
CHARACTER SECTION



In Third Order you take on the role of one of the billions of sentient creatures that inhabit the Forge Galaxy. It is possible that you are new to the region; one of the Third Order species, and know little of the realities of interstellar society. It could be that you are an esteemed member of one of the First or Second Order species. Either way, the galaxy is a tough place and only the cunning and capable survive.

There are billions of civilians in the galaxy that contribute well to the economy and society they belong to, but never reach beyond the limits of their circumstances. Then there are those that step up and try to carve their own way in the world. These people are the ones we remember, the heroes, the villains, the leaders and adventurers. You are one of these people.

It is assumed therefore that your character has some reason to travel the Forge Lanes, and some skills or talents that make them stand out from the crowd. They are not superheroes, but they are good at what they do. This chapter will give you everything you need to create the base character: who they are and what they can do.

ANATOMY OF A CHARACTER

Every character is made up of certain scores, values and abilities. These attributes, skills and statistics tell the player, you, what a character can and cannot do. These are set down on the character sheet and adjusted occasionally as a character gains more experience and equipment. Broadly, for game purposes, a character is broken down into the below areas.

ATTRIBUTES

Every person has strengths and weaknesses that lean toward physical, mental or social aspects. Some are strong and fast, some are quick-witted, some are great friends and leaders, a very rare few get a bit of each. In order to represent this, a character has a set of scores called 'Attributes' that allow a player to know how good or bad their character is in any area.

There are five Primary Attributes, representing the physical, mental and personal sides of a person. These scores tell a player what their character is really capable of and go towards determining a character's skill scores. There are also ten Secondary Attributes representing a character's physical limitations and reactions. Primary Attributes combine to form Secondary ones, each of which influencing how good a character is at certain skills.

A Secondary Attribute is the average of two Primary Attributes, as shown below and on the character sheet.

PRIMARY ATTRIBUTES

Physique (PSQ)	This Attribute illustrates the character's physical strength, stamina and resistance. It determines how physically imposing someone is. A character's carrying capacity and ability to resist pain (among other things) is determined in part by their Physique.
Instinct (INS)	A character's reflexes, awareness and co-ordination are represented by their Instinct. The higher a person's Instinct the more impulsive they are. Spotting details, dodging and skills that require aim or precision are often dependent on a character's Instinct.
Reason (RSN)	This represents a character's ability to comprehend, retain information and their general brain power. Characters with high Reason are often found deep in thought. Technical skills and solving problems are governed by a character's Reason.
Discipline (DSP)	This represents a character's mental resilience, their ability to withstand attacks to their mind and spirit. Characters with a high Discipline are focused, organised individuals. Threshold traits and mental resistances are determined by a character's Discipline.
Bearing (BRG)	A character's ability to interact with others and empathise with other people is determined by this attribute. A person with a high Bearing is able to impress others and even force his will upon them. Personal skills and the character's charisma are determined by their Bearing.

SECONDARY ATTRIBUTES

Stamina	The average of Physique and Discipline, this represents a character's ability to overcome physical challenges or burdens.
Vigour	The average of Physique and Reason, this represents a character's ability to usefully direct their physical energies.
Awareness	The average of Instinct and Reason, this represents a character's perception and ability to react to changing situations.

Prowess	The average of Instinct and Physique, this represents a character's ability to co-ordinate their senses and muscles in action.
Intellect	The average of Reason and Discipline, this represents a character's ability to process and retain complex information.
Cunning	The average of Reason and Bearing, this represents a character's ability to use knowledge and reason to their social advantage.
Psyche	The average of Discipline and Bearing, this represents a character's ability to resist mental challenges and strength of will.
Focus	The average of Discipline and Instinct, this represents a character's ability direct their energies and senses towards a goal.
Presence	The average of Bearing and Physique, this represents a character's force of personality, through appearance or action.
Empathy	The average of Bearing and Reason, this represents a character's ability to understand and work with others.

SKILLS

Skills are talents, knowledge and abilities that your character has learnt in their early life whether through self-education or formal training. These are tools through which a character interacts with the world around them. Whenever a character wants to complete a specific task it is usually a skill that is rolled against.

Skills are grouped under the Secondary Attribute that form the base score of those skills. Once a character learns a skill it operates at the score of the Secondary Attribute until advanced through experience. There are four skills that all characters automatically know, basic things that all people can do just at varying degrees. These are called Natural Skills and are: Athletics, Fight, Influence and Stealth.

For more information on skills see the Skills chapter.

STATISTICS

These are a series of derived statistics that represent a character's physical limitations. These let you know how fast a character can move, how much they can carry and how much pain or fatigue they can handle. These statistics are derived from Primary Attributes and often require you to use the 'tens' digit(s) of that attribute.

Encumbrance This is a measure of how much a character can carry around with them before getting slowed down. This is split into three categories: Half, Full and Over. A character's Half encumbrance is equal to their Physique, their Full is twice this number and the Over is three times their Physique. The effect of reaching each of these limits is shown below. Penalties are applied to skill rolls that are affected by encumbrance (see Skills chapter).

Encumbrance	Penalty	Max Speed
Up to Half	-	Sprint
More than Half	-1SL	Run
More than Full	-2SL	Jog
More than Over	-3SL	Walk

Speed This is a measure of how many metres a character can move in a round at different speeds. Character movement is broken down into four speed categories: Walk, Jog, Run and Sprint. In order to calculate your character's speed values add the tens value of your Physique and Instinct. This is your Jog value. Halve this (rounding up) to reach your Walk value. Add your Walk and Jog together to reach your Run. Add your Walk again to reach your Sprint.

Threshold

This is a measure of a character's pain threshold and their resistance to fatigue. When a character takes certain amounts of damage they also take Threshold. If a character takes too much Threshold they can fall Unconscious or even fall into a Coma. In order to calculate your character's threshold values add the tens value of your Physique and Discipline. This is your Coma value. Halve this (rounding up) to reach your Unconscious value. For more rules on Threshold see the Damage & Healing Section.

EXPERIENCE

This is the measure of how advanced your character is. As your play Third Order you will be rewarded by Gamesmaster for your efforts. This reward is equal parts based on roleplaying your character and achieving goals or tasks within the game. This experience can be spent on advancing your character in different ways (more about skills and specialisations can be found in the Skills chapter).

