



CHAPTER 6 FINISHING THE CHARACTER RECORD

Finishing the record answers four table-facing questions:

06

01

Identity: Who is the completed character?

02

Capability: Which ratings actually govern during play?

03

Access: What belongs to the character, and what is borrowed?

04

Readiness: Can every result be used without guesswork?

The character record separates permanent identity from temporary access and turns generated results into a tool that can be used at the table without reconstruction.

A character is not finished because every roll was made. The character is finished when every result can be found, understood, and resolved during play.

1. Completion Sequence

Finish the record only after Origin, Abilities, Powers, Talents, and External Traits are complete.

- 1 Record identity, Physical Form, Power Source, Acquisition, and origin.
- 2 Record Base FASERIP scores before any temporary, conditional, or equipment-supplied values.
- 3 Calculate permanent Health, Personal Karma, ground movement, and normal Initiative reference.
- 4 Record every Effective rating and name its source.
- 5 Convert each Power into a complete operating entry and create required Attack Profiles.
- 6 Record protection, movement modes, senses, immunities, vulnerabilities, and conditions.
- 7 Record Talents, Specialties, credentials, equipment, and access requirements.
- 8 Transfer every External Trait without combining identities, audiences, jurisdictions, or institutions.
- 9 Write the Character Code, Lethal Standard, responsibilities, and complications.
- 10 Assess Operational Class from the completed character rather than the highest isolated rank.
- 11 Audit the record using Section 16 before play begins.

2. Identity Block

Record:

- heroic name;
- civilian or primary identity;
- player name;
- Physical Form;
- Power Source and Acquisition;
- one-sentence origin;
- campaign tier;
- Operational Class badge and role description; and
- team or principal affiliation.

The one-sentence origin identifies the event or truth most likely to matter when the character is introduced. Full biography belongs in the background, not the quick-reference block.

3. Base and Effective Ratings

A Base rating belongs to the continuing character. An Effective rating is the value currently used because a Power, item, form, condition, or circumstance changes it.

Example	Base	Effective	Record
Powered armor supplies greater Strength	Good 8	Amazing 46	Strength 8 / 46 in armor
Transformation changes Agility	Excellent 16	Incredible 36	Agility 16 / 36 transformed
Injury reduces Endurance temporarily	Remarkable 26	Excellent 16	Endurance 26 / 16 injured
Talent improves one applicable FEAT	Typical 5	Good 8 for that task	Reason 5; Engineering +1CS

Never silently overwrite Base with Effective. The source, duration, and conditions of every alternate value must remain visible.

4. FASERIP Block

Record the exact score and named rank for all seven Abilities.

Ability	Primary uses
Fighting	Close attacks, Evade, grappling skill, and trained combat execution
Agility	Ranged attacks, Passive Evasion, Dodge, balance, coordination, and physical precision
Strength	Lifting, breaking, unarmed damage, force, and physical escape
Endurance	Health, sustained exertion, ground movement, recovery, and physical resistance
Reason	Analysis, invention, technical work, medicine, and structured knowledge
Intuition	Awareness, investigation, initiative, judgment, and reading situations
Psyche	Will, identity, discipline, mystical control, and mental resistance

An Ability Enhancement classified as Inherent changes the Base score. Equipment-Based, maintained, conditional, or externally supplied enhancement normally creates an Effective score instead.

5. Derived Values

5.1 Health

Personal Health equals permanent personal Fighting + Agility + Strength + Endurance.

Inherent and normally functioning Integrated scores count. Conditional, Equipment-Based, and temporary increases do not increase personal Health. A true Alternate Form may have a separate maximum and carries actual damage between forms.

Record maximum Health, current Health, Temporary Health, Injury, Dying marks, and recovery state separately.

5.2 Personal Karma

Starting Personal Karma equals permanent personal Reason + Intuition + Psyche.

Record current Personal Karma separately from Advancement Funds, Karma Debt, Karma Pool balance, Story Points, and temporary or externally supplied mental ratings.

5.3 Ground Movement

Endurance	Areas per Round
Feeble	1/2
Poor through Excellent	1
Remarkable or higher	2

One Area equals 132 feet or approximately 40 metres. Record every powered, vehicle, aquatic, climbing, teleportation, flight, or extradimensional mode separately.

5.4 Initiative

Record Intuition normally. Initiative is rolled by side each Round, with +1 when one side's highest participating Intuition is at least two ranks above the other's. List explicit initiative features beside Intuition rather than inventing a second derived statistic.

