

Cambridge University Role-Playing Society 24 Hour Dungeon 2008

Player Handout – Intro and Char Gen.

Introduction:

The 24 hour is a Sci-Fi game, set in the remains of a fallen interstellar empire. Travel between stars is via jump lanes, interstellar stargates which propel a starship at incredible speeds through the galaxy. Control and travel through the jump lanes is hotly contested and is controlled via the possession of a series of gate keys, rare artifacts of the old empire which activate jump gates.

You are members of one of the great trading clans, freshly blood sworn to the great lord Sakamoto and form part of his retinue as he travels space to conduct a diplomatic mission on behalf of the clans. Little do you know what awaits you at the other end of the jump lane...

Character Generation:

1. Pick a concept:

This could be pretty much anything. You're restrictions are:

- You're Human although small scale genetic modification or "tweaks" are allowed.
- You're a loyal and trusted servant who has a place in the retinue
- You fit in a space opera setting (no magic elves).

2. Pick Attributes:

You have a three attributes:

Physical - How good your character is at using their physical strength and agility to solve problems

Mental - How good your character is at using their mental strength and agility to solve problems

Social - How good your character is at using their interpersonal strength and agility to solve problems

Pick one of these attributes to be Great – It has a score of 5.

Pick one of these attributes to be Good – It has a score of 3

Pick one of these attributes to be Ok – It has a score of 1.

3. Choose role:

What do you do on board the ship? What is your part in the retinue? Decide on the things you want your character to do in the game and your role in the party.

4. Pick Skills:

This system has nine skills:

- *Combat*: The art and skill of making other people hurt while you don't
- *Space Faring*: The art and skill of running a spaceship and living in space
- *Medicine*: The art and skill of making other people not die
- *Science*: The art and skill of understanding the universe
- *Engineering*: The art and skill of making stuff work
- *Persuasion*: The art and skill of making people do what you want them to.
- *Survival*: The art and skill of surviving planetside
- *Handle Vehicle*: The art and skill of mavouring vehicles.
- *Scouting*: The art and skill of moving quickly and quietly

Choose one of these skills to be Great – It has a score of 5
Choose two of these skills to be Good – These have a score of 3
The other six skills are Ok – These have a score of 1

5. Backstory and flaws:

Your character has a backstory, they came from somewhere, did something. Make this personal rather than galaxy-wide, something which will affect the who they are and how they behave.

Your character should also have a flaw or weakness, something they are reluctant to do or say perhaps. Something they cannot resist. The GMs can happily provide something for you if you'd prefer.

Your character also has a secret from their past they'd rather keep hidden. The GMs will happily provide this if necessary.

6. Appearance:

Work out a short description of your character, how would you describe them to someone else. Give them a quirk or personal trinket if you wish.

Feel free to add a picture or sketch of them to show people when things get dull.

7. Finishing touches:

Record three wound levels:

Lightly Wounded: -1 to all actions

Moderately Wounded: -4 to all actions

Heavily Wounded: -9 to all actions

Record one luck point.

You're done!

CURS 24 Dungeon 2008 Character Sheet

Name & Title:

Role:

Concept:

Appearance:

Attributes:

Physical:

Mental:

Social:

Skills:

Combat:

Medicine

Handle Vehicle:

Survival:

Science

Persuasion:

Scouting:

Engineering

Space Faring:

Flaws:

Secret:

Story:

Health:

Luck:

Lightly Wounded (-1 to all rolls) []

[] Luck Points Left

Moderately Wounded (-4 to all rolls) []

Heavily Wounded (-9 to all rolls) []

A luck point can be spent to turn a D6 roll into an 8

Example Character Generation:

Douglas decides to build a character:

1. Pick a concept:

Douglas decides that he wants to play a tough guy, the muscle of the group

Wise cracking mafia-type bodyguard / knee-breaker / enforcer

2. Pick Attributes:

Douglas reckons the character is mainly a physical sort of person, probably not one for thinking his way out of a problem much:

Physical: 5

Social: 3

Mental: 1

3. Pick a role on board:

So what does this guy do as part of the retinue? Douglas decides his character is mainly a guard, but there's always use for bit of heavy muscle on board a ship:

Primarily guard duty, but lends a hand with lifting and moving cargo when needed

4. Pick Skills:

To perform his duties Douglas decides his character is going to be a Great fighter, who's pretty good at getting people to do what he wants them to and who can move quickly and quietly when necessary.

Combat: 5

Persuasion: 3

Scouting: 3

Space Faring: 1

Medicine: 1

Science: 1

Engineering: 1

Survival: 1

Handle Vehicle: 1

5. Backstory and flaws

Douglas first picks a flaw for the character:

Flaws: Won't hurt women or children even when ordered to or in danger

Douglas then comes up with a dark secret the character probably doesn't want people to know:

Secret: He enjoys causing pain, but doesn't like other people knowing this

Douglas then come up with a personality and story for the character:

Story: Silas doesn't trust himself, and with good reason. He's a violent person. He doesn't like that much, but is wise enough not to try to change it. Instead, to control it, he sticks rigidly to his own code of honour. If he ever let himself go again, like he did one time on that family, he could never look himself in the mirror again. He covers this up with a cool 'take nothing seriously' attitude. Is most comfortable following orders from someone he trusts to be both practical and ethical. He'd lay his life down for his Lord. He just hopes that doesn't happen any time soon.

6. Appearance:

Douglas then comes up with some finishing touches and a description for his character:

Name & Title: Ship's Bosun, Silas Merrick ("Mr. Merrick" to scum)

Appearance: medium height, burly, broken nose, short blond hair, brown eyes

Age: 38

Other: Isn't religious, but carried a small fingerbone on a chain around his neck as a charm, which he strokes when trying to resist certain temptations

7. Finishing Touches:

Douglas records three health levels and one luck point on his character sheet:

CURS 24 Dungeon 2008 Character Sheet – Sample Character

Name & Title: *Ship's Bosun, Silas Merrick* (*"Mr. Merrick" to scum*) **Role:** Primarily guard duty, but lends a hand with lifting and moving cargo when needed

Concept: Wise cracking mafia-type bodyguard / knee-breaker / enforcer

Appearance: medium height, burly, broken nose, short blond hair, brown eyes.

Isn't religious, but carried a small fingerbone on a chain around his neck as a charm, which he strokes when trying to resist certain temptations

Attributes:

Physical: 5

Mental: 1

Social: 3

Skills:

Combat: 5

Medicine: 1

Handle Vehicle: 1

Survival: 1

Science: 1

Persuasion: 3

Scouting: 3

Engineering: 1

Space Faring: 1

Flaws:

Won't hurt women or children even when ordered to or in danger

Secret:

He enjoys causing pain, but doesn't like other people knowing this

Story:

Silas doesn't trust himself, and with good reason. He's a violent person. He doesn't like that much, but is wise enough not to try to change it. Instead, to control it, he sticks rigidly to his own code of honour. If he ever let himself go again, like he did one time on that family, he could never look himself in the mirror again. He covers this up with a cool 'take nothing seriously' attitude. Is most comfortable following orders from someone he trusts to be both practical and ethical. He'd lay his life down for his Lord. He just hopes that doesn't happen any time soon.

Health:

Luck:

Lightly Wounded (-1 to all rolls) []

[] Luck Points Left

Moderately Wounded (-4 to all rolls) []

Heavily Wounded (-9 to all rolls) []

A luck point can be spent to turn a D6 roll into an 8