

Chapter 05: Who Will You Be?

PLAYER CHARACTERS

Characters are the representation within the game of the real-world player behind the dice. A character acts as a player's eyes, mouth, and hands within the game world and are the mechanism by which a player can interact with other player characters (PCs), as well as the Non-Player Characters (NPCs) that are voiced by the GM, and the world around them.

Although in game terms they are little more than a collection of statistics and mechanics – how strong they are, or how well they can ride a horse – a character is most importantly defined by the voice that a player gives to them. Whilst one character may have similar stats to another, the way that the players breathe life into them and define their personality as they interact with the game world can make them wildly different.

For this reason, each player must have a clear understanding of who their character is if they are to determine how they will act and react to various situations within the gameworld. Players are encouraged to spend enough time thinking about who their character is so they know how to react in any given situation – a process that is helped by elements of the Backstory Generation process.

There are two methods provided for character creation, and it is up to each player which route they choose. This decision may be influenced by how much time they have to prepare for the game, their familiarity with the game and the character creation process, it might be based on the type of session or campaign that is running, or could be at the discretion of the GM. But no matter how they get there, players should understand who their character is and why they act like they do.

In addition to the two different methods of creating characters, there is also the option of using Pregenerated Characters (Pregens) which require zero preparation, beyond picking the one you want to play. See the Pregenerated Characters Sidebar on the following page for more details.

Once everyone has their character ready, the group is ready to roll some dice.



METHOD 1:

BACKSTORY GENERATION

Backstory Generation gives the player a large amount of control by allowing them to define how the various periods of a character's life affected their growth and development and what they learned during those times. This sculpting is done by applying Character Development Points (or CDP) to various attributes and skills at different times of the character's life, such as where they grew up, or what they did for work. See the Character Development Points sidebar on page X for more details.

This option should be chosen by players who have the time and desire to watch their character evolve step-by-step to match the exact concept or design that they have in mind.

The Backstory Generation method is covered in greater detail on page x.

METHOD 2:

PICKING PARADIGMS

There are times when players may wish to just jump-in and get started playing – perhaps when they need to replace a dead character on the fly, or when joining a game at short notice.

For those players, *Fractured* comes with many Paradigms that already have attributes, skills and equipment specifically designed to fit a trope or a role within a group, such as a bewildered Family Doctor or hard-bitten Mercenary.

Although this method takes care of the mechanics, it's still up to the player to customize certain elements of these paradigms such as their personality, backstory, and Motivations and Complications, that will help quickly bring them to life.

See Paradigms on Page X for more details.

We Can Be Heroes

Fractured is intended to be on the more realistic side of the RPG spectrum and, unlike many other TTRPG's, while the characters are the heroes of the story, they aren't truly heroic in the traditional sense of the word.

No one is a superhero. No one is an action movie star. There are no super soldiers, no Rambo, and no James Bond. There are just ordinary people trying to get through extraordinarily hard times.

There is no invincibility or immortality in *Fractured* and each character is just one bad choice or unlucky dice roll away from dying. Trusting too easily, not taking the right precautions, running into combat or other dangerous situation without a plan will all likely end badly for the characters.

Now, of course, this doesn't mean the characters aren't special – they are, they are the protagonists and the focus point of the story being told – it just means that, by design, a character will likely be as fragile and limited in the game as many of the players are in real life. The group needs to remember that, just like in the real world, no one can be good at all things, and very few people have actually trained to survive the apocalypse.

In a similar vein, it's too simplistic to think of those who are left as good guys and bad guys. There are just survivors, trying to get by. Players will have to decide what constitutes heroism – or evil – for themselves.

Pregenerated Characters

In addition to Paradigms, *Fractured* also comes with numerous Pregenerated Characters, also referred to as Pregens. More than a Paradigm, Pregens come fully formed, with all Attributes, Skills, Motivations and Complications defined, as well as a backstory to help make them "ready to play".

Pregens are intended for players wishing to jump straight in with little more preparation required than reading the character sheet, or for when a GM wishes to tell a specific story with specific characters.

With just a few moments of glancing over the character sheet, a player should be able to get a feel for what their character is like, or how they might react in any given situation and should be ready to play.

Pregenerated Characters are available at xerosumgames.com and will be provided in various upcoming supplements and adventures as they become available.

CHARACTER SHEET OVERVIEW

Before trying to create one, it is helpful to understand the various elements that combine to make a character and how this will impact them within the game. All of these elements are covered in greater detail below and an example character sheet is presented on the following page to provide a working example.

Some elements – such as Motivations & Complications – are somewhat softer and provide more context as to who the character is, while other elements - the RAPID Range, Secondary Stats, Modifiers, and Skills – are much more mechanical in nature and will impact dice checks and outcomes.

All of these elements are covered in greater detail below and an example character sheet is presented on the following page to provide a working example.

Blank character sheets are available at the back of this book and can be downloaded from xerosumgames.com.

1 BACKGROUND INFORMATION

This is where a player records various details that help bring their character to life but have no real impact on gameplay. This includes sundry details such as name, gender, height, weight, etc.

2 ATTRIBUTE & SKILL CARDS

To help define how well they respond to a task or an obstacle, each character has a series of attributes (called the RAPID Range) that correspond to and define the various elements of their personality, intellect, and physical capabilities, as well as a set of skills that are tied to these attributes.

For easy reference, each of these five attributes - Reason, Acumen, Physicality, Influence and Dexterity have a card on the character sheet, which also contains the related skills.

Each Attribute helps define, in game-terms, how well a character is able to deal with any given task or obstacle and the value listed is also referred to as the Ability Modifier, or AMod (see page x for more details).

Similarly, characters have picked up some degree of training in various skills prior to the game starting and those Skill Modifiers are reflected by the number of boxes filled in. Skill values range from -3 to +6 and if no boxes are filled in, it means that the character is untrained and gets 0 Skill Modifier (or SMod). Certain skills require training of

incur a -3 Skill Modifier when used. These skills are denoted with an * (such as Surgery*) and on the character sheet have a half-filled box. Characters who possess those skills should fill in the entirety of that box as well as additional levels.

A full list of skills along with explanations can be found in Chapter 7 What Can You Do? on page X.

3 SKILL SPECIALIZATIONS

Once a character achieves the right level of expertise within a certain skill, they will have access to specializations that give a character a much deeper and more defined knowledge in a particular subject. For example, a character with the right skill level in Scholar

may decide that their character was a Psychologist before the pandemic and take Psychology as their specialization. These specializations should be noted in this box for ease of reference.

4 NOTES

This space is to include anything that the player feels is important, helps define their character or might be pertinent.

5 WILD DICE

Wild Dice are a way for players to influence dice checks and otherwise affect the world around them. The number of Wild Dice a player has can fluctuate and should be recorded on this sheet.

6 SECONDARY STATS

In addition to the primary stats of Attributes and Skills, each character has a series of Secondary Stats that are derived from their primary stats and affect various elements of gameplay, such as how much equipment a character can carry or how much damage they can take before dying.

See Secondary Stats on page X for more details.

7 WEAPONS, EQUIPMENT, ARMOR AND RATIONS LISTS

Everything that a character is carrying needs to be explicitly listed on their sheet, or they do not have it on them and therefore cannot use it. This includes all the weapons (along with the total amount of ammo they have for each weapon), miscellaneous equipment (such as binoculars or a compass), any armor (along with the condition of the armor) and any rations they are carrying.

As characters find, use, and potentially lose their equipment and weapons, it should all be noted on their character sheet.

Remember - if it's not written on their sheet, the character doesn't have it!

8 AMMO TRACKING

Weapons run dry very quickly in this new world these Wips are for players to mark when their characters are using ammo, to make tracking easier.

9 BACKSTORY

Here is where a player should write down their character's backstory that outlines who they were before, and how they came to be in this moment. This is something they can (but don't have to) share with other players in their group.