5.5 Lifting, Breaking, and Leaping

Strength establishes ordinary lifting, carrying, breaking, and leaping. Record another value only when a Power, form, or item changes that function, and name the source beside it.

6. Powers

Every Power entry contains enough information to resolve one ordinary use without reopening the creation chapter.

Field	Required record
Name and rank	Exact score and named rank
Source	Inherent, Integrated, Equipment-Based, Granted, Learned, or other established source
Mode	Passive, activated, maintained, reaction, triggered, or conditional
Function	What the Power actually permits
Action	Primary Action, movement, reaction, free function, or other timing
Range and area	Applicable range and target or area scale
Duration	Instant, maintained, timed, persistent, or permanent
Resistance	Ability, Power, Intensity, defense, or other opposing procedure
Limits	Exclusions, costs, vulnerabilities, dependencies, and failure conditions
Stunts	Only mastered stunts; unmastered ideas remain notes

Short descriptive text may remain in the background. The mechanical entry must remain brief enough to scan during a Round.

7. Attack Profiles

Create one Attack Profile for every distinct attack procedure rather than forcing the player to reconstruct delivery and effects from prose.

Field	Meaning
Name	The attack or maneuver used at the table
Delivery	Melee, ranged, area, touch, grapple, mental, mystical, environmental, or other method
Accuracy	Governing Ability, Power, or established procedure
Damage	Exact rank and damage form
Range	Applicable distance or area
Yellow	Additional effect on Yellow, if any
Red	Additional effect on Red, if any
Limits	Ammunition, charge, preparation, friendly-fire risk, resistance, or other constraint

An attack name is not permission to add damage, area, knockback, status effects, or additional targets. Record only the functions the character actually possesses.

8. Protection, Resistance, and Vulnerability

Record defenses by what they answer.

Defense	Record
Body Armor or resistance	Rank, protected damage forms, and exclusions
Force field or barrier	Rank, geometry, placement, duration, action, and failure result
Environmental protection	Hazards covered and hazards not covered
Mental or mystical defense	Governing rank, protected channels, and limits
Evasion feature	Procedure and the attacks it affects
Immunity or invulnerability	Exact effect and any bypass condition
Vulnerability	Trigger, effect, severity, and recovery

Do not write one unlabeled Protection number when different defenses cover different threats.

9. Talents, Credentials, and Languages

Record Talent Field, grade, Specialties, normal governing Abilities, and scope. Record licenses, clearances, professional authority, and institutional access beside the appropriate Talent or External Trait.

Only one primary Talent and at most one supporting Talent normally apply to a FEAT. Talents do not alter Power rank, damage, Health, Karma, or number of actions.

Languages record fluent, conversational, partial, signed, coded, machine, mystical, or other established competence. A translation Power remains a Power rather than becoming dozens of permanent learned languages.

10. Equipment

Separate three categories:

- Ordinary Equipment: replaceable gear acquired through Resources, Contacts, or campaign allowance;
- Signature Equipment: character-defining equipment recorded with full operating details; and
- Institutional Equipment: property supplied for an approved purpose and subject to ownership, tracking, maintenance, and recall.

Record quantity, ammunition or charges, Material Strength, damage or protection, range, availability, ownership, and access conditions when relevant.

Equipment that supplies an extraordinary character-defining capability is recorded as an Equipment-Based or Integrated Power. Its physical object still records ownership, maintenance, loss conditions, and replacement path.

11. External Traits

Transfer separate records for:

- Resources, source, obligations, and current Stress;
- Reserves;
- Holdings and condition;
- Recognition and Standing by identity and audience;
- Legal Status by identity and jurisdiction;
- Contacts and Relationships;
- credentials and authority; and
- team, sponsor, or institutional Resources.

Do not compress them into one universal social score. A blank entry must mean the trait is absent, unknown, or not applicable; it must never mean the generation step was forgotten.

12. Character Code

Write the Code as specific commitments the player can apply under pressure.

Include:

- core commitments;
- the selected Lethal Standard;
- protected people, institutions, or responsibilities;
- prohibited conduct; and
- any known conflict within the Code.

A Code is not a device for surprising the player after the action. If a proposed act may violate it, the player should understand that risk before committing.

13. Power Build and Advancement Ledger

Record whether every Power is Standard or Major and the creation slots it consumed. Record duplicate treatment, rank tradeoffs, selected-Power cost, and any permanent advancement already applied.

