

Character And Location Creation Guidelines

Character Creation

1. Come up with a cool name and concept.
2. Divide 25 pts among your S, D and E.
3. Divide your S by 4 to determine your DB.
4. Divide your E by 4 to determine your Soak.
5. Add 3 NA, 2 NA* and 1 Power-Up to your Offensive Chart.
6. Add 2 SECONDARY and 1 (PRIMARY) to your Offensive Chart.
7. Come up with 6-12 moves and fill in the Offensive Chart with them. Use each move 2-5 times for the best blend.
8. Divide 140 pts among your 27 basic moves; giving them each a rating of 1-10.
9. Give three basic moves an (x), (y) or (z) critical (1 each). These moves must total 18 pts.
10. Put 1 Power-Up and 1 Counter on spots 2 and 12 of your Defensive Chart.
11. Put 1 Block and 1 Dodge on spots 3 and 11 of your Defensive Chart.
12. Put 1 Block and 1 Dodge on spots 4 and 10 of your Defensive Chart.
13. Give your fighter a Location Code of A B C D E or F.
14. Get in some fights (the character – not you) and HAVE FUN!!

Location Creation

1. Come up with a new location idea.
2. Give the location a code of A B C D E or F
3. Come up with 11 moves and place them on the chart, placing the more damaging moves on the edges and the less damaging moves in the middle.
4. Give the moves a damage number between 5 and 20, with the lowest number on 7. The damage number should increase as you go out from the middle of the chart.
5. Next to each damage number add a second damage in parenthesis. This number should be 50% more than the base number rounded up.