As players are guided through the Backstory Generation process, this story will essentially write itself.

10 RELATIONSHIPS

As characters start to interact with non-player characters (NPCs) within the gameworld, they will find themselves having different interactions and relationships

PERSONAL DATA

Name: Alina Garcia Profession: Entrepreneur
 Age: 29 Weight: 131 lb Height: 5'6" Gender: Male / Female
 Complication: Daredevil Motivation: Find Safety

REASON (0)
 First Aid
 Gen. Knowledge
 Leadership
 Surgery*

ACUMEN (1)
 Gambling
 Investigation
 Navigation
 Perception
 Scavenging
 Streetwise
 Survival

PHYSICALITY (2)
 Athletics
 Prowl
 Running
 Melee Weapons
 Soldering
 Unarmed Combat

INFLUENCE (0)
 Animal Handling
 Barter
 Charm
 Persuasion
 Entertainment
 Inspiration
 Intimidation

DEXTERITY (2)
 Dodge
 Driving
 Heavy Weapons
 Light Weapons
 Sleight of Hand
 Stealth

SECONDARY STATS
 Wound Points: 14 Initiative: +3
 Resilience Points: 8 Ambulance: 8
 DM Melee: -2 Morality: 3
 DM Ranged: -2 CDP: 0

WEAPONS

Name	Type	Range	Enc	Ammo
Deposed Bow	(N) R E S	Long	2	27
Harling Knife	(N) R E S	Gagget	1	-
Unarmed Dwekat	(N) R E S	Engaged	N/A	-

EQUIPMENT AND SUPPLIES

Name	Type	Enc	DM	Notes
Survival Kit		1		Text, Sleeping Bag, Fire-starting Kit

ARMOR

Name	Type	Enc	DM	Notes

BACKGROUND INFORMATION

A Delaware native, Alina Garcia was raised from a young age by her father to be an athlete, while her mother taught her how to get people to do what she wanted. Her grandmother taught her not to take shit from anyone. In high school she competed at the national level in Track and Field, as well as at the local level with Judo and, later, Tai Kwan Do. Her goal was to one day become an Olympian.

After the untimely death of her father just as she was graduating from high school, Alina needed to find a way to help support her mother and two sisters. Putting any aspirations of the Olympics on one side and, using the little inheritance from her father that she got whilst taking care of herself enough bookkeeping to get by, she opened her own Dojo.

Despite a steep learning curve, Alina learned to run her Dojo profitably and over the next few years, she built a successful business with a sterling reputation. Even though it was located in a less than desirable part of town, Alina quickly learned how to navigate local street politics and avoid pissing off the wrong people.

Alina remained driven, always looking to surpass herself. In addition to Tai Kwan Do, she took up Judo and Kickboxing, both to a competitive level. Equally consumed with the success of her Dojo, Alina ran multiple classes a day. Her boyfriend, Billy, who ran a close third, was an avid outdoorsman and taught her to love camping. It was certainly better than being around people.

Despite everything that has happened, Alina has never lost her belief in herself and her abilities, but this inner strength sometimes manifests in the form of a bravado that borders on craziness. She picks Daredevil as her Complication because, no matter how risky the situation, Alina always seems to find herself in the middle.

A realist at heart who knows the old days are never coming back, Alina is constantly looking for somewhere that feels safe enough that she can stop running and stop sleeping with one eye open. She's not sure she will find it, but she's not going to stop looking. She picks Find Safety as her Motivation.

Alina's high Physicality and Unarmed Combat Skills mean that she does almost as much damage with her bare hands as with a weapon but, in addition to her Survival kit and rations, she picks a baton and a hatchet as her weapons. As her incidental item, she has her dad's Zippo lighter. Although never a smoker, she's had it with her as a memento since he died and it's been invaluable when trying to start fires.

Even before the virus, Alina had never trusted dogs, and had never trusted anyone that did trust dogs. Any time dogs come up in conversation, she is only too happy to give her opinion and tell people how they were blinded by cuteness.

RELATIONSHIPS

Name	Relationship Modifier	Name	Relationship Modifier

RAPID RANGE & SECONDARY STATS

In order to better understand how a character functions within the gameworld, it is important to understand how Primary Stats, Secondary Stats, and Skills interrelate. These are all explained below.

THE RAPID RANGE

The RAPID Range refers to a series of attributes - Reason, Acumen, Physicality, Influence and Dexterity - that correspond to the various elements of characters' personality, intellect, and physical capabilities. These five attributes, laid out below in Table 2: RAPID Range, are a quick and easy way to quantify in game-terms how well equipped a character is to deal with any given task or obstacle. See the RAPID Range Attributes sidebar on page X for more details on each attribute.

Each Attribute starts at 0 and the range is expressed in the format 00000, with each number corresponding to the letter in the RAPID acronym (Reason, Acumen, Physicality, Influence & Dexterity). Attributes range from -2 (Lame) to +5 (Human Peak), and an attribute of 0 is considered Human Average. This means that a character with above average attributes across the board would be expressed as 11111, whilst another character who has spent their life focusing on weight training and little else might have a Physicality of 3, with a RAPID Range of 00300.

A completely unremarkable character would have a RAPID Range of 00000 (see The Base Model on page x for more details).

An attribute of 0 (Average) brings no modifier either way but for each point above or below 0, a character gets either a positive or negative Ability Modifier (or, AMod) that is added to dice checks. This means that a character with an attribute of -1 (Weak) would get a -1 AMod whereas a character who has 2 (Strong) would get a +2 AMod.

A character gets 5 Character Development Points

TABLE 2: RAPID RANGE	
1	LAME (-2)
2	WEAK (-1)
3	AVERAGE (0)
4	GOOD (+1)
5	STRONG (+2)
6	EXCELLENT (+3)
7	EXCEPTIONAL (+4)
8	HUMAN PEAK (+5)



(CDP) to spend on their RAPID Range throughout Backstory Generation, allowing them to sculpt their Attributes to match the intended character design. See the Character Development Points sidebar on page x for more details.

Each Character Development Point invested raises that Attribute by a corresponding point which also raises the character's AMod, thereby making it easier for them to succeed when performing any check that uses that Attribute.

For Example: Over the course of Backstory Generation a character could spend their 5 CDP to raise the RAPID Range to 11111 and get a +1 on all attribute checks or, alternatively, they may decide to put 2 points into Reason, 1 point into Physicality and 2 into Dexterity for a RAPID Range of 20102. This would bring a corresponding +2 on Reason checks, +1 on Physicality checks and +2 on Dexterity checks.

A player may also decide during any phase of Backstory Generation to reduce an attribute to -1 (Weak) so that a Character Development Point can be

RAPID Range Attributes

Reason (RSN)

How smart, how quick, and how well educated a character is, in addition to how well they process and retain data.

Characters with a high Reason tend to be good at skills that require a high degree of mental agility and cognitive ability.

Acumen (ACU)

The midpoint between perception & cunning, Acumen affects a PC's ability to read a situation or person and defines how well they can turn a situation to their advantage.

Characters with a high Acumen score are very in tune with their surroundings and tend to rely heavily on their instincts.

Physicality (PHY)

Not simply a measure of brute strength, Physicality also defines how tough, or how athletic a character is, and can also be a representation of how much self-control, discipline, and will-power a character can exert over themselves.

Characters with a high Physicality are often capable of not only amazing feats of strength, but also discipline.

Influence (INF)

Influence is a measure of a character's presence, charm, charisma, or sheer physical beauty, in addition to how well they are able to use that to their advantage.

Characters with a high Influence are often able to convince or manipulate or bend others to their will.

Dexterity (DEX)

Dexterity is a combination of innate agility, reflexes, and hand-eye coordination. Not only quick on their feet, but these characters are also able to react deftly to rapidly evolving situations.

