given a name by their creator, which is usually something either lame and belittling or grandiose and extra macho.</p> <p>Sovereign piles usually name themselves, in which case just about anything is possible. They don’t always follow the “Something the Something” formula, but it is awfully popular.</p>	<ul style="list-style-type: none"> • Blorb the Subservient • Gross Greelo • Ploop Socklicker • Jeff • Huge Hoopalooph • Mudmuscle the Flatulent • Borborygmal Bellyblight • Chunk Chiselchompers • Finsto the Quill • Byulunculus the Vigilant • Feco the Defecator • Brillo the Fool-Pitier
Smelf	<p>Conventional Smelven nomenclature smacks Smelves with some pretty silly names. They really dig alliteration and the word smelf, which is kind of the universal cognomen for just about every smelf out there. Additionally, many Smelves include the name of their clan or some other family descriptor when introducing themselves.</p> <p>Other Smelves, particularly the lazy ones, just slap themselves with some kind of descriptor and the word smelf.</p>	<ul style="list-style-type: none"> • Smerkles of the Longnostril Ilk • Sunny Hindquarters • Smuggly Smelf • Sugarface Smelf • Sologostro of the Seven Stranded Salad Tongs • Gorminee the Goosed • Pimple Smelf • Nabmaster Smelf • Lackadaisical Smelf • Unimaginative Smelf
Snell	<p>Snell names tend to be rather simple and uncomplicated. One or two syllables, nothing fancy.</p> <p>Snell will adapt an epithet or sobriquet.</p>	<ul style="list-style-type: none"> • Runkle • Gorth • Pollis • Uster the Damp • Olgo Sludgetruderger
Tain’t		
Tzin’t	<p>Since Tzin’ts don’t have families, usually awakening to sentience alone in the wild wearing nothing but a diaper and a nametag, they get to choose their own names. Sure, there’s</p>	<ul style="list-style-type: none"> • Toucanacondor Flaminguez • Pandalope the Panderer • Kangaroostrich Platypotamonk

	<p>something written on the nametag, and a lot of tizn'ts choose to go by that (once they figure out how to pronounce it), but as far as anybody can tell it's just a bunch of random nonsense. Wisenheimers postulate these palaverous conglomerations are actually contractions listing the extinct creatures whose traits compose that particular Tizn't, but that's never been proven.</p> <p>Of course, many tizn'ts decide to call themselves something else entirely, which is perfectly acceptable:</p>	<ul style="list-style-type: none"> • Camelobstrich Salamandrill • Babooningale Tarantulemming • Rhinostrihuck Caterillapus (Mayor of Over There). • Doorq Snozzleweiner • Pickle Head Frankenfortress of Scab • Reputus Merkle Garbonzo the Somewhat Less Than Sane • Gobblecluck the Never-Been-Asked-That-Question-Before • Rainbow Sprinkles (the gourmacer and mad pie-slinger of Floom).
Werm	<p>Wermes tend to adopt the naming conventions of whatever culture or religion they were born into. There's really no such thing as a standard werm name. It could be anything. To complicate the issue, it's not unusual for a werm to change his name on a daily basis to suit his current mood or to glorify a recent deed or achievement.</p>	<ul style="list-style-type: none"> • Mullig the Meek • Trullig the Terrible tomorrow • Gupnuppler the Undecided • Gorsho Loxodontist • Hugormo XIII (Keistermeister of Floom) • Shnaggledorf • Cerumen Thricewipe • Trozz Flomp