

# SCIFANTAPUNK QUICK START

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## **Disclaimer:**

Reader discretion is advised. The themes and issues described in this game may be disturbing to some and distasteful to others. To be clear, SciFantaPunk characters are not real. The extent to which they are said to exist is purely fictional and as part of the fictitious worlds and gameplay of SciFantaPunk.

## **Credits:**

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# Quick Start

## OVERVIEW

This quick start is designed for people with some familiarity of playing pen-and-paper role-playing games, and more specifically, SciFantaPunk. The below is designed to help lead you through making a character quickly to begin playing without needing a great amount of character detail.

### MAKE A CHARACTER (SIMPLE VERSION)

- **Player Name, Character Name, Alias:** At the top of the sheet record your character name (Name), an optional nickname (Alias), your real name (Player).
- **Occupation, Age, Species:** Write what your character does for a living (Occupation), what age they *appear* to be (child, adult, elderly, etc), and what Species they are (list below):
  - Dwarf (Str +1, Cha -1)
  - Elf (Dex +1, Str -1)
  - Giant (Str +1, Dex -1)
  - Halfkin (Secondary Stat +1, -1\* based on secondary species)
  - Human (Secondary Stat +2)
  - Reptilian (Dex +1, Cha -1)
- **Gender, Height, Build:** Write in the gender your character appears to be to most, what height they are, and their build. You can use general terms rather than exact measurements for these as they are meant to give an approximate visual description of your character.
- **Core Stats (CS):** You have 12 total points, not including the first point which is free, to spend between your Core Stats. These cannot go above 5 to start.
- **Secondary Stats (SS):** You have 9 total points, to spend between your Secondary Stats. These cannot go above 3 to start.
- **Combat Stats:** Add the values for each Combat Stat, and record the number. **Initiative** is Dexterity + Perception. **Melee Attack** is Strength + Melee. **Ranged Attack** is Dexterity + Ranged. **Dodge** is Dexterity + Athletics. Any stat you are not proficient in has a value of 0. You start with no stun or lethal damage. Start with a **Sanity** of 9. (*However, your sanity may be changed depending on starting cybernetic or magick equipment (if applicable)*).
- **Pros and Cons** are optional to take. You can take up to 3 of each. They each either cost or give 1 point,

unless their description states otherwise. The points given or taken can be used for Secondary Stats as well.

- **Contacts:** You start with 1 contact at Reliability 2. They are assumed to be your longest running friendship, acquaintance, closest family member, or similar. Additional contacts are not available at the start of the game. They can be purchased later with experience points and matching gameplay (*active or downtime*)

## STARTING EQUIPMENT

If you start on **New Earth** you start with the following:

- **Equipment:** Backpack, 1 week food rations, trade tools, 3 sets poor clothing
- **Armor:** Poor Quality 1 point armor
- **Weapon:** Basic Weapon, simple laser pistol
- **Cybernetics:** Cyberjack (optional)
- **Transport:** Poor Quality Motorized or non-motorized-bike
- **CredStick:** 1 Credit

If you start on **Taldor** you start with the following:

- **Equipment:** Backpack, 1 week food rations, trade tools, 1 set poor clothing
- **Armor:** Poor Quality 1 point armor
- **Weapon:** Poor Quality Bow or Hand Axe
- **Transport:** Pack Mule
- **Magick:** Basic Magick Pack (optional)
- **CredStick:** 10 coppers

## EXPERIENCE

While you do not start with any experience, this will eventually be recorded at the end of each session. The first number is the total you HAVE LEFT to spend. The second number is how many TOTAL experience you have earned over the course of your characters played life.





# NEW EARTH CHARACTER TEMPLATE

Player Name: NPC		Occupation: Freelancer		Gender: Female	
Character Name: Shalaylee		Species: Human		Height: 5'7"	
Alias: Shannon O'Leary		Age: 23		Build: Fit	
<b>CORE STATS</b>		<b>SECONDARY STATS</b>		<b>COMBAT STATS</b>	
<b>Mind</b>		Animal Handling		Initiative (Dex + Per)	5
Intelligence	3 / 10	Athletics	2	Attack (Str + Melee)	3
Wisdom	3 / 10	Biotech		Attack (Dex + Ranged)	5
<b>Body</b>		Chemistry		Dodge (Dex + Athl)	5
Strength	3 / 10	Computer		Stun Dam.	_ / 10
Dexterity	3 / 10	Disguise		Lethal Dam.	_ / 10
<b>Spirit</b>		Electronics	2	Sanity	9 / 10
Charisma	3 / 10	Engineering			
Luck	3 / 10	Escape Artist		<b>Equipment</b>	<b>Qty/Wt</b>
		Etiquette			
<b>Pros</b>		Finance			
		History			
		Intuition			
		Language [ English ]			
		Medic			
		Melee			
<b>Cons</b>		Occult			
		Perception	2		
		Performance			
		Persuasion	2		
		Pilot [ Motorbike ]	2		
		Ranged	2		
<b>Contacts</b>	<b>Reliability</b>	Security			
		Stealth			
		Survival			
<b>Armor</b>	<b>Rating</b>	<b>Cybernetics</b>	<b>Sanity</b>		
		Commlink	0		
<b>Weapons</b>	<b>Damage</b>			<b>Transport</b>	
				Poor Quality Motorbike	
				CredStick	1 €
				Experience	0 / 0

# NEW EARTH CHARACTER SHEET

Player Name:		Occupation:		Gender:	
Character Name:		Species:		Height:	
Alias:		Age:		Build:	
<b>CORE STATS</b>		<b>SECONDARY STATS</b>		<b>COMBAT STATS</b>	
<b>Mind</b>		Animal Handling		Initiative (Dex + Per)	
Intelligence	_ / 10	Athletics		Attack (Str + Melee)	
Wisdom	_ / 10	Biotech		Attack (Dex + Ranged)	
<b>Body</b>		Chemistry		Dodge (Dex + Athl)	
Strength	_ / 10	Computer		Stun Dam.	_ / 10
Dexterity	_ / 10	Disguise		Lethal Dam.	_ / 10
<b>Spirit</b>		Electronics		Sanity	_ / 10
Charisma	_ / 10	Engineering			
Luck	_ / 10	Escape Artist		<b>Equipment</b>	<b>Quantity</b>
		Etiquette			
<b>Pros</b>		Finance			
		History			
		Intuition			
		Language [ _____ ]			
		Medic			
		Melee			
<b>Cons</b>		Occult			
		Perception			
		Performance			
		Persuasion			
		Pilot [ _____ ]			
		Ranged			
<b>Contacts</b>	<b>Reliability</b>	Security			
		Stealth			
		Survival			
<b>Armor</b>	<b>Rating</b>	<b>Cybernetics</b>	<b>Sanity</b>		
<b>Weapons</b>	<b>Damage</b>			<b>Vehicle(s)</b>	
				CredStick	____ €
				Experience	____ / ____