Characters with a high Dexterity tend to not only be good with firearms, but they are also adept at activities that require nimbleness, fancy footwork, or quick fingers

redistributed to a different attribute. The player must Fill In The Gaps for the GM who must agree on the reason why it makes sense for this character to be below average in some regard. The player should do this only if they are aware of the ongoing negative consequence, and generally only because it matches the character concept.

For Example: A player may decide to create a character who is the wise, older matriarch of a settlement who uses her instincts rather than her reflexes to stay alive. The player may decide that both a lower Dexterity and Physicality could be offset by a higher Reason and Acumen from years of observant behavior. After mentioning this to the GM during Session Xero and matching this to the character's backstory, the GM would allow these two substituted points of the RAPID Range to be redistributed accordingly, likely during the Personal Development phase.

Note: Although they can theoretically be raised to a maximum of +4 (Human Peak) through Character Development (see the Character Development sidebar on page X), no attribute can go above +3 during character creation.

The only exception to this rule is, at the GM's discretion and if the player can Fill In The Gaps (see the Filling in the Gaps sidebar on page x) as to why, the player may choose to reassign the 2 CDP received during the Personal Development stage of Backstory Generation that are intended to be spent on Skills to increase any single RAPID Range value to +4. This would represent intense training or development the character has undertaken during the course of their life at the expense of additional skills.

For Example: A player may decide that their character was a lumberjack who is exceptionally strong with a +4 PHY, but that they correspondingly have two less CDP to spend on Skills due to all those long-years of long-days wielding an axe.

SECONDARY STATS

Secondary Stats are mostly derived from the character's RAPID Range and Skills, and they directly factor into combat or some other element of gameplay.

These Secondary Stats are Wound Points (WP), Resilience Points (RP), Defensive Modifiers (DMM & DMR), Initiative Modifier and Encumbrance.

Although not used for combat in the same way as those mentioned above, a character also has values for include Morality, (see page x) Wild Dice (see page x) and Character Development Points (see page x). These are all also considered Secondary Stats.



WOUND POINTS (WP)

Wound Points, abbreviated to WP, define how much physical punishment a character can sustain before being Killed. Characters start with 10 WP + Physicality AMod + Dexterity AMod, for a range of 6 to 16.

For Example: A character with a Physicality of 2 and Dexterity of 1 means that they start in full health with a maximum of 10 + 2 + 1 = 13 Wound Points.

When a character is reduced to 0 WP they are Mortally Wounded and will be Killed within 4 Rounds + Physicality AMod (for a range of 4 to 7 Rounds) unless they receive medical attention (see Stabilizing on Page x).

For Example: If the character mentioned above is ever reduced to 0 WP, they will be Killed in 4 + 2 (Physicality AMod) rounds, unless they receive medical assistance from someone.

After character creation, the only way of increasing the number of Wound Points a character has is to increase their Physicality or Dexterity by spending CDP. Conversely, certain injuries (such as contracting and surviving the Dog Flu or suffering from Lasting Wounds) can permanently reduce a character's Physicality or Dexterity, thereby reducing their Wound Point total.

RESILIENCE POINTS (RP)

Resilience Points, or RP, represent a character's endurance and mental fortitude, and is the threshold at which they will pass-out and become Incapacitated. As this number is generally lower than a characters' Wound Points, there is a possibility they will be Incapacitated before they are Killed, particularly if attacked with a weapon such as a club, or if they beaten unconscious during Unarmed Combat.

PCs start with 6 RP + PHY modifier, for a range of 6 to 9.

Generally, a PC takes Resilience Point damage at half the rate of Wound Point damage, rounded down. Therefore, a gunshot inflicting 5 WP damage would also inflict 2 RP damage. However, certain weapons (such as a club, or baton) will inflict the same amount of RP as WP damage. These weapons are marked as doing 100% RP damage. Some special attacks even deal only RP (such as gas or a tranquilizer dart). These effects will be noted in the weapon description.

When a character is reduced to 0 RP, they become Incapacitated for 1d6 Rounds minus their Physicality AMod, for a range of 1-6 rounds, with a minimum of 1 round. After this period, they wake up with 1 RP and recover 1 additional RP for each round they are not in

combat up to half their total. They recuperate the rest of their RP with a good night's rest.

For Example: A character with a Physicality AMod of +1 starts with 6 + 1 = 7 Resilience Points. If this character is ever reduced to 0 RP, they will be Incapacitated for 1d6-1 rounds (with a minimum of 1 round) at which point they will recover, coming to with 1 Resilience Point.

DEFENSIVE MODIFIERS (DM)

Defensive Modifiers (DMs) represent a character's ability to dodge, parry or otherwise react to an incoming attack and minimize their chances of being hit. DMs influence both how likely that attack is to succeed as well as the damage it will inflict.

There are two different types of Defensive Modifiers, one applied to Melee attacks (DMM) and the other for Ranged attacks (DMR) that are linked to Physicality and Dexterity, respectively. Characters start with Defensive Modifiers equivalent to their corresponding RAPID Range Attribute, and so a character with a Dex of 2 and PHY of 1 gets a +2 DMR and a DMM of +1. Additionally, every Level a character has in the skill Dodge grants them a +1 Defensive Modifier that is applied to both Melee and Ranged attacks.

Defensive Modifiers get applied at two different points in combat. The first is when a character is being attacked, and their Defensive Modifiers are applied as though they were negative CMods. For Example, a character with a Defensive Melee Modifier (DMM) of +2 who is being attacked by a club-wielding NPC with a DEX of 1 and Melee Weapons of 1 would apply their DMM to the incoming attack, so that the NPC rolls 2d6+1+1-2.

The second time Defensive Modifiers come into effect is when an incoming attack has been successful and the actual damage done is modified downwards by Defensive Modifiers.

For Example: A character with a Dexterity of 1 gets a +1 Ranged Defensive Modifier (DMR), which is applied to all incoming ranged attacks. If this character is shot at and hit, his +1 DMR is then applied to any damage received and so the bullet that hits for 4 WP damage and 2 RP damage will incur a -1 DMR modifier and will instead inflict 3 WP and 1 RP damage.

INITIATIVE (INIT)

The order in which participants take part in combat is decided by rolling for Initiative. This is covered in greater depth on page x, but Initiative is calculated by rolling 2d6 and then adding any Dexterity, Acumen, as

well as Perception Modifiers. Characters start with 0 INIT + Dexterity AMod + Acumen AMod + Perception SMod, for a range of -4 to +9.

ENCUMBRANCE (ENC)

Encumbrance reflects how much weight and bulk a PC is able to manage before being slowed down and ultimately forced to stop. The most common items a PC would carry are weapons, miscellaneous pieces of equipment, as well as food and supplies.

Each PC has a base Encumbrance of 6 + PHY modifier, for a range of 6 to 9 .

Characters can meet their Encumbrance limit without any adverse consequence. However, as soon as they exceeded it, they suffer 1 RP damage per hour for each point they are over their Encumbrance limit. If the character becomes reaches 0 RP, they become Incapacitated (see page x) and although they regain consciousness almost immediately and recover 1 RP, they must either rest for four hours before carrying on or can alternatively drop enough weight to meet their Encumbrance limit. They can then keep moving without incurring further RP damage.

For Example: A PC with an Encumbrance of 7 and 6 Resilience Points is carrying a total of 8 points of equipment. This is 1 point higher than the PC's Encumbrance of 7 and therefore they lose 1 RP per hour. After 6 hours the PC has suffered 6 points of RP damage and has becoming incapacitated. They fall to the ground and can't move any further. As soon as they start resting, they regain 1 RP, but the character must then rest for 7 hours before having enough strength to once again move while overloaded, or they can choose to leave some equipment behind and get within their Encumbrance limit. See Encumbrance on page x for more details.

MORALITY (MOR)

Morality ties into the Motivations & Complications chosen during Backstory Generation and is a reflection of how a character reacts to the world around them and how events may change them.

