

DRAGONFLY

A Story of Space Farers and Prairie Folk

Character Creation

The following tables and charts may be used to aid in the character creation process. Further information is provided on the pages cited.

Creation Process

1. **Choose a concept:** What's your character going to be like? Righteous knight, over-the-top Einstein, down-and-dirty survivalist, or something more out there?
2. **Attributes:** What are your character's natural abilities, both mental and physical? You have 15 points to spend here. Attributes cost one point per level to level five, and three points per level after that. At least one point must be put into each Attribute. Human maximum is six.
 - a. Strength
 - b. Dexterity
 - c. Constitution
 - d. Intelligence
 - e. Perception
 - f. Willpower
3. **Qualities and Drawbacks:** What innate advantages or penalties affect your character? A handy list of Qualities and Drawbacks follows. You have 15 points to buy Qualities. You can get up to 15 more points from Drawbacks.
4. **Skills:** What does your character know? Skills cost one point per level to level five, and three points per level after that. You have 15 points to buy Skills.
 - a. Acrobatics
 - b. Art
 - c. Computers
 - d. Crime
 - e. Doctor
 - f. Driving
 - g. Getting Medieval (Melee weapons)
 - h. Gun Fu (all gun fighting)
 - i. Influence
 - j. Knowledge
 - k. Kung Fu (all hand-to-hand fighting)
 - l. Languages
 - m. Mr. Fix-It
 - n. Notice
 - o. Piloting
 - p. Science
 - q. Sports
 - r. Wild Card (any skill not on the list)
 - i. Barter
 - ii. Cooking
 - iii. Dancing
 - iv. Fashion
 - v. Gossip
 - vi. Gunsmith
 - vii. History
 - viii. Languages
 - ix. Literature
 - x. Local Customs
 - xi. Love Play
 - xii. Occultism
 - xiii. Ride
 - xiv. Scripture
 - xv. Survival
 - xvi. World Lore

5. **Finishing Touches:** This is where you decide the character's name, appearance and other characteristics. Distinctive habits or mannerisms, hairstyle, scars, tattoos, piercings, fashion, music/video tastes.

Package Qualities

Artist	2 pts	A p. 30	
Athlete	4 pts	A p. 30	+1 each Physical Attributes (Max 6); +2 Sports; -1 Intelligence (except regarding sports).
Brainiac	4 pts	A p. 31	+2 Intelligence, +1 one other mental Attribute, +4 skill levels to be spread among (or grouped in one) Computers, Knowledge, or Science, 2 pts Obsession with latest project, -1 penalty to social rolls.
Commando	4 pts	B p. 40	+1 to two physical Attributes; Fast Reaction Time or Situational Awareness; Hard to Kill +4; 3pt Obligation
Cop: Detective	8 pts	A p. 32	+1 to one physical Attribute, +1 skill level to Crime, Driving, and Gun-Fu, legal authority, 2 pts Contacts (Governmental or Criminal), 2 pts Rank, Obligation (Major) to the force.
Cop: Ex-Detective	5 pts	A p. 32	+1 to one physical Attribute, +1 skill level to Crime, Driving, and Gun-Fu, 2 pts Contacts (Governmental or Criminal).
Cop: Ex-Officer	4 pts	A p. 32	+1 to one physical Attribute, +1 skill level to Crime, Driving, and Gun-Fu.
Cop: Officer	5 pts	A p. 32	+1 to one physical Attribute, +1 skill level to Crime, Driving, and Gun-Fu, legal authority, Obligation (Important) to the force.
Courtesan	9 pts	ESP p. 9	+1 Dex; +2 Per; +2 to influence folks
Criminal: Crook	2 pts	A p. 34	+1 to any one Attribute, +1 to Crime, +1 to related skill, quick-buck fixation (Willpower (doubled) with penalties to avoid).
Criminal: Wise Guy	3 pts	A p. 34	+1 to any one Attribute, +1 to Crime, +1 to related skill, 2 pts Contacts (Criminal), quickbuck fixation (Willpower (doubled) with penalties to avoid), Obligation (Important) to the syndicate.
Mercenary	5 pts	ESP p.9	+2 Physical; +1 Crime; +2 Gun Fu
Robot	5 pts	B p. 47	+4 Str; +1 Dex; +2 Con; cannot heal naturally
Screwed-up Adolescent	2 pts	A p. 46	Teenage restrictions.
Screwed-up Teenager	4 pts	A p. 46	Teenage restrictions; one-point Emotional Problems (Resent world and angry), Covetous (Mild Lechery).
Smuggler	3 pts	ESP p. 10	+1 Int; Contacts x4; Hard-to-Kill x3; Adversary (Law) x3; Hunted (Law) x2