Experience Cost	Advancement
1	Add 1% to a Skill
3	Learn a new Specialisation
3	Buy an Option Point
5	Add 1% to an Attribute
5	Learn a new Skill

It is also important to keep a running total of your experience in the available box. This gives an indication of overall how seasoned your character is and how many Options they can have at one time. As a character earns experience they become more open to different situations and prepared for increasingly difficult encounters. The maximum number of points a character can have in each Option depends on how experienced they are.

Total Experience	Max Points
0	1
20	2
40	3
80	4
120	5

OPTIONS

The character you play in Third Order is a little bit special for one reason or another. They may not seem it at character creation, but they have the potential to become remarkable individuals. To represent this not only can characters advance their skills, they also have special resources that they can call upon when the chips are down. These Options are points that are gained through roleplaying or character development and spent in certain circumstances. Each species has a unique Options use, in addition to those below.

Control

Spending a point of Control allows a character to ignore all penalties from damage or threshold for their next roll. The character is exerting mental self-control to overcome adversity.

Passion

Spending a point of Passion allows a character to ignore all penalties through a lack of specialisation or encumbrance for their next roll. The character is digging deep to ignore their limits in a time of need.

Training

Spending a point of Training allows a character to advance a roll to a shorter time frame without taking a point of Threshold. The character plumbs the depths of years of intense instruction.

Luck

Spending a point of Luck allows a character to swap the dice values on a roll. This is done after the roll has been made. For some reason, fortune smiles down on your character.

CREATING YOUR CHARACTER

The character creation process is one of various stages. The different stages allow you to flesh out your character a piece at a time, and to allow a particular idea to be attainable. There is no enforced randomisation in this process so your character can be whatever you want within the limits detailed in this chapter. If, however, you have difficulty choosing between species for example you can elect to let the dice choose for you. The stages are detailed below:

1. ASPECT

The first step in creating your character is to think about what kind of person they are. Do they rely on their brains or brawn? Are they likely to charge head long into a situation or call on others to help them? A character's Aspect reveals how they view the world around them. This step gives you base points towards your Primary Attributes, a Favoured Attribute and Option, starting Skill picks and Natural Skill advances.

2. SPECIES

As important as your Aspect is your character's species. After you have chosen what style of character you wish to play you will need to decide of which species they are a member. Although no two people are alike, members of a particular species enjoy the same genetic and cultural advantages. This stage will add more points to your Primary Attributes, bonus Skills and certain Species advantages, which you should not on your character sheet.

3. BACKGROUND

This important third step fleshes out your character even more. You know some things about them already, but here you get to choose what they have been doing for most of their lives. Each background adds Attribute points, Skills and provides some starting money and equipment.

4. ATTRIBUTES

At this stage you should total up the points gained in the previous three stages. You then receive 50 points to distribute among your Primary Attributes, adding the final totals to your character sheet. These five scores represent the core of your character, how strong, fast, clever, resilient and powerful they are. Next you'll need to calculate your Secondary Attributes, by averaging the relevant Primary Attributes (as detailed in the character sheet).

5. SKILLS

By this time you will have received free Skills and had to pick from specific lists. Now you get to select extra skills, how many depends on your Aspect. This stage allows you to tailor your character even more, picking the other talents that round them out. This could be additional training or hobbies they've picked up. At this stage you also spend your natural skill advances and receive 15 points to spend as advances for any skills.

6. EQUIPMENT

At this stage you will have a few items of starting equipment and some money, given to you from your Background. Now however, you get a chance to spend your starting money on other equipment. This might represent items passed down to you from family, or items you've gathered on your journeys so far.

7. PERSONAL DETAILS

Giving your character a name, height, weight and age adds the final details to your adventurer. This stage is as important as all the others, because even though it adds no statistics or skills it gives you the material to roleplay your character well and get more out of Third Order.

ASPECT

A character's Aspect represents their general outlook on life. It embodies the approach that they will take when confronting most problems. The selection of an Aspect indicates how your character has led their life before your adventures begin. A character's Aspect directly affects their Attributes and how many Skills they receive at creation. This is the first step in forming your character and their core concept.

ROLL (1D100)	EXAMPLE ROLLS
01 – 22	Cerebral
23 – 44	Physical
45 – 66	Social
67 – 100	Universal

There are four different Aspects to choose from and these broad groups cover the general spectrum of outlook and world-view that you might come across in the galaxy. Two people of the same Aspect may have differing views on how to solve specific problems, but they will be along the same theme or approach.

- Favoured Attribute** The character receives a Free Opt Up with 1 roll per in-game day with this Attribute. This can be relates to any associated Secondary Attribute and therefore Skills.
- Favoured Option** The character can have 1 additional point in this Option above the standard limit dictated by their total Experience points.
- Starting Skill Picks** The number of Skills the player can select for the character in Stage 5 of character creation.
- Natural Skill Advances** The number of points a character receives to spend on their Natural Skills in Stage 5 of character creation.

CEREBRAL

Characters of the Cerebral Aspect are those that attempt to think around problems, they try to rationally and logically figure things out before acting. It may be a cruel brand of cunning or positive imaginative process. The character may be naturally gifted, or has spent many hours studying. Cerebral Aspect characters have access to more skills upon creation than any other Aspect.

Physique	15	Favoured Attribute	Reason (RSN)
Instinct	20	Favoured Option	Control
Reason	25		
Discipline	20	Starting Skill Picks	4
Bearing	20	Natural Skill Advances	5

PHYSICAL

There are many people that try to solve most problems they come across through brute force alone. They may be unable to reason around these issues, or they might just enjoy the challenge of pushing their body to the limit. They may be a thug or a combat specialist. Physical characters begin with fewer skills than other Aspects, but they make up by having stronger Natural skills.

Physique	25	Favoured Attribute	Physique (PSQ)
Instinct	20	Favoured Option	Training
Reason	15		
Discipline	20	Starting Skill Picks	2
Bearing	20	Natural Skill Advances	20

SOCIAL

Members of the Social Aspect are those who have come to the decision that the solution to life's problems lies in other people. Manipulating others to your will is one route to attaining what you want; earning people's trust and friendship is another. This leaning toward interaction is what separates them from other Aspects; they make good leaders, but can as easily be deceptive charlatans.