All characters start with a Morality of 3 and, similar to Wound and Resilience Points, a character's Morality score can change over time, depending on the actions and choices they make.

Doing good things in the world may see their Morality raise, while causing undue suffering can cause it to drop. If a PC's Morality reaches 0 then they permanently lose 1 point from their Influence attribute and their Morality score is reset to 3.

See the Morality sidebar on page X for more details.

SKILLS

Skills represent the training and abilities that a character picked up prior to the start of the game. They can range from Level -3 (Inept) to Level 6 (Life's Work), as detailed below in Table 3: Skill Range.

TABLE 3: SKILL RANGE	
0	INEPT (-3)
1	BASIC KNOWLEDGE (+1)
2	JOURNEYMAN (+2)
3	PROFICIENT (+3)
4	YEARS OF TRAINING (+4)
5	LEADER IN THE FIELD (+5)
6	LIFE'S WORK (+6)

Each Skill is tied directly to a RAPID Range attribute and directly affects what a character is able to do and their likelihood of success at a given task. Each additional point added to a skill raises it by a Level, up to a maximum of Level 3 (Professional) for starter characters.

Each level learned in a skill adds a cumulative +1 Skill Modifier (or, SMod) to any dice checks that use that skill. This means that spending 2 Skill Points on Athletics gives a corresponding +2 Skill Modifier (SMod) to all Athletics checks. These SMods are added, along with any AMods, to the dice roll.

Some skills, such as Surgery* or Demolitions* require vocational training and attempting to perform tasks using those skills incur an automatic -3 SMod penalty. They are denoted with a *, such as Mechanics*.

The skills a character has can be defined either through Backstory Generation or are already allocated via the Paradigms the player has chosen. Having skills that align with a character's RAPID Range brings compound bonuses as it is reflective of a combination of natural ability and training.

Below is a list of Skills along with the RAPID Range attribute they map to, and on the following page is a sidebar with the various skills a player can choose during the various Backstory stages.

More details along with full explanations of the various abilities can be found on page X in **Chapter 8: What Do I Know?**

Attributes and Related Skills

Reason Skills

First Aid, General Knowledge, Lock-Picking*, Mechanics*, Scholar, Surgery*

Acumen Skills

Gambling, Investigation, Navigation, Perception, Scavenging, Streetwise, Survival

Physicality Skills

Athletics, Demolitions*, Hunting, Melee Weapons, Soldiering, Unarmed Combat

Influence Skills

Animal Handling, Barter, Charm, Deception, Entertainment, Inspiration, Intimidation

Dexterity Skills

Dodge, Driving, Heavy Weapons*, Ranged Weapons, Sleight of Hand, Stealth



BACKGROUND GENERATION

The *Backstory Generation* process is a mechanism designed to guide a player through the creation of their character and allows them to define what they learned and how they developed at the various pivotal stages of their characters' life. Additionally, this process also builds their history along the way and provides them with a backstory that they can use to help define who they are, to help inform their role-playing choices, as well as to potentially share with other players.

This method exists both for those going into it wishing to create a bespoke character that fits a specific concept or design, as well as for those who want to see how their character develops at each stage and the options available.

During Backstory Generation, a player gets to add 5 Character Development Points (CDP) to their RAPID Range Attributes as well as 10 CDP to spend on Skills. The players spend these CDP at the various stages of their characters' lives, prior to the game starting, in order to detail exactly how they progressed and developed and create the exact character they want to play.

There is a Backstory Generation worksheet available from the xerosumgames website that can be used to make notes at the different stages of a character's development to tie into the creation of a backstory.

Backstory Generation Process

Each step of backstory generation is fully detailed in the pages that follow, but for ease of reference, the steps are:

1. Who are they?
2. Where did they grow up?
3. What they learned
4. How they made money
5. Who were they before?
6. Why they act like they do
7. Secondary Stats
8. Weapons and kit
9. Final Flavor

At the conclusion of each step, the player should write a sentence or two in the Background Information section of their character sheet (see page x) that summarizes that period, skills or life lessons they may have learned, or details of who they knew during that time. By the end of the Background Generation process, they should have the framework for a backstory that they can build upon.

Character Development Points (CDP)

Character Development Points (or *CDP*) are the mechanism by which a player can exactly control and tailor the ongoing growth and evolution of their character.

Although the initial pool is all used during Character Creation to raise RAPID Range attributes and gain levels in Skills, CDP are awarded to players in the later game by the GM as they complete adventures and other tasks or milestones. These CDP may then be used again to Evolve their character.

See page x for details on *Character Evolution*.



Step One: Who Are They?

The first choice you need to make as a player is, who are you going to be in this *Fractured* world?

Are you going to rebuild or ravage? Will you be a hunter, or will you be prey? Will your primary weapon be a gun, a sword, your fists, your wits, or your mouth?

What will you bring to a group? Are you a leader trying to rally and inspire people to get behind an idea or are you a former cop trying to retain a semblance of order in chaos?

Are you a quick-talking conman, always looking for a way to turn a situation to your advantage or are you a combat medic, trained in keeping wounded people alive on a battlefield?

Are you a leader trying to rally people behind an idea or are you just trying to stay alive?

Do you have the medical training that will keep the sick and wounded alive or are you just extremely good at doing to others before it is done to you?

Are you intending to be a force for good, or are you an agent of chaos looking to take advantage of this new reality in any way you can?

Are you a shepherd or are you a hunter?

Are you a dark and malevolent soul in search of a kingdom or a beacon of hope who still wants to see the good in everyone?

If you know what it is, write it on your sheet, but it's possible to go into this process without a clear character concept and one may evolve as a result of the group interactions and discussions during Session Xero (see Session Xero sidebar on page X for more details).

No matter how it comes about, players should create characters that tie into the overarching themes of the encounter, session, or campaign. Characters should be aligned with the goals of group, whether it's planning on trying to help with rebuilding efforts or leading a gang of marauding raiding parties against your neighbors.

This doesn't mean that all groups need to be the same, or a single-note design. It's very plausible that a group of nomads might include schoolteachers and retail workers along with ex-military or cops. After all, you can't afford to be as choosy about the company you keep anymore, not if you're hoping to survive.

No matter if it comes at the beginning or end of the process, players should be able to summarize their character in one or two sentences. This may be something they share with the group or something they keep to themselves, but a good understanding of their characters' concept will help inform their decisions when trying to decide how they would react to a given situation or role-playing as that character. This can all be tracked on the Character Creation Worksheet on page x

Note: Just because characters are often created in the relatively public nature of a group setting doesn't mean players shouldn't be able to add secretive elements to their characters that they share only with the GM. After all, sometimes it's more interesting to find out things about your traveling companions along the way, as well as giving the GM threads with which to build stories.

All characters enter the Backstory Generation process with a completely average RAPID Range of 00000.



Alina Garcia

Going into a new campaign set in the cold woods of southern Delaware, one of the players decides to play a self-reliant lady who is adept at taking care of herself.

With that as the entirety of their concept at this point, the player names the character "Alina Garcia."

Step Two: Where They Grew Up

Although the details of each characters' childhood will be different, this period is generally considered to be the first 10-15 years of their life, where many of their attitudes and outlooks on life will be set. A player should put some thought into how and where they were raised, and what impact that had on the person that they have become.

Were they raised on a farm, developing a strong Physicality and understanding of the natural world?

Were they raised by academically focused parents where Reason was valued above all else?

Were they an early athletic talent, coached for many years after school in one particular sport?

Were they a street urchin, stealing to stay alive and relying on their Acumen and Dexterity to not get caught?

Were they perhaps raised in a circus where their Influence and ability to Entertain was what kept the family fed?

To reflect what the character learned during their early life, a player gets 2 Character Development points (CDP) to add to their RAPID Range Attributes during this "Formative Years" stage. They may choose to put both points into a single Attribute or split the points between two different Attributes.