Qualities

Acute Senses	2 pts	A p. 28	Four types: Vision, Hearing, Touch, Smell/Taste
Attractiveness	1pt/level	A p. 31	
Born with Silver Spoon	3 pts	ESP p.8	
Contacts	Variable	A p. 32	Pick sphere of influence from Criminal, Financial, Governmental, or Supernatural.
Eidetic Memory	1 or 2 pts	A p. 36	Degree: Three "recorded" images (1 point), photographic memory (2 points).
Enhanced Attributes	Variable	A p. 51	Degree: Variable bonus (1 point per +1) up to +10 (for Strength and Constitution) or up to +5 (for others), variable bonus (5 points per +1) after that, variable reduction (1 point per -1).
Fast Reaction Time	2 pts	A p. 38	
Good	1pt/level	A p. 38	
Good Reputation	2 pts/level	ESP p. 10	
Hard to Kill	1 to 5 pts	A p. 39	
High Tech Item	1 to 5 pts	ESP p. 11	
Holy Person	4 pts	ESP p. .9	
Increased Life Points	1pt/level	A p. 52	
Military Rank	1pt/level	B p. 42	
Natural Leader	5 pts	ESP p. 10	
Natural Toughness	2 pts	A p. 42	
Nerves of Steel	3 pts	A p. 42	
Ornery	3 pts	ESP p. 10	
Privileged	4 pts	ESP p. 10	
Rank	1pt/level	A p. 45	
Resources	2 pts/level	A p. 46	Degree: Destitute (10-point), Miserable (8-point), Poor (6-point), Hurting (4-point), Below Average (2-point), Okay (0 points), Middle Class (2-point Quality), Well-off (4-point Quality), Wealthy (6-point Quality), Rich (8-point Quality), Multimillionaire (10-point Quality), +1 level (+2 points).
Situational Awareness	2 pts	A p. 47	
Superscience Item	2 pts/level	MB p. 29	
Superscientist	5 pts/level	MB p.29	
Sweet Temperament	3 pts	ESP p.10	
Talented	5 pts	ESP p. 11	

Ranks Table

Rank Level	Description
-1	Rookie Cop, Private
0	Beat Cop, Corporal
1	Agent, Sergeant
2	Detective, Senior Agent, Sergeant First Class
3	Agent in Charge, Lieutenant
4	Bureau Chief, Captain
5	Commissioner, Major
6	Lieutenant Colonel
7	Colonel
8	Major General
9	General