Physique	20	Favoured Attribute	Bearing (BRG)
Instinct	15	Favoured Option	Passion
Reason	20		
Discipline	20	Starting Skill Picks	3
Bearing	25	Natural Skill Advances	10

UNIVERSAL

The Universal Aspect covers the mainstay of the populace, those that may lean slightly toward one of the other Aspects but don't maintain the same extreme approach. A Universal character has a balanced outlook on life, measuring the needs of each problem and reacting accordingly. In Third Order the Universal character lives by their wits, taking each day as it comes.

Physique	20	Favoured Attribute	Instinct (INS)
Instinct	20	Favoured Option	None
Reason	20		
Discipline	20	Starting Skill Picks	3
Bearing	20	Natural Skill Advances	15

SPECIES

Throughout the Forge Galaxy there are many species that are considered ‘sentient’ or ‘intelligent’, however there are only ten cultures that have independence (in varying degrees) and the capacity to travel the galaxy. Below are the species that players may choose from when creating their character. To randomly determine your character’s Species roll 1d100 and consult the table.

ROLL (1D100)	SPECIES	ROLL (1D100)	SPECIES
01 – 10	Alethi	46 – 65	Human
11 – 25	Borax	66 – 75	Jugari
26 – 30	Cho’Rixx	76 – 85	Reedol
31 – 40	Fothlan	86 – 95	Ternasi
41 – 45	Goruld	96 – 00	Ytrin

This section provides a very brief description of each species and their positive and negative traits. Members of each species gain free skills that represent the societal trends that have occurred within their culture. These skills should be noted on your character sheet before you choose your Background. Your character’s Species also affects their Attributes. Finally due to differing physiological and cultural development each species has advantages and disadvantages that come into effect either in character creation or in play.

ALETHI

Born to a world covered by water the Alethi are an aquatic mammal species. They are a graceful, peace-loving species sturdy and robust; they do however have difficulty communicating with non-aquatic life forms. They, along with the Jugari, work to defend other species and oppose the Vona.

- Species Free Skills** Language (Alethi)
Society (Protectorate or Independent Space)
- Pick one skill from** Powersuit (environmental)
Ranged (rifle)
Tech (security)
- Attributes** +5 to PSQ or BRG
- Fish out of Water** Due to the Alethi peoples aquatic nature they are more at home when underwater than when walking around on land in one of their specially built ‘frames’. To represent this Alethi gain a +1SL to all Athletics and Stealth rolls when underwater, but a -1SL to those same rolls when on land.
- Language Barrier** Alethi vocal chords have simply not evolved the right way to deal with the syn-tax and speech patterns of other species. Alethi characters, therefore, are able to learn other languages, but are unable to speak anything but Alethi.

BORAX

As brilliant industrialists and great workers of technology, the Borax hail from a high gravity world. They are short, immensely broad and have tough skin. Centuries ago their home star went nova and ever since they have roamed space in gigantic trading citadel ships. They are the great traders and travellers of the Forge Lanes.

- Species Free Skills** Language (Forgetalk or Boraxi)
Society (Borax Trade Union or Specific Citadel Ship)

Pick one skill from	Business (economics) Engineering (industrial or vehicle) Tech (any)
Attributes	+5 to PSQ or DSP
Dense Anatomy	The evolution of the Borax species has caused their bodies to be incredibly dense and sturdy. This means that they receive an additional damage zone on each body location. However since their internal physiology is incredibly complex and reinforced, all attempts to heal a Borax through the Doctor skill are at -1SL.

CHO'RIXX

An huge insectoid species they were conquered by the Vona at the dawn of the Second Order. Enslaved and used as a hardy workforce they were relocated to many worlds and asteroid belts. Many have formed a rebel movement against the Vona and seek help from the Borax Trade Union or the Protectorate.

Species Free Skills	Language (Rixxian) Society (Borax Trade Union OR Vona Princedom: DuBarris, Falcoran or Zindarin)
Pick one skill from	Demolitions (placement) Subterfuge (concealment) Tactics (subterranean)
Attributes	+10 to PSQ
Chitin Carapace	The Cho'Rixx are covered in a hard chitinous shell that makes them resistant to all forms of damage. To represent this Cho'Rixx characters have 1 point of armour on all locations against all forms of damage. Their large claw also means they deal 2CR damage when unarmed. Cho'Rixx cannot wear humanoid armour and must have specially designed plates bolted to their carapace to lend any protection.
Language Barrier	Cho'Rixx vocal chords have simply not evolved the right way to deal with the syntax and speech patterns of other species. Cho'Rixx characters, therefore, are able to learn other languages, but are unable to speak anything but Rixxian.

FOTHLAN

A hardy and resourceful reptilian species, from the desert world Harna, the Fothlan are ardent survivalists and often filled with wanderlust. Loners and travellers they are often found at stations and outposts throughout space. It is said that a Fothlan is always a good source of information.

Species Free Skills	Language (Fothlan or Forgetalk) Society (Fothlan Solidarity, Independent Space or Borax Trade Union)
Pick one skill from	Streetwise (information) Survival (desert) Tech (any)
Attributes	+5 to PSQ or INS
Energy Resilient	The Fothlan are children of the desert and have evolved to live in temperature extremes. The Fothlan are therefore more resilient than most species in respect to heat, cold and other energy sources. To represent this Fothlan characters treat Energy damage as Kinetic for the purposes of taking Threshold.

Conspicuous People Most people consider Fothlans to be travelling experts on whatever region of space they may be in. This is often far from the truth, although they are a curious people. Therefore it is hard for a Fothlan to blend in or hide in non-Fothlan regions. To represent this Fothlans receive a -1SL pen-alty to Stealth and Disguise rolls when trying to hide themselves in non-Fothlan populations or areas.

GORULD

A strong tribal species of multi-limbed humanoids the Goruld were the only species to ever give significant resistance to Vona attack. Their warriors held the enemy for two years before their world fell. Their people were enslaved as soldiers. Some have now managed to escape and joined the Borax Trade Union.