They also get 4 Character Development Points to spend on any of the following skills (descriptions can be found on page x):

Animal Handling, Athletics, Barter, Charm, Deception, Demolitions*, Dodge, Driving, Entertainment, First Aid, Gambling, General Knowledge, Heavy Weapons*, Hunting, Inspiration, Intimidation, Investigation, Lock-Picking*, Mechanics*, Melee Weapons, Navigation, Perception, Ranged Weapons, Scavenging, Scholar*, Sleight of Hand, Soldiering, Stealth, Streetwise, Surgery*, Survival, Unarmed Combat

Players should make a note of where and how their character was raised and summarize any defining events that may have shaped them during while growing up in a few sentences.

Her Formative Years

Alina was raised from a young age by her father to be an athlete, while her mother taught her how to get people to do what she wanted. Her grandmother taught her not to take shit from anyone. In high school she competed at the national level in Track and Field, as well as at the local level with Judo and, later, Tai Kwan Do. Her goal was to one day become an Olympian.

At this stage, Alina gets 2 Character Development Points to spend on her Attributes and raises both her Dexterity and Physicality to 1. She also has 4 CDP to spend on Skills, and puts 1 point into Athletics, Dodge, Soldiering and Charm. This mixture of physical skills with determination and charm captures the essence of her childhood and who she would grow up to be.

Step Three: What Have They Learned?

No matter if it was from books, through an apprenticeship, an impactful mentor or on the hard streets, experiences during this Education stage of their life allows a character to spend 1 Character Development Point on increasing a RAPID Range attribute and 2 Character Development Points on any of the following skills:

Animal Handling, Athletics, Barter, Charm, Deception, Demolitions*, Dodge, Driving, Entertainment, First Aid, Gambling, General Knowledge, Heavy Weapons*, Hunting, Inspiration, Intimidation, Investigation, Lock-Picking*, Mechanics*, Melee Weapons, Navigation, Perception, Ranged Weapons, Scavenging, Scholar*, Sleight of Hand, Soldiering, Stealth, Streetwise, Surgery*, Survival, Unarmed Combat

Make a note of how and where your character got their Education, summarizing in as few sentences any specific lessons they learned or people that may have influenced, hindered, or mentored them during this period.

The Most Important Lessons

After the untimely death of her father just as she was graduating from high school, Alina needed to find a way to help support her mother and two sisters. Putting any aspirations of the Olympics to one side and, using the little inheritance from her father that she got whilst teaching herself enough bookkeeping to get by, she opened her own Dojo.

Alina puts 1 CDP into raising her Dexterity attribute to 2 and puts 1 CDP each into Unarmed Combat and Dodge, bringing her to Dodge 2.

Step Four: How Did They Make Money?

At this stage, a character should pick a Profession to help define how they made money before the virus, as well as which skills they learned. The Professions list is on the next page, along with various vocational skills that are assigned to them.

Players who are able to Fill In The Gaps can substitute a vocational skill for another skill.

Additionally, if a player wishes and the GM agrees, they may simply pick 5 skills if there is no profession listed that they wish to play. No matter what they pick, the player must still Fill In The Gaps as to how and why they learned these things.

At this stage, a player receives 1 Character Development Point that they can spend on any RAPID Range attribute and an additional 5 Points to spend on any of the skills associated with their chosen Base Profession:

Artisan, Driver, Entertainer, Entrepreneur, Law Enforcement, Mechanic, Medic, Outlaw, Politician, Scholar, Solider, Trader

Make a note of what it was that they did to make money before the virus and summarize in 1-2 sentences any defining events or interactions they may have had during this time in their life, particularly as it comes to helping define their choice of skills and overarching character.

How'd That Dojo go, yo?

Despite a steep learning curve, Alina learned to run her Dojo profitably and over the next few years, she built a successful business with a sterling reputation. Even though it was located in a less than desirable part of town, Alina quickly learned how to navigate local street politics and avoid pissing off the wrong people.

Alina spends the CDP for her attributes on Physicality, bringing it to 2. She chooses Entrepreneur as her Base Profession and has 5 CDP to spend on Barter, Charm, Deception, Inspiration, Perception, Scholar*, or Streetwise. She chooses to put 1 CDP into Inspiration, Charm and Streetwise and, additionally, she Fills In The Gaps and agrees with the GM that part of her work at the Dojo would involve a lot of physical activity and that it makes sense for her to put another CDP into both Athletics and Soldiering, bringing them both to 2.

Professions

Academic

Years of study and research have honed an Academic's mind to a sharp point where they are able to quickly absorb large amounts of data that they are then able to correlate and analyze.

Vocational Skills: Scholar*, Streetwise, General Knowledge, Perception, Investigation, Barter, Scavenging

Driver

Quick reflexes combined with acute spatial awareness give a driver the advantage when in control of anything from a car to a bike to a horse or buggies. Drivers always seem to be able to get the best out of their ride, no matter how tight the situation.

Vocational Skills: Dodge, Driving, Navigation, Mechanics*, Perception, Streetwise, Unarmed Combat

Entertainer

Someone who has taken their natural abilities or charisma and honed them over the years to become a natural showman who, no matter the grimness of the new world, can still find a way to captivate those around them.

Vocational Skills: Athletics, Charm, Deception, Dodge, Entertainment, Perception, Inspiration

Entrepreneur

Having spent their lives knowing how to rally others behind an idea and turn a dollar, Entrepreneurs are good at uniting people behind a vision and getting them to move towards a common end-goal.

Vocational Skills: Barter, Charm, Deception, Inspiration, Perception, Scholar*, Streetwise

Law Enforcement

Whether on the front lines or working a desk, Law Enforcement officials may have spent years enforcing the laws of a society that no longer exists, but those skills make them even more valuable now than they were before the fall. In the absence of anyone else, their innate sense of right and wrong often puts them into leadership positions.

Vocational Skills: Ranged Weapons, Investigation, Intimidation, Perception, Unarmed Combat, Driving, Lock-Picking*

Mechanic

Mechanics just seem to have a knack for figuring out what goes where and, in a world where everything is falling apart, being able to fix things and keep them running is among the most valuable skills. Mechanics who are particularly adept at keeping vehicles running - or converting them to an alternate fuel source - are highly sought after.

Vocational Skills: Barter, Driving, General Knowledge, Mechanics*, Perception, Scavenging, Investigation

Medic

With a profound lack of medicine or access to medical equipment, anyone with any degree of training, from a Vet Technician to an EMT to a Doctor can literally be the difference between life and death. Their high-sought skills combined with people skills make them welcomed into most groups and communities.

Vocational Skills: First Aid, Surgery*, Charm, Perception, Scholar*, Inspiration, Investigation

Outdoorsman

Often more at home in nature than with other people, Outdoorsmen know how to live off the land, and are as well versed in following the tracks of another creature as there are at hiding their own.

Vocational Skills: Hunting, Survival, Perception, Scavenging, Navigation, Ranged Weapons, Stealth

Outlaw

Whether they were a low-level crook, the head of a biker chapter or a government spook, Outlaws found themselves living on the fringe of society and tend to have an eclectic skill set that will raise less eyebrows now than before.

Vocational Skills: Deception, Gambling, Intimidation, Lock-Picking*, Melee Weapons, Sleight of Hand, Streetwise

Politician

Fast talking and quickly able to sense how to win someone's trust or get the upper hand in a debate, politicians make valuable and capable leaders, using their ability to unite and build consensus. Many surviving politicians themselves in leadership positions, often despite themselves.

Vocational Skills: Charm, Deception, Inspiration, Perception, Scavenging, Scholar*, Streetwise

Soldier

Disciplined and strong-willed, those with any degree of military training have a strong edge over those that don't. No matter if they have spent their career dodging death on the front lines or an officer responsible for the lives of the men under the command, soldiers inevitably find their skills in high demand.

