

Character Race

Not everyone on Earth is human. There are those who are not of this Earth and others who have bred with normal humans. Some are machines and some are from beneath the Earth's surface. Every race has its advantages and disadvantages. Player's may only choose one race.

Alien

This character is from another world or dimension. They are experienced with high technology and have a better grip on facing the uncanny. Some are extremely logical and some are warrior based.

Race Bonus:
+2 to Character Focus
+1 to Common Skills
+2 to three Skills
-1 to one to Weekly Resources

Android

Built by aliens or humans, this character is independent and very powerful. Some androids work for companies while others roam the Earth looking for meaning. Androids used to be programmed not to hurt humans, but now they are programmed to be free.

Race Bonus:
+1 to Character Focus
+2 to Common Skills
+3 to Four skills of choice

Half-Breed

Your parents were in love, but they weren't the same species. You gain the edge when it comes to both races. One half of you is human and the other half is not. This makes you a good target for government agencies who want to learn 'how' you came to be.

Race Bonus:
+1 to Character Focus
+1 to Common Skills
10 Fuzion points to buy a special power or ability that your non-human side has.

Human

You are full blooded human. You live and die like one too. The normal human adapts to their environment and in times of need can pull off some pretty amazing stunts.

Race Bonus:
+1 to Character Focus
+1 to Common Skills
+1 to Weekly Resources

Hybrid

You are perfection personified. Your DNA is so perfect that it makes you 'super.' A Hybrid may be alien or human, but you are above all in the big cosmic picture. This also makes you dangerous.

Race Bonus:
+2 to Character Focus
+2 to Common Skills
+2 to one Non-Combat Skill
+2 to one Combat Related Skill
+10 Fuzion Points for Powers or Talents ONLY



Guardian Universe CST

Hero Theme

Here are the most basic Hero Themes. Each theme comes with a description, a list of template skills that the character **MUST** take, Options that come with the theme and starting equipment. Hero themes may **NOT** be stacked. All skills included in the Hero Theme start at Level 2.

Black Ops Guardian

Description: There are Guardians that like the limelight and then there are the Black Ops teams. This Guardian works in the shadows going on missions that governments won't admit to. They are lonely people who tend to not make friends. Most Black Ops Guardians end up dead in the end.

Skills: 3 Power Stunts, One Weapon Skill of choice, Martial Arts, Stealth, and Surveillance.

Options: Membership 10, Combat Sense, License to Kill

Equipment: First Aid Kit, Mini-pack, Kevlar Uniform

Guardian

Description: You were born with unique abilities or powers. You have decided to put your talents to use and have joined the Guardian Program. Your days are spent training and improving yourself. In times of need you are thrown out into situations with others like you. You are looked at in the public eye, so Popularity is everything.

Skills: 2 Power Stunts, First Aid, Martial Arts, Pistols.

Options: Membership 5

Equipment: First Aid Kit, Mini-pack, Kevlar Uniform

Magician

Description: Magic is on the comeback and you are right in the thick of it. Since you were a child, you dabbled with the dark arts and when Reaper was finally put in his place you came right out and started doing public magic tricks. The art of magic isn't easy though. You walk the fine line that keeps balance and order. One mistake and you could unleash the wrath of demons and more.

Skills: Choose 5 spells that your player casts. (Use the Power section to choose the spells).

Options: Membership

Equipment: Spell book, Backpack