Species Free Skills Language (Forgetalk or Vonese)
Society (Borax Trade Union OR Vona Princedom: DuBarris, Falcoran or Zindarin)

Pick one skill from Fight (cut)
Ranged (pistol)
Society (Erunda)

Attributes +10 to INS

Superior Reflexes The Goruld have 8, 10 or 12 limbs depending on their ancestors' status in Goruld society. Due to their ability to use any limb as either a hand or a foot they are extremely capable warriors. To represent this Goruld characters may make a Good Instinct roll to avoid suffering 1 point of Threshold by Speeding Up a roll.

Servant Species The Goruld species as a whole is subjugated by the Vona Princedoms. Characters are those lucky few who have escaped bondage and fled to the Borax Trade Union or been born in the slums of a citadel ship. To represent this characters of this species may only select the Civilian, Criminal, Military, Threshold (Wild) or Unfortunate backgrounds in character creation.

HUMAN

Narrowly saved by the Protectorate, Humans are a physically weak mammalian species that was nearly enslaved by the Vona. Their industry and wars left such a ravaged world that the Protectorate offered them a new one to live on. They have since tried to keep good relations with their immediate neighbours.

Species Free Skills Language (Forgetalk or Panglish)
Society (Human Colonies, Borax Trade Union or New Toronto)

Pick one skill from Science (any)
Survival (any)
Tech (any)

Attributes +5 to INS or BRG

Background Noise Humans are often looked down upon by the other species and overlooked as a nuisance. Humans therefore are quite able to hang around areas they shouldn't and slide into other peoples' cultural blind spot. To represent this Human's receive a +1SL to Streetwise rolls made in non-Human areas to gather rumours and other information.

Frail Biped Humans are a weak species with a soft dermal layer that is not protective against stabbing weapons. They are especially prone to suffering shock from these types of attacks. To represent this all Human characters treat Pierce damage as Energy damage for the purposes of taking Threshold.

JUGARI

The first species of the First Order, the Jugari are the founders of the Protectorate. A seemingly religious species they believe the source of existence breaks down into the three elements of the Threshold. Their discipline has gifted them with mental capabilities which enable some of them to control the very fabric of space.

Species Free Skills	Language (Jugaran) Society (Protectorate or Independent Space)
Pick one skill from	Craft (any) Science (any) Tech (any)
Attributes	+10 to DSP
Frail Biped	Jugari are a weak species with a soft dermal layer that is not protective against stabbing weapons. They are especially prone to suffering shock from these types of attacks. To represent this all Jugari characters treat Pierce damage as Energy damage for the purposes of taking Threshold.

REEDOL

It's said that the Reedol saved the Trade Union, but only by the Reedol. Having been in business with the Borax for over two hundred years the Reedol have become a wealthy species. An opportunist people they have often used the tensions between the First Order species as a shield against direct hostility.

Species Free Skills	Language (Reedol or Forgetalk) Society (Reedol Space or Borax Trade)
Pick one skill from	Business (any) Survival (swamp) Tech (any)
Attributes	+5 to RSN or BRG
Amphibious Frame	The Reedol are an amphibious species and consequently have lower bodies built for swimming and leaping. To represent this Reedol characters gain a +1SL to Athletics rolls when swimming or jumping.
Frail Biped	Reedol are a weak species with a soft dermal layer that is not protective against stabbing weapons. They are especially prone to suffering shock from these types of attacks. To represent this all Reedol characters treat Pierce damage as En-ergy damage for the purposes of taking Threshold.

TERNASI

The Ternasi have embraced genetic engineering wholesale across their culture. Every Ternasi is engineered from conception to fulfil a certain purpose and role within the Ternasi Hierarchy or the wider galaxy. Consequently they display myriad physical adaptations. They believe they are a force of evolution for their world and all the creatures within it.

Species Free Skills	Language (Ternasi or any) Society (Ternasi Bio-zone or any)
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Pick one skill from Any one non-Threshold skill

Attributes +20 to any one Attribute AND -10 to any one other Attribute
OR
Attributes +15 to any one Attribute AND -5 to any one other Attribute
OR
Attributes +10 to any one Attribute
OR
Attributes +5 to any one Attribute AND +5 to any one other Attribute

Cultural Confusion Since Ternasi society has so many different looking templates and so many physical variations they find it hard to understand and anticipate the actions of species that remain firmly to one template. To represent this Ternasi characters receive -1SL to all Business, Influence and Streetwise rolls concerning other cultures.

Genetic Diversity A player of a Ternasi character should discuss with the Gamesmaster what genetic modifications their Ternasi has undergone. A particular skill choice for their Species skill can be based on a genetic change. However, their chosen attribute modifiers must be represented. Some examples below:

ATTRIBUTE	EXAMPLE GENETIC MODIFICATION
Physique	Increased Size or Muscle Density
Instinct	Enlarged Eyes or Enhanced Sense
Reason	Enhanced Cortex Capacity
Discipline	Reinforced Neuro-transmitters
Bearing	Enhanced Pheromone Glands

YTRIN

An imposing and warlike mammalian race, the Ytrin were nearly eradicated by the Vona after their war with the Mendocarthans. They are now a rare sight in known space and are extremely defensive and dangerous. They make excellent mercenaries, but have begun to learn the meaning of humility.

Species Free Skills Language (Tyreni or Forgetalk)
Society (Borax Trade Union or Independent Space)

Pick one skill from Ranged (cannon)
Society (Tyrenia)
Tech (any)

Attributes +5 to PSQ and INS

High Pain Threshold The Ytrin are extremely good at resisting pain, being both very resilient and very stubborn. Ytrin warriors are known to carry on fighting even if limbs are hanging off their bodies. To represent this A Ytrin character adds 1 to their Unconscious score after their Threshold scores have been calculated.

Mercenary People The Ytrin people have, rightly or wrongly, developed a reputation as being mercenaries and guns for hire. Although this has served them well in finding a role within the Borax Trade Union it can work against them in official circles. To represent this Ytrin characters receive a -1SL to Business and Influence rolls when dealing with non-Ytrin law enforcement and political officials.

BACKGROUND

Across the galaxy the people of all sentient species go about their lives learning new skills, meeting new people and following different paths. Every person has some talent in a profession or job, and if not they have other qualities that set them apart. To represent this, players must choose a Background for their character much like their Aspect. You are free to choose your character's Background, but if you want to randomly determine it roll 1d100 on the table.