Vocational Skills: Athletics, Demolitions*, First Aid, Heavy Weapons*, Ranged Weapons, Soldiering, Survival

Trader

With goods of any value being increasingly hard to find and production lines non-existent there is a growing and essential need for those that understand the art of procurement and supply-chain management to act as brokers and supply what is needed. Traders are experts in the art of negotiation required to get the best deal.

Vocational Skills: Barter, Charm, Deception, Perception, Scavenging, Sleight of Hand, Streetwise

Step Five: Who Were They Before?

This "personal growth" stage is when a player can add some additional depth to their character by rounding out their skills and RAPID Range. They get 1 more Character Development Point to apply to any attribute and 5 final Character Development Points to spend on the following skills to reflect their passions, interests, and hobbies, the things that really made them tick as a person.

Animal Handling, Athletics, Barter, Charm, Deception, Demolitions*, Dodge, Driving, Entertainment, First Aid, Gambling, General Knowledge, Heavy Weapons*, Hunting, Inspiration, Intimidation, Investigation, Lock-Picking*, Mechanics*, Melee Weapons, Navigation, Perception, Ranged Weapons, Scavenging, Scholar*, Sleight of Hand, Soldiering, Stealth, Streetwise, Surgery*, Survival, Unarmed Combat

Make a note in a few sentences of what was it that made your character who they were before the pandemic - what did they do for fun? What were their hobbies?

How Was Your Weekend?

Alina remained driven, always looking to surpass herself. In addition to Tai Kwan Do, she took up Judo and Kickboxing, both to a competitive level. Equally consumed with the success of her Dojo, Alina ran multiple classes a day. Her boyfriend, Billy, who ran a close third, was an avid outdoorsman and taught her to love camping. It was certainly better than being around people.

With 1 last CDP to spend on an attribute, she puts it into Acumen and spends 2 of her remaining 4 CDP for skills on Unarmed Combat, bringing it to level 3, and then puts 1 CDP each into both Athletics and Survival, bringing Athletics to 3.



Step Six: Why They Act Like They Do

Characters had lives before coming together that they may not have shared with one another yet and Complications & Motivations help capture and detail potential baggage they may be dragging with them, as well as providing another dimension when fleshing out a characters' background.

Additionally, Complications and Motivations provide the placeholder with enough details for the player and GM to work on future plot developments and personalized story hooks that align and intersect with the larger stories being told (see Chapter X, Moderating in a Fractured World)

No matter whether a player chose the Backstory Generation method or picked from the various Paradigms, they still need to choose both a Complication and a Motivation from the Complications and Motivations sidebar on pages X and X. If they prefer an element of randomness, they may roll 2d6 on Table 6: Complications and 2d6 on Table 7: Motivations (see page x) and weave the results into their Backstory. Players are highly encouraged to create something bespoke that fits the desired character background if none of the available choices resonate with them.

A character's Complications and Motivation are a one- or two-word summary of what drives them and will give players a good indicator of how they will interpret actions or react to various situations. The Complications & Motivations are deliberately vague and high-level, allowing each player to match that their character and their backstory.

Complications: Addiction, Betrayed, Criminal Past, Daredevil, Dark Secret, Family Obligation, Famous, On the Run, Other Obligation, Outstanding Bounty, and Personal Enemy

Motivations: Accumulate, Find Safety, Hedonism, Make Amends, Preach, Protect, Rebuild, Rediscover, Reunite, Stay Alive, and Take Advantage

Players should spend a minute detailing their Complications & Motivations. What is the dark secret they are hiding from others in the group? What is the obligation that is holding them back or driving them? Who are the NPCs that are involved? Does Protect also tie into their Background Complication, such as Code of Honor, or do they just have a protective nature? What are they looking to Rediscover or Rebuild? If their motivation is to Stay Alive, will they put themselves at risk for others?

Complications and Motivations also tie directly into how a characters Morality score may be impacted (See Morality on page x)

There is no need to share this with anyone else in the group except for the GM, just have at least a vague idea in your own mind as to what happened, and make sure you jot down any relevant NPC names that may come up again.

Look Before You Leap

Despite everything that has happened, Alina has never lost her belief in herself and her abilities, but this inner strength sometimes manifests in the form of a bravado that borders on craziness. She picks Daredevil as her Complication because, no matter how risky the situation, Alina always seems to find herself in the middle.

A realist at heart who knows the old days are never coming back, Alina is constantly looking for somewhere that feels safe enough that she can stop running and stop sleeping with one eye open. She's not sure she will find it, but she's not going to stop looking. She picks Find Safety as her Motivation.

Complications and Motivations

Complications:

Criminal Past

Something happened somewhere before the pandemic and the character has a criminal history or record that comes back to haunt them. This could possibly in the form of a cellmate, a former prison-guard, or the person they wronged.

Outstanding Debt

Before or after the fall of society, the character has gotten on the wrong side of someone and they owe some kind of debt. This might be monetary or might be in the form of a favor that is owed and is being called in.

Family Obligation

Whether it's a parent that is somewhere that the character is trying to get to, or perhaps a sick sibling that they feel responsible and need to provide for, there is a family tie somewhere that can both expose the character or their loved ones to risk.

On The Run

There are a thousand reasons to run or hide, but they will all result in the character to keeping a low-profile or moving in the opposite direction they were coming from. This might tie to something pre-pandemic, or it might be something that is as recent as yesterday.

Dark Secret

Perhaps they caused the death of a loved one, betrayed someone's trust or stole the food from a starving child, whatever it is, the character has something in their background that they don't want to get out.

Guilt

No matter if it's survivor's guilt at having made it this far or whether they are tormented by past actions, the character is harboring enough guilt about something in their background that continues to drive their behaviors and reactions even now. Perhaps they were a doctor who abandoned their patients when times got tough, or perhaps they whatever, but whatever it is, it weighs the character down.

Addiction

Booze, opium, sex, cigarettes, killing, the character has a hole in their soul that they feel compelled to try and fill, no matter the personal cost to them or those around them.

Famous

Fame may be a blessing for some, but it will be a curse for others. Something that the character did before, continues to make them recognizable after.

Daredevil

The character can't help themselves; they just love taking risks and all too often that means they will involuntarily subject others to the same risks, whether they wish to accept the consequences or not.

Personal Enemy

Paths have crossed somewhere, and a feud has formed with an NPC - or perhaps even another player - who will stop at nothing to get even or take their revenge on the character.

Betrayal

A betrayal can be something that eats away at the character and may sway their actions as they try and right the wrong that they have suffered.

Motivations

Accumulate

Some people find comfort in the gathering and acquisition of items. Not matter if it's food, bullets, or gold, the more they can find, the more at ease that character feels. Sometimes they might even be something to acquire things they fundamentally don't care about but getting it - sometimes just putting their hands on the item - will ease their soul and bring them some comfort.

Find Safety

There is a huge difference getting a good night's sleep and being able to sleep well. In a world with no authority, no police, and no protection, having somewhere that a character can feel safe can be a huge driver to keep moving and to put up with the darkness of the work around them.

Hedonism

Some people will take any opportunity to blot out the dark and harsh reality of what has happened.

Booze, pills, partying, sex, no matter what it is that gets them there, the endorphin rush, as temporary as it might be, is all they chase and the only thing that distracts them from their day-to-day horror.

Make Amends

Guilt can do strange things to a person's mind and for some, trying to atone for mistakes or sins - real or imagined - will make them go out of their way to do things right, even if they are not doing the right thing.

Preach

No matter what they believe, the end of civilization drives some to share what they believe is the wisdom or words needed for others to survive. Although this is very often tied to a religious belief, there are no end of topics or subjects on which some people will choose to evangelize. Sometimes there is an outcome in mind - such as making a convert out of a listener - but just as often, they are talking for the sake of talking.