Drawbacks

Impaired Senses	2 pts	A p. 28	Four types: Vision, Hearing, Touch, Smell/Taste
Addiction	Variable	A p. 29	Habitual drinking or smoking:1 point. Heavy drinking or smoking, light use of marijuana or LSD:2 points Heavy use of marijuana or LSD:3 points Alcoholism, habitual use of barbiturates or cocaine:4 points Habitual use of heroin, heavy use of barbiturates or cocaine :5 points Heavy use of heroin:6 points
Adversary	Variable	A p. 30	
Anachronistic	1 to 3 pts	Highlander	
Antisocial Impulses	Variable	A p. 50	Sample Impulses: Cruelty, Deceit, Violence. Degree: Mild (1 point), Severe (2 points), Deranged (3 points).
Attractiveness	1pt/level	A p. 31	
Bad Luck	1pt/level	A p. 38	
Can't Back Down	4 pt	ESP p. 8	
Class Arrogance	2 or 4 pts	ESP p.9	
Clown	1pt	A p. 32	
Covetous	1 to 3 pts	A p. 34	Type: Greed (money and wealth), Lechery (sexual relations), Ambition (power and influence), and Conspicuousness (fame and renown). Degree: Mild (1 point), Serious (2 points), Desperate (3 points).
Dazed and Confused	2 or 6 pts	ESP p. 9	
Dependent	2 or 3 pts	A p. 36	Number: One dependent (2 points), more than one dependent (3 points).
Emotional Problems	Variable	A p. 36	Sample Problems: Depression (2 points), Easily Flustered (1 point), Emotional Dependency (1 point), Fear of Commitment (1 point), Fear of Rejection (1 point).
Honorable	1 to 3 pts	A p. 39	Degree: Minimal (1 point), Serious (2 points), Rigid (3 points).
Humorless	1pt	A p. 40	
Hunted	2 pts	ESP p.9	
Impaired Sense	2 pts/level	B p. 34	
Lack of Resources	2 pts/level	B p. 46	
Love	2 or 4 pts	A p. 40	Degree: Love (2 points), Tragic Love (4 points).
Mental Problems	1 to 3 pts	A p. 40	Sample Problems: Cowardice, Cruelty, Delusions, Obsession, Paranoia, Phobia, Recklessness, Zealot. Degree: Mild (1 point), Severe (2 points), Deranged (3 points).
Minority	1pt	A p. 42	
Misfit	2 pts	B p. 42	
Non-Combatant	2 or 6 pts	ESP p.10	Degree: Can't throw first punch (2); Never attack (6)
Obligation	Variable	A p. 42	Degree: Minimal (0 points), Important (1 point), Major (2 points), Total (3 points).
Obsession	2 pts	B p. 44	
Outcast	3 pts	A p. 44	Package: -2 to Influence rolls, abuse attractors, -1 to Notice or unfamiliar with surroundings. Misfit: Drop "notice" or "unfamiliar" conditions, -1 point.
Paranoid	2 pts	B p. 44	
Physical Disability	Variable	A p. 44	Degree: Blind (8 points), Missing or Crippled Arm/Hand (2 points), Missing or Crippled Leg/Foot (3 points), Missing or Crippled Arms (4 points), Missing or Crippled Legs (4 points), Quadraplegic (8 points).
Reckless	2 pts	B p. 45	
Recurring Nightmares	1pt	A p. 45	
Reduced Attributes	Variable	A p. 51	Degree: Variable bonus (1 point per +1) up to +10 (for Strength and Constitution) or up to +5 (for others), variable bonus (5 points per +1) after that, variable reduction (1 point per -1).
Secret	Variable	A p. 47	
Showoff	2 pts	B p. 48	
Talentless	2 pts	A p. 47	
Teenager	2 pts	B p. 50	
Zealot	3 pts	B p. 51	

Psychic Qualities

Cryokinesis	5pts	Charmed	
Deadeye	4 pts	LXG	
Electrokinesis	7pts	Charmed	
Emotional Influence	Variable	A p. 51	Degree: Basic (2 points) may be supplement by variable penalty (1 point per – 1) to target’s resistance roll.
Empathy	3 pts	MB p. 29	
Hypnosis	5, 10, or 20 pts	A p. 52	Degree: Gaze Into My Eyes (5 points), What Do You See? (10 points), Come to Me (20 points).
Increased Life Points	1pt/level	A p. 52	
Iron Mind	3 pts	A p. 53	
Psychic Visions	1pt or 3 pts	A p. 54	Degree: Director controlled (1 point), Painful visitations from Powers That Be (3 points).
Psychometry	4 pts	A p. 55	
Pyrokinesis	3 pts/level	A p. 56	
Telekinesis	3 pts/level	A p. 58	
Telepathy	5 pts	A p. 59	
The Sight	3 pts	MB p.34	

Psychic Drawbacks

Uncontrollable Power	5 pts	A p. 60	
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