ROLL (1D100)	BACKGROUND	ROLL (1D100)	BACKGROUND
01 – 07	Academic	51 – 57	Military
08 – 14	Artistic	58 – 64	Religious
15 – 21	Civilian	65 – 74	Spacer
22 – 28	Criminal	75 – 79	Threshold (trained)
29 – 33	High Society	80 – 86	Threshold (wild)
34 – 43	Industrial	87 – 93	Trader
44 - 50	Medical	94 – 00	Unfortunate

Backgrounds provide characters with additional skills and attribute modifiers, much like their choice of Species. Some Backgrounds also contribute to a character's starting money, and all give the character some starting equipment and beginning Options points.

When you have rolled or chosen your Background mark all of the skills, equipment and qualities you have gained on your character sheet.

ACADEMIC

Your character has spent much of their time in academic circles and has been given access to some of the most advanced areas of knowledge within their culture.

Pick two skills from Language (any)
Science (any)
Society (any)
Tech (interface)

Attributes +5 to RSN or DSP

Option Point 1 point of Training

Pick one from slate sleeve & data slate
2 translators
hand scanner

Starting Money 2d8 x 100 credits

ARTISTIC

The character has spent their formative years dreaming and creating, with paint, sculpture or some other medium. They have spent their lives either in the creation of art or the defence of it. They have empathy for life and the societies they encounter.

Pick two skills from Craft (any)
Engineering (any)
Language (any)

	Society (any) Tech (interface or programming)
Attributes	+5 to DSP or BRG
Option Point	1 point of Passion
Pick one from	slate sleeve & data slate Craftsman Kit
Starting Money	2d10 x 100 credits

CIVILIAN

The character has had no particular training, but has picked up talents from their everyday life. This has allowed them to appreciate life in an immediate fashion and brought out strong parts of that persons character.

Pick two skills from	Business (any) Engineering (any) Society (any) Tech (any)
Attributes	+5 to BRG
Option Point	1 point of any Option
Pick one from	slate sleeve & data slate padded coat
Starting Money	2d6 x 100 credits

CRIMINAL

You are one of the underworld, a crook, crim, con. It may be that you were forced into this situation, or you revel in the thrill of crime. The authorities consider you a minor criminal with a small bounty (1d6 x 100 credits) on your head.

Pick two skills from	Larceny (any) Ranged (any) Streetwise (any) Subterfuge (any) Tech (any)
Attributes	+5 to PSQ or BRG
Option Point	1 point of Luck
Pick one from	slate sleeve & data slate padded coat & sidearm hardened leathers & knife
Starting Money	2d10 x 100 credits

HIGH SOCIETY

The character has spent their days networking in the higher circles of their culture. You have received privileges that others have not. It may be that you were born to a higher status or that you work for an important individual.

Pick two skills from	Language (any) Ranged (rifle) Society (any) Tech (any)
Attributes	+5 to RSN or BRG
Option Point	1 point of Luck
Pick one from	slate sleeve & data slate translator & high fashion clothing VIP vest
Starting Money	4d10 x 100 credits

INDUSTRIAL

The character was raised in a highly industrialised environment. They were trained in manufacturing and engineering from an early age and have much experience and knowledge in the way things work. In a world of technology they are an invaluable expert.

Pick two skills from	Demolitions (any) Engineering (any) Pilot (driving) Tech (any)
Attributes	+5 to PSQ or RSN
Option Point	1 point of Control
Pick one from	slate sleeve & data slate 1 professional toolkit of your choosing industrial headguard foundry gauntlets
Starting Money	2d8 x 100 credits

MEDICAL

The character has spent their life devoted to preserving those of others. You have the knowledge and training to help the sick and injured. Whether a frontier medic or a doctor on a Hub world you have had exclusive training in medicine.

Pick two skills from	Medicine (any) Science (any) Society (any) Tech (any)
Attributes	+5 to RSN or BRG
Option Point	1 point of Training
Pick one from	slate sleeve & data slate doctor's tools

2d4 Regel packs

Starting Money 2d10 x 100 credits

MILITARY

Your character has spent their adolescence in a military environment, whether armed forces, law enforcement or mercenary groups they've had extensive physical training. The character may not still be in the particular force, but their training has stayed with them.

Pick two skills from Astrogate (any)
Medicine (stabilise or medicate)
Ordnance (any)
Pilot (any)
Ranged (any)
Survival (any)

Attributes +5 to PSQ or INS

Option Point 1 point of Training

Starting Equipment slate sleeve, data slate & hand scanner
energy sidearm & infantry harness
laser rifle & infantry helmet

Starting Money 2d6 x 100 credits

RELIGIOUS

Your character has spent most of their life either as part of a religious order or studying them. They have tried to attain spiritual perfection through some form and most are experts in meditation and consultation.

Pick two skills from Art (any)
Craft (any)
Esoteric (any)
Society (any)

Attributes +5 to DSP or BRG

Option Point 1 point of Passion

Pick one from slate sleeve & data slate
all-weather garment

Starting Money 2d6 x 100 credits

SPACER

You have spent most of your life in space, whether on a space station, a transport pilot or a member of a citadel ship population you are intimate with the trappings of space travel.

Pick two skills from Astrogation (any)
Engineering (any)
Powersuit (environmental or void)
Starship (any)

	Tech (any)
Attributes	+5 to INS or RSN
Option Point	1 point of Luck
Starting Equipment	slate sleeve & data slate spacer jumpsuit stun sidearm
Starting Money	2d10 x 100 credits

THRESHOLD (TRAINED)

You possess the potential to master psychic powers. The character has spent time studying or learning the threshold traits of the Jugari or another tradition.

Pick two skills from	Meta (any) Port (any) Scry (any) Sink (any)
Attributes	+5 to RSN or DSP
Option Point	1 point of Control
Starting Money	2d6 x 100 credits

THRESHOLD (WILD)

You possess the potential to master psychic powers. However you are either unaware of these talents or have not fully explored them. Threshold (Wild) characters may not purchase additional Threshold Skills at character creation (after this step).

Pick two skills from	Meta (any) Port (any) Scry (any) Sink (any)
Attributes	+5 to INS or DSP
Option Point	1 point of Luck
Starting Equipment	slate sleeve & data slate all-weather garment
Starting Money	2d6 x 100 credits

TRADER

The character has had an upbringing in merchant circles, plying trader routes or studying at a business academy. Whether through parenting, training or personal experience they have learnt all they need to perform business on any scale they want.