Protect

With so few people left, the urge to protect - even at the expense of their own well-being - has become overwhelming for some. No matter if it's limited to the people in their immediate orbit, those with whom they have strong bonds, or random strangers, this character's driving urge is to look over fellow humans.

Rebuild

Although so many are dead, the infrastructure of the world remains largely intact and, for many, getting things working again is one part of the road to jump-starting society again. Whether this is on a local level by having a cabin with a working generator or attempting to unite a town filled with like-minded survivors, these characters are always working on their plans.

Rediscover

A great deal of knowledge has been lost along the way, particularly anything that has been fully digitized, and some people are determined to recover as much of that as possible. Libraries and bookstores, although they have been largely raided by now, are treasure troves of information about skills and expertise that is in danger of being lost forever, and character will actively seek them out.

Reunite

Some people may have loved ones that they are relentless about trying to find whilst others might be trying to get back to the town they grew up in, but there is a drive so strong to get back to somewhere or someone that it drowns out all other decision making.

Stay Alive

There is nothing more urgent than self-preservation. People have seen the world collapse around them and their own personal drive to keep going supersedes logic, reason and loyalty.

Take Advantage

No matter what has happened and what is going on, some people will always find a way to turn things to their own advantage, often at the expense of someone else.

Step Seven: Calculate Secondary stats

Now that all CDP have been spent, players should note on their character sheet their RAPID Range attributes and the associated AMods and SMods from the skills they have chosen, and their secondary stats.

Wound Points

Each character starts with 10 WP + Physicality + Dexterity AMod

Resilience Points

Each character starts with 6 RP + Physicality AMod

Defensive Modifier Melee

Each character starts with a DMM equal to their Physicality AMod + Dodge SMod

Defensive Modifier Range

Each character starts with a DMR equal to their Dexterity AMod + Dodge SMod

Initiative Modifier Range

Each character starts with an Initiative Modifier equal to their Dexterity AMod + Acumen AMod + Perception SMod

Encumbrance

Each character starts with an Encumbrance limit of 6 + Physicality AMod

Morality

Each character starts with a base Morality value of 3. See the Morality Sidebar on page X for more details on how this factors into play.

Character Development Points

Character Development Points (CDP) are awarded at the end of gameplay sessions and allow characters to grow and evolve over time. Each character enters the game with 0 CDP. By this point in the Background Generation process, you have defined your character from the basic concept and seen what happened to them at every step along the way, you have defined their background complications and motivations and sketched out a backstory.

By now, you should have a good idea about who your character is. Now it's time to arm them.

Alina's Secondary Stats

Having raised both her Physicality and Dexterity by 2, Alina is a beast by anyone's standards.

Wound Points:

She adds a total of 4 points from Physicality & Dexterity to the base for 10, for a total of 14 WP.

Resilience Points:

She adds 2 points from her Physicality to the base of 6 for 8 RP.

Defensive Modifiers:

Alina gets to add the 2 points from her Physicality to her Melee modifier and the 2 points from her Dexterity to the Ranged modifier, giving her a DMM and DMR of 2.

Initiative:

With a Dexterity of 2 and Acumen of 1, she gets a total of a +3 Initiative Modifier.

Encumbrance:

Alina adds her Physicality modifier of 2 to the base of 6 for a total of 7 Encumbrance.

Step Eight: Weapons and Equipment

Players can pick a Primary and a Secondary Weapon, as well as 1 Common item from the Miscellaneous Equipment table (see page x). In addition, each character gets a Basic Survival Kit (see below). The total items they pick cannot exceed their Encumbrance limit (see Encumbrance on page x)

When picking weapons, players should consider the availability of ammo and may want to consider having one of their weapons be a melee weapon to ensure that running out of ammo at a truly critical moment doesn't end them. Players may also decide to take two melee weapons, even though that leaves them at a disadvantage if there is ground to cover between them and their target.

Starting characters get 1d6 rounds of ammunition for their Primary and Secondary Weapons and should note that on their character sheet.

Players also start with a Basic Survival Kit, which includes a tent or other temporary shelter, a sleeping bag and 2 days' worth of food and water in the form of 2 Rations (see Rations on page x for more details).

In addition, each player may pick one Incidental item that provides no combat value but may otherwise be useful, such as a compass, a lighter, flashlight, or map of the area.

Many ordinary, everyday items such as a lighter or flashlight or transistor radio have no encumbrance value as they are so small, but a GM may decide enough small items equate to a point or two of Encumbrance.

Make a note of everything you have with you on your character sheet. Be aware that if you don't have it written on your sheet, you don't have it in game (unless you spend a Wild Dice to put one in your backpack).

More details on Equipment and Encumbrance can be found in Chapter 8: Weapons & Equipment.

What's In Her Bag?

Alina's high Physicality and Unarmed Combat Skills mean that she does almost as much damage with her bare hands as with a weapon but, in addition to her Survival kit and rations, she picks a baton and a hatchet as her weapons. As her incidental item, she has her dad's Zippo lighter. Although never a smoker, she's had it with her as a memento since he died and it's been invaluable when trying to start fires.

Step Nine: Finishing Touches

At this stage, you can capture anything that this process didn't catch that may help you flesh out your character or create a greater attachment to them. These might be personality quirks, tics, or any other trait helps bring them to life for you. Do they hum songs? Are they sarcastic? Do they have a deck of cards that they are always shuffling or a cross around their neck that they touch in times of stress?

Make a note of anything on your character sheet in the Notes section so that they are always front of mind.

The Money Shot

Even before the virus, Alina had never trusted dogs, and had never trusted anyone that did trust dogs. Any time dogs come up in conversation, she is only too happy to give her opinion and tell people how they were blinded by cuteness.

Alina Garcia

A Delaware native, Alina Garcia was raised from a young age by her father to be an athlete, while her mother taught her how to get people to do what she wanted. Her grandmother taught her not to take shit from anyone. In high school she competed at the national level in Track and Field, as well as at the local level with Judo and, later, Tai Kwan Do. Her goal was to one day become an Olympian.

After the untimely death of her father just as she was graduating from high school, Alina needed to find a way to help support her mother and two sisters. Putting any aspirations of the Olympics to one side and, using the little inheritance from her father that she got whilst teaching herself enough bookkeeping to get by, she opened her own Dojo.

Despite a steep learning curve, Alina learned to run her Dojo profitably and over the next few years, she built a successful business with a sterling reputation. Even though it was located in a less than desirable part of town, Alina quickly learned how to navigate local street politics and avoid pissing off the wrong people.

Alina remained driven, always looking to surpass herself. In addition to Tai Kwan Do, she took up Judo and Kickboxing, both to a competitive level. Equally consumed with the success of her Dojo, Alina ran multiple classes a day. Her boyfriend, Billy, who ran a close third, was an avid outdoorsman and taught her to love camping. It was certainly better than being around people.

Despite everything that has happened, Alina has never lost her belief in herself and her abilities, but this inner strength sometimes manifests in the form of a bravado that borders on craziness. She picks Daredevil as her Complication because, no matter how risky the situation, Alina always seems to find herself in the middle.

A realist at heart who knows the old days are never coming back, Alina is constantly looking for somewhere that feels safe enough that she can stop running and stop sleeping with one eye open. She's not sure she will find it, but she's not going to stop looking. She picks Find Safety as her Motivation.

Alina's high Physicality and Unarmed Combat Skills mean that she does almost as much damage with her bare hands as with a weapon but, in addition to her Survival kit and rations, she picks a baton and a hatchet as her weapons. As her incidental item, she has her dad's Zippo lighter. Although never a smoker, she's had it with her as a memento since he died and it's been invaluable when trying to start fires.

Even before the virus, Alina had never trusted dogs, and had never trusted anyone that did trust dogs. Any time dogs come up in conversation, she is only too happy to give her opinion and tell people how they were blinded by cuteness.



