



Ok sample character:

Hero Type will be a High School Student.

I get 40 points to distribute to my Physical Stats. I want a geeky kid, not a jock.

Rumble: 10

Agility: 10

Might: 10

Moxie: 10

I'll keep him at 10 for now.

I get 30 points for Mental Stats.

Smarts: 10

Perception: 10

Spirit: 10

Yep, everything will be at 10 to start.

I also get stuck with the Minor Flaw: Teen Drama.

So now I need an Origin. I'll pick Human: Experiment.

That will give me 40 Points for powers, 30 for gear and 30 FREE points.

I'll take some of my points and put them right into my stats.

Smarts: 10 (I'll add 20 points to Smarts making it 30)

Perception: 10

Spirit: 10 (I'll add 10 points to Spirit making it 20)

As you can tell, I am shooting for a brainy character.

That also kills my FREE points for now.

For my Special Focus I want something fun. Because my Smarts is 30 I have 30 points to use for Special Focuses. I'll take:

Robotics +10

(I'll reserve the next 20 for a power stunt).

I can pick a Flaw or Weakness.

We'll give him another Minor Flaw (in addition to Teen Drama). How about Geeky?

This will give me +5 WILD because I took an additional Flaw.

Now to finalize some stats.

Rumble: 10

Agility: 10

Might: 10

Moxie: 10

Smarts: 30

Perception: 10

Spirit: 20

Health: 40 (Add all Physical Stats)

WILD: 65 (Add all Mental Stats and the 5 points from the Flaw)

So now to buy powers. I have 40 points to use.

I'll take:

Tech Read: 20

Techno-Kinesis: 20

This means I can touch machines and know how they work, and I can take apart and build machines using my mind.

Now I need some Resources. I roll 1d10 and get a 6. That means I'll have Decent Resources. I earn up to 20 points a week and the most I can earn is around 600. Looks like my character will have a Trust to pull from.

I get 30 points for starting gear. I'll buy some tools (6) and get myself a house at 20 points a month. Nothing too grand.

The last thing I need to do is roll my bonus 1d10. I roll a 6 and get 60 more points to add to anything. I increase my Smarts to 50 and my powers to 40 each. I can also increase my Special Focuses.

Rumble: 10

Agility: 10

Might: 10

Moxie: 10

Smarts: 50

Perception: 10

Spirit: 20

Health: 40

WILD: 75

Special Focus:

Robotics +30

Kit Bash +20

Resources: Decent

Powers:

Tech Read: 40

Techno-Kinesis: 40

Our character starts at ZERO Popularity. He needs to earn his fame.

We'll make him 16, because he's a high school student.

Of course we need a name: Mr. Tinker.