Pick two skills from	Business (any)
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Language (any)
Larceny (any)
Society (any)
Subterfuge (any)
Tech (any)

Attributes +5 to RSN or BRG

Option Point 1 point of Control

Pick one from slate sleeve, data slate & hand scanner
5d10 x 100 credits worth of trade goods
contract with a corporation to fly a small trader vessel

Starting Money 2d10 x 100 credits

UNFORTUNATE

The character has spent most of their lives in some kind of subjugation, slavery or poverty. Several species in the Forge galaxy are slave species and many are of this background, having to live life by their wits alone and cling on for dear life.

Pick one skill from Animal Ken (any)
Craft (any)
Survival (any)

Attributes +5 to PSQ, INS and BRG

Option Point 1 point of Luck

Starting Equipment Knife, rock or a sharp stick

Starting Money 2d10 x 10 credits

SKILLS

Skills are talents, knowledge and abilities that your character has learnt in their early life whether through self-education or formal training. Now that you have decided on your Aspect, Species and Background you will have some skills marked down on your character sheet. However up until now all your skills have been given to you or from a very narrow list. Now you get the opportunity to select a few more skills and put some initial advances into your skills.

The Master Skill List (below) shows all skills and their specialisation areas.

SPECIALISATIONS

Every skill your character gains must have a specialisation. This represents the focus of the character's study or practice in the field. When a character gains a skill (including character creation) they must select a specialisation. A character can perform any tasks related to that skill, but when attempting one not covered by their specialisation they receive a -1SL penalty. A point of Passion can be spent to ignore this penalty.

NATURAL SKILL ADVANCES

A character's Aspect directly affects their Natural Skills: Athletics, Fight, Influence and Stealth. Aspect indicates how much time a character is willing to devote to enhancing these skills. To represent this every character gets a number of advances to place into these four skills.

ASPECT	NATURAL SKILL ADVANCES
Cerebral	5
Physical	20
Social	10
Universal	15

These points are put into skills in exactly the same way as when spending experience points. However, no skill can be given more than half of the total number of advances.

STARTING SKILL PICKS

A character is not merely the skills forced on them from their culture or profession. People have hobbies, quirks, passions and interests beyond what they do for a day job. To represent this every character gets a number of skill picks at creation. When you select these skills don't forget to pick a specialisation.

ASPECT	STARTING SKILL PICKS
Cerebral	4
Physical	2
Social	3
Universal	3

These skill picks can also be used to purchase additional specialisations in existing skills. If you want your character to be an expert in a particular field 1 skill pick can be used to buy 1 additional specialisation in a skill.

BONUS POINTS

Now that you have assigned your Natural Skill advances and selected starting skills you are nearly ready to move on to equipment. First though, to represent that your character is not a complete novice you receive 15 free bonus points.

These can be spent on any skill that you have. These can be used to purchase new skills, but not additional specialisations or add to attributes.

MASTER SKILL LIST

SKILL	SPECIALISATIONS
Animal Ken	breeding, handling, training
Astrogate	field, flow, route
Athletics	climbing, jumping, running, swimming, voidwalk
Business	economics, evaluate, strategy
Craft	carpentry, masonry, painting, poetry, pottery, sculpture
Demolitions	defence, defusing, placement
Engineering	computer, construction, industrial, robot, vehicle, weaponry
Fight	bludgeon, brawling, cleave, cut, haft, thrust, wrestling
Influence	command, bargain, interrogate, manipulate, seduction
Language	by species
Larceny	concealment, lockpick, pickpocket, sleight of hand
Medicine	cybernetics, genetics, medicate, stabilise, surgery
Meta*	augur, dark, light, truth, imbue
Ordnance	artillery, orbital, planetary, starship
Perform	acting, dancing, oratory, singing,
Pilot	driving, flying, riding, sailing
Port*	augur, dark, light, truth, release
Powersuit	environmental, industrial, tactical, void
Ranged	blaster, cannon, launcher, pistol, primitive, rapid, rifle, thrown
Science	biological, formal, physical, social
Scry*	augur, dark, light, truth, sense
Sink*	augur, dark, light, truth, store
Society	by society
Starship	pilot, power, sensors, systems
Stealth	hide, shadow, sneak
Streetwise	information, services, supplies
Subterfuge	codes, disguise, forgery
Survival	by terrain/environment
Tactics	air, land, sea, space, subterranean
Tech	hacking, interface, networks, programming, surveillance

*this is a Threshold skill

CHARACTER SECTION

EQUIPMENT

The old adage goes: a workman is only as good as his tools. So it is true in a world of technology and industry. The world of Third Order is a highly technical one. Things fill the world and your character will be armed with a set of tools to use their skills and take action in their adventures. So far you will have gained some starting equipment from your background. These are things you have earned, been given or possibly even stolen along your travels to date. Your Background also provides you with some starting money which you can now spend on equipment with one restriction: you cannot purchase equipment with an illegal, military or rare availability.

THE SHIRT ON YOUR BACK

Even though Backgrounds provide some specialist equipment every character owns a set of clothes, small personal effects (earrings, wristwatches etc. but nothing expensive or special).

MONEY

Each species operates with a different monetary system and currency. However, after centuries of extensive trading and neutrality the galactic standard unit of currency has been confirmed as the Borax Trade Union Credit. This is now largely an electronic system of funds yet it retains the traditional title. Credits are the funds a character has at creation.

BEING FRUGAL

It is possible to purchase items for less than the list price. If a character does not mind purchasing defective or second-hand items it is possible to buy at a lower price. Forgoing quality can therefore be the key to making your credits go further. A 'cheap' item has a quality one level lower than that listed (to a minimum of Poor) and costs half the price. A critical failure when using a 'cheap' item results in it taking damage.

SPLASHING OUT

Just as it is possible to buy defective items it is also possible to buy quality items. A 'quality' item costs twice the price and has a quality of one level higher than listed (to a maximum of Outstanding).

EQUIPMENT LISTS

Although the market prices of items are never constant and objects can be found at various costs across the Forge Lanes the Equipment section contains equipment lists that cover the general items found throughout the galaxy. There are also lists for trade goods and cargo types that are often shipped between star systems.