PARADIGMS

Although there are many players who enjoy creating and detailing every aspect of their character, there are times when a fully formed and defined character might be needed on the fly and Paradigms exist to facilitate the most rapid character creation possible.

Designed as an alternative to Backstory Generation, Paradigms provide players with the choice of specific roles or "types" of character that fit well into the world. These Paradigms come predefined with the RAPID Range, Secondary Stats, Skills and Equipment and a player just has to give their character a name, pick their Motivations & Complications, and start playing.

Also, as life in this new, Fractured world can be brutal and with combat often being quick and deadly, a player might find their character unexpectedly killed and in need of a replacement and Paradigms can reduce the amount of group downtime if a new character needs to be introduced.

Many of the Paradigms included with Fractured are tropes taken directly from pop-culture and should be familiar to most, such as the cop, the biker, or the petty criminal. However, with just a little flavor, those stereotypes can become much more rounded and fun to play, such as the tough, big city cop with a deeply ingrained sense of justice, the soldier who doesn't seem to be able to avoid conflict no matter where he goes, or the former politician who just can't seem to stop being a leader no matter the circumstances.

In addition to a predefined set of RAPID Range attributes, Secondary Stats and Skills that have all been balanced to provide a well-rounded character, each Paradigm also comes with a suggested set of Starting Equipment that matches their skills and background and is enough to get them started. The GM is encouraged to allow them to take any additional items they are missing.

In order to make the Paradigm meet a player's vision, they are encouraged to make any minor alterations such as substituting one or more Skill for another to get them the exact build they are looking for.

Although some players may have secondary characters (see Chapter 14 Moderating in a Fractured World) that they can play, others may decide to "promote" an NPC to PC and simply pick a Paradigm that matches that NPC's description and jump into the action.

Similarly, GM's may decide to take a paradigm and turn it into an Antagonist Level NPC (see Hell Is Other People on page x).

You Got No Class

Although Fractured has Paradigms, these are little more than a thematic collection of skills that help provide definition and flavor to a character and, unlike many other RPGs, there are no real Character Classes within Fractured.

While Classes with predefined abilities and weapons are perfectly suited to other games, Fractured was intended to be more of a sandbox than a theme park and the silos that can unintentionally be presented by Classes don't fit with the overarching game design.

Just as in real life, Characters in Fractured are capable of learning almost anything they turn their minds towards and a Paradigm is not there to restrict, simply to provide flavor. As an example, over time and through the expenditure of Character Development Points, there is no reason that a pacifist Doctor couldn't become significantly more effective in combat. See the Character Evolution sidebar on page x for more details.



BEAT COP

02012

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

RANGED WEAPONS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
1, INTERROGATION 1, LOCK-PICKING* 1

STARTING EQUIPMENT:

HEAVY PISTOL [7] (5+1D6), KNIFE,
COMPASS, CIVILIAN CLOTHES

BACKGROUND:

YEARS OF PATROL CAR DUTY AND
KEEPING THE PEACE MEANS BIG CITY
COPS HAVE SKILLSET THAT REFLECTS
THE HARD, GRITTY WORK.



BIKER

2011

WP 12 RP 7 DMM 1 DMR 1
INIT 1 ENC 7

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

AF



EMT

00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

AS MUCH POLITICIAN AS LAW
ENFORCER, RURAL SHERIFFS KNOW
HOW TO GET THE BEST OUT OF
PEOPLE AS WELL AS DEAL WITH THE
WORST.



FAMILY DOCTOR

22100

WP 11 RP 7 DMM 1 DMR 0
INIT 2 ENC 7

VOCATIONAL SKILLS:

CHARM 2, FIRST AID 1, GENERAL
KNOWLEDGE 3, INVESTIGATION 2,
PERCEPTION 1, SCAVENGING 4,

STARTING EQUIPMENT:

A

BACKGROUND:

KNOWLEDGEABLE AND CALM,
DOCTORS KNOW HOW TO RAPIDLY
DIAGNOSE AND TREAT VARIOUS
AILMENTS AND WOUNDS AS WELL AS
PERFORM SURGERY.



FARMER

00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

AS MUCH POLITICIAN AS LAW
ENFORCER, RURAL SHERIFFS KNOW
HOW TO GET THE BEST OUT OF
PEOPLE AS WELL AS DEAL WITH THE
WORST.



HOT ROD MECHANIC

00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1, INVESTIGATION
1, ATHLETICS 1, DODGE 0,
INTERROGATION 0, SECURITY SYSTEMS*

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

WITH MASS PRODUCTION A THING OF
THE PAST, VEHICLES NEED MORE TENDER
LOVE AND CARE NOW THAN THEY DID
BEFORE AND SOMEONE WHO HAS THE
TOOLS, KNOW-HOW AND FACILITATES TO
FIX AND UPGRADE PEOPLE'S RIDES IS
INVALUABLE.



MAYOR
00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

SAVVY, SMART AND CHARMING,
PEOPLE WHO WERE ABLE TO RALLY
COMMUNITIES AND IDEAS BEFORE ARE
STILL ABLE TO SO AFTER.



MERCENARY
00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

DISCIPLINED AND DEADLY, THE MARKET
FOR MERCENARY WORK MAY HAVE
SHRUNK BUT THE NEED FOR THEIR
SKILLS AND ABILITIES REMAINS AS
PREVALENT AS EVER.



PETTY CRIMINAL
00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

AS MUCH POLITICIAN AS LAW
ENFORCER, RURAL SHERIFFS KNOW
HOW TO GET THE BEST OUT OF
PEOPLE AS WELL AS DEAL WITH THE
WORST.



RURAL SHERIFF
00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

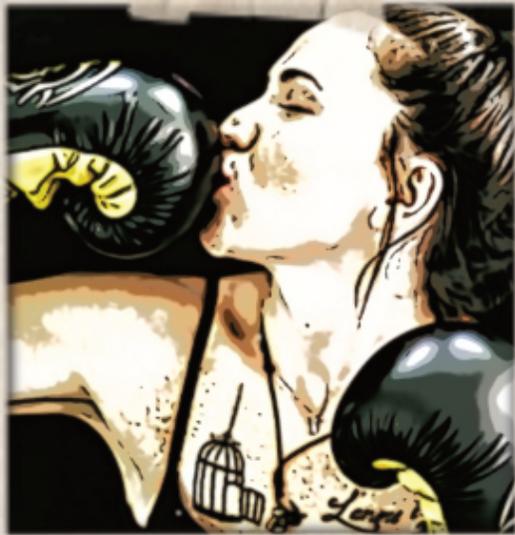
FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

AS MUCH POLITICIAN AS LAW
ENFORCER, RURAL SHERIFFS KNOW
HOW TO GET THE BEST OUT OF
PEOPLE AS WELL AS DEAL WITH THE
WORST.



SEMI-PRO ATHLETE

00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

DRIVER & LAW ENFORCEMENT: YEARS
OF PATROL CAR DUTY AND KEEPING
THE PEACE MEANS BIG CITY COPS
HAVE SKILLSET THAT REFLECTS THE
HARD, GRITTY WORK.



TRUCKER

00000

WP 12 RP 6 DMM 0 DMR 2
INIT 6 ENC 6

VOCATIONAL SKILLS:

FIREARMS 2, DRIVING 1,
INVESTIGATION 1, ATHLETICS 1, DODGE
0, INTERROGATION 0, SECURITY
SYSTEMS* 0

STARTING EQUIPMENT:

RIFLE (1D6+5), HEAVY PISTOL, KNIFE,
CIVILIAN CLOTHES

BACKGROUND:

YEARS OF DRIVING THE HIGHWAYS
GIVES TUCKERS A BETTER THAN
AVERAGE KNOWLEDGE OF GEOGRAPHY,
AS WELL AS A SOLID UNDERSTANDING
OF HOW TO USE AND REPAIR MOST
VEHICLES.