GENERAL EQUIPMENT	COST	ENC.	QUALITY
All-weather Garment	50	3	Good
Backpack (holds 10 encumbrance)	10	2 + contents	Normal
Binoculars	20	1	Good
Camouflage Garment	100	2	Excellent
Climbing Harness (includes 5 spikes)	75	2	Excellent
Common Clothing	30	2	Normal
Data Disc	2	N/A	Good
Data Slate	50	1	Good
Fashion Item (fancy clothing)	100	1	Good
Flare Gun (including 5 flares)	30	2	Good
Flashlight	10	2	Normal
Flask	2	0.5 (2 if full)	Normal
Grapple Gun (requires cord/rope)	50	4	Good
High Tensile Cord (per 10m holds 1T)	100	10	Excellent
Parachute	150	10	Good
Respirator (2 hours breathing)	200	2	Excellent
Rope (per 10m, holds 0.5T)	10	4	Normal
Slate Sleeve	80	2	Good
Strongbox (holds 200 encumbrance)	150	20 + contents	Excellent
Tent	50	5	Normal
Translator (select 2 languages)	120	1	Good
Uniform (work clothes – hardwearing)	40	3	Good
Wetsuit	90	8	Good

COMMUNICATION & SENSORY EQUIPMENT	COST	ENC.	QUALITY
AV Bug (250m range – links to data slate)	50	N/A	Good
Beacon (500km range – 8 hours)	200	3	Good
Communicator (500m range – datalink compatible)	30	0.5	Good
Hand Scanner (100m range – links to data slate)	100	0.5	Good
Headset Communicator (as communicator)	60	1	Good
IR Visor (allows vision in IR spectrum)	600	0.5	Excellent
Jamming Device (25m surveillance Normal block)	1250	4	Good
Laser Communicator (line of sight)	1000	2	Good
Motion Sensor (20m range – links to data slate)	80	1	Good
Tracking Device (20km range – 2 hours)	200	0.5	Good
Video Headset (links to data slate)	120	2	Good

PROFESSIONAL TOOLKITS	COST	ENC.	QUALITY
Computer	100	5	Normal
Construction	250	20	Normal
Craftsman (for one specific Craft skill)	150	5	Good
Cybernetic (repair tools)	5000	10	Excellent
Electronic	100	5	Good
Mechanic	150	10	Good
Security (hacking)	500	5	Good
Vehicular (for one type of vehicle)	200	20	Good
Weaponry (for one group of weapons/armour)	150	5	Good

MEDICAL EQUIPMENT	COST	ENC.	QUALITY
Auto-suture (-1SL when healing Kinetic damage)	5500	3	Excellent
Bio-reader (programmable drug delivery system)	1800	5	Excellent
Bio-regenerator (-1SL when healing Energy damage)	6000	2	Excellent
Dermal Salve (heals 1 damage in 1 hour)	150	1	Good
Doctor's Tools (allows use of the doctor skill)	1500	5	Excellent
First Aid Kit (allows use of stabilise skill)	50	2	Good
Nanodocs (heals 1 point of 1 type of damage in 1 round)	800*	1	Outstanding
Painkillers (ignore 1 SL of penalties for 1 hour)	20	1	Good
Regel (heals 1 damage in 1 minute)	600	1	Excellent
Stimulants (restore 1 Threshold instantly)	80*	1	Good

*controlled product

LIGHT ARMOUR	COST	CR	PR	SL	BL	BU	SH	ENC	LOC
Industrial Headguard	150	1	0	1	1	2	0	6	H
Infantry Helmet	120	1	1	1	1	1	1	4	H
Mono Helmet	130	2	1	1	1	0	0	4	H
Infantry Harness	450	1	1	1	1	1	1	8	T
VIP Vest	600	1	1	1	0	0	1	4	T
Combat Boots	500	1	1	1	1	1	1	4	L
Reinforced Leggings	450	2	1	1	1	0	0	5	L
Duraplas Bracers	350	1	1	1	1	1	1	4	A
Foundry Gauntlets	500	1	0	1	1	3	0	6	A
Padded Coat	300	1	1	0	0	1	0	2	T A
Reinforced Jacket	450	2	1	1	1	0	0	5	T A
Thick Coat	180	1	0	0	0	1	0	2	T A
Armoured Flightsuit	800	2	1	1	0	1	0	8	T A L
Hazard Coveralls	650	1	0	1	1	2	0	12	T A L
Military Surcoat	500	1	1	0	0	1	0	8	T A L
Spacer jumpsuit	850	1	1	1	1	1	1	10	T A L
Civilian Frame (powered)*	1000	1	1	1	1	1	1	N/A	ALL
Survival Suit*	1800	1	0	1	0	1	1	14	ALL
Tactical Camo	1800	1	1	1	1	0	0	12	ALL
Micro-repulsor Field (6 hits)	1450	1	1	1	1	1	2	1	ALL

MEDIUM ARMOUR	COST	CR	PR	SL	BL	BU	SH	ENC	LOC
Combat Visor	450	2	2	2	2	2	2	5	H
Tactical Visor*	650	2	2	2	2	1	1	4	H
Vacc Helmet*	350	2	1	1	2	1	1	7	H
Assault Vest	1500	2	2	2	2	2	2	10	T
Bullet-proof Vest	1400	2	3	2	2	1	0	8	T
Hexmesh Leggings	1250	2	1	2	1	2	2	5	L
Plasteel Greaves	1400	2	2	2	1	2	2	5	L
Ceramsteel Bracers	1500	2	2	2	2	2	2	4	A
Guard Gauntlet**	4000	3	2	3	1	2	2	5	A
Combat Harness	1900	2	2	2	2	2	2	10	T A
Hexmesh Jacket	1600	2	1	2	1	2	2	6	T A
Plasteel Cuirass	2150	2	2	3	1	2	2	12	T A
Ceramsteel Plate	2750	2	2	3	2	2	2	20	T A L
Plasteel Battlesuit	2520	2	2	2	2	2	2	15	T A L
Reactive Webbing	2600	2	1	2	2	3	3	16	T A L
Tacmesh Bodysuit	2400	1	1	2	2	2	2	12	T A L

CHARACTER SECTION

Combat Frame (powered)**	4500	2	1	2	2	2	1	N/A	ALL
Containment Suit	3100	2	1	1	1	3	1	15	ALL
Repulsor Field	2150	1	1	1	1	1	2	1	ALL
Void Suit (armoured)	3250	2	1	1	2	2	2	20	ALL

HEAVY ARMOUR	COST	CR	PR	SL	BL	BU	SH	ENC	LOC
Enforcer Riot Helmet*	1800	3	3	3	3	3	2	8	H
Reinforced Ceramsteel Cuirass	4000	3	3	3	2	3	2	12	T
Hauler Legs (double encumbrance)	6000	3	2	2	3	2	2	N/A	L
Battle Gauntlets	3500	3	3	3	2	2	2	8	A
Battle Harness	8500	3	3	3	2	2	2	15	T A L
Enforcer Riot Armour	9000	3	3	3	3	3	2	18	T A L
Combat Void Suit*	12000	3	2	2	3	3	3	20	ALL
Dren Foundry Plate*	15000	3	3	4	3	3	2	25	ALL
Tactical Frame (powered)**	25000	3	2	3	3	3	3	N/A	ALL
Void Guardian Shell (powered)**	N/A	4	3	3	4	3	3	N/A	ALL

*armour is fitted with a built in video communicator

**armour is fitted with a built in video communicator and one rifle of the purchasers choice

THROWN WEAPONS	COST	AOE	DAMAGE	ENC	QUALITY
Fragmentation Grenade	300	10	3 BL	2	Good
Javelin	70	-	1 PR	2.5	Normal
Plasma Grenade	500	8	3 BU	2	Good
Rock/Improvised	N/A	-	1 CR	1	Poor
Shuriken	30	-	1 SL	0.5	Good
Stun Grenade	400	8	4 SH	2	Excellent
Throwing Axe	40	-	1 SL	2	Normal
Throwing Knife	25	-	1 PR	1	Good

MELEE WEAPONS	COST	TYPE	DAMAGE	ENC	QUALITY
Axe	50	cleave	1 SL or 1 CR	5	Normal
Bayonet (affixes to rifle)	30	thrust	1 PR	2	Normal
Club	10	bludgeon	1 CR	2	Poor
Knife	20	thrust	1 PR	2	Good
Enforcer Baton	500	bludgeon	1CR and 1 SH	3	Excellent
Sword	100	cut	1 SL	6	Good
Vona Gauntlet	N/A	special	2 PR or 2 SL	N/A	Outstanding
Warglaive	650	haft	1 CR and 1 SL	10	Excellent

AMMUNITION	COST	NUMBER	ENC
Arrow/bolt	15	10	4
Blaster slugs	60	10	3
Blaster energy rounds	40	6	1
Cannon shells	150	6	6
Cannon battery	200	6	5
Launcher rockets	300	4	10
Pistol – bullets	20	15	2
Pistol – energy rounds	100	90	3
Rifle – bullets	30	10	5
Rifle – energy rounds	60	15	1

CHARACTER SECTION

RANGED WEAPONS	SPECIALISATION	TYPE	COST	RANGE	DAMAGE	SHOTS	ENC.	QUALITY	SPECIAL
Guardian Shocker	Blaster	E	750*	15	2 SH	20	5	Excellent	
Olarn K27	Blaster	P	450	5	2 PR	10	5	Excellent	
Olarn N12	Blaster	E	600	10	2 BL, 1 BU	10	6	Excellent	
Energy Sidearm	Pistol	E	350	20	1 BL, 1 BU	30	3	Good	
NT Defender	Pistol	P	250	10	1 PR	30	6	Normal	Rapid Fire 2
Palm Stunner	Pistol	E	250	5	2 SH	1	0.5	Good	+1 SL to Subterfuge: Concealment rolls
RFL7	Pistol	E	450	15	1 BL, 1 BU	30	4	Good	Rapid Fire 2
Sidearm	Pistol	P	80	15	1 PR	15	3	Normal	
Stun Sidearm	Pistol	E	300	20	1 SH	30	3	Good	
Talon	Pistol	P	1000*	20	2 PR	30	4	Excellent	
Asak Plasgun	Rifle	E	1650	5	3 BU	10	8	Excellent	Knockdown: Normal
Assault Laser	Rifle	E	1700	20	1 BL, 1 BU	30	6	Good	Rapid Fire 2
Assault Rifle	Rifle	P	1500	15	2 PR	30	7	Good	Rapid Fire 2
Laser Rifle	Rifle	E	1600	25	3 BL, 1 BU	30	7	Good	
NT Seclas4	Rifle	E	1250	20	2 BL, 1 BU	30	6	Normal	
Plasma Rifle	Rifle	E	1500	25	3 BU, 1 BL	30	7	Good	
Rifle	Rifle	P	450	25	2 PR	30	8	Normal	
Shotgun	Rifle	P	550	5	2 BL	10	10	Good	Knockdown: Normal
Talon Rifle	Rifle	P	N/A	20	3 PR	50	7	Excellent	
Asak Aggressor	Cannon	P	1900	30	3 PR	6	10	Excellent	Knockdown: Normal
Borax Longarm	Cannon	E	2500	25	3 BU, 2 BL	10	15	Excellent	Knockdown: Normal
NT TacLas7	Cannon	E	2100	25	2 BL, 2 BU	10	12	Good	Knockdown: Normal
Hammerhead*	Cannon	E	2600	30	4 SH	8	14	Excellent	Knockdown: Normal
Vona Assault Weapon*	Cannon	E	N/A	25	4 BL, 3 BU	6	12	Outstanding	Knockdown: Normal
Y.P.C.	Cannon	P	1950	20	2 BL, 2 CR	6	12	Good	Knockdown: Good
Rocket Pod	Launcher	P	2500	50	4 BL, 1 CR	4	15	Good	Knockdown: Good
Asak RDW	Rapid	E	2650	20	2 BU, 1 BL	40	15	Excellent	Rapid Fire 3
RFP3	Rapid	E	2750	20	2 SH	40	18	Excellent	Rapid Fire 4
Talon Repeater	Rapid	P	N/A	25	4 PR, 2 BL	60	17	Excellent	Rapid Fire 3
Bow	Primitive	P	100	PSO/2	1 PR	N/A	3	Normal	
Crossbow	Primitive	P	60	20	2 PR	N/A	5	Normal	

CHARACTER SECTION