The build ledger belongs on the reverse or advancement side of the record. It exists so later advancement costs can be verified. Standard or Major is not a current Power state and should not compete with the Power's operating information during play.

14. Operational Class

Assess Operational Class only after the complete ready-state character is visible.

Review:

- objective control and denial;
- offense and removal capability;
- defense, escape, and recovery;
- mobility and response range;
- information, perception, and initiative;
- action economy and dependence on preparation;
- ordinary equipment and established access; and
- vulnerabilities, limits, and counters.

The highest rank does not determine the Class. A character may possess one Shift X answer while remaining Class 4 because personal durability, scope, offense, or response options remain limited. Record a short role description beside the badge so the number retains meaning.

15. Complete Character Record

Block	Required fields
Identity	Heroic name; primary identity; player; team; Form; Source; Acquisition; origin; Operational Class and role
Abilities	Base and Effective FASERIP scores
Derived values	Health; current Health; Temporary Health; Personal Karma; Karma Debt; Story Points; Karma Pool
Operation	Initiative reference; movement; protection; conditions; injuries; senses; vulnerabilities
Powers	Complete operating entries; build ledger; mastered stunts
Combat	Attack Profiles; unarmed profile; restraints; ammunition or charges
Expertise	Talents; Specialties; credentials; languages
Equipment	Ordinary, Signature, and institutional equipment; ownership and access
External Traits	Resources; Reserves; Holdings; Popularity; Legal Status; Contacts; Relationships; team or sponsor access
Character	Code; Lethal Standard; responsibilities; complications
Growth	Advancement Funds; Story ledger; permanent changes; notes

16. Worked Assembly: Gravitas

Jennifer Renot / Gravitas demonstrates how separate results become one playable record.

Record block	Completed entry
Identity	Gravitas; Jennifer Renot; Modified Organic Humanlike; Genetic Mutation; prenatal expression
FASERIP	Fighting Good 8; Agility Typical 5; Strength Good 8; Endurance Remarkable 26; Reason Excellent 16; Intuition Typical 5; Psyche Poor 3
Derived values	Health 47; Personal Karma 24; ground movement 2 Areas; Initiative reference Typical 5
Powers	Gravity Control Unearthly 88, Major; Environmental Protection Good 8; Healing Remarkable 26; Danger Sense Monstrous 63
Protection	Good Environmental Protection only against the selected hazards; no Body Armor or general force field
External Traits	Typical 5 Resources; Jennifer Recognition Incredible 36 with neutral Standing; Gravitas Recognition Shift 0 with neutral Standing; clear civilian record; no police authority
Operational Class	Class 4 - Strategic Gravity Control and Rescue

Her Unearthly Gravity Control does not replace the rest of the record. She still has 47 Health, Poor Psyche, no general armor, and a Last Resort Lethal Standard. Danger Sense prevents surprise on a successful Green result; it does not make her invulnerable. Healing affects others by touch; it does not automatically repair Jennifer.

The finished record shows why she is Class 4. Gravitas can stabilize an orbital structure, deny movement across a battlefield, or rescue a large threatened area, but she remains personally vulnerable when her field, warning, or positioning fails.

17. Final Record Audit

Before approving the character, answer every question.

Audit question	Complete when...
Are all seven Abilities recorded with exact scores?	Named ranks and scores agree with the generation record
Are Base and Effective ratings distinguishable?	Every alternate value names its source and condition
Do Health and Personal Karma use permanent ratings only?	The arithmetic is visible and reproducible
Can every Power be used without guessing?	Action, range, duration, resistance, limits, and source are present
Are attacks table-ready?	Accuracy, damage, form, range, and special effects are recorded
Are defenses specific?	Each defense names what it protects and what bypasses it
Are movement and senses complete?	Every possessed mode and special sense is listed
Are Talents separate from credentials?	Skill and authority are both visible
Is equipment classified and owned?	Ordinary, Signature, and institutional gear are distinguishable
Are External Traits complete?	Resources, Popularity, Legal Status, Contacts, and Holdings were addressed
Can the Code guide an actual decision?	Commitments and Lethal Standard are specific
Does Operational Class describe the whole character?	Role, reach, limits, and action economy were considered
Is the build reproducible?	Slot costs, Major Powers, duplicates, and advancement are recorded

If any answer is no, repair the record before play. Do not solve missing information by improvising a more favorable rule after the character enters a scene.

18. Updating the Record During Play

The record is a living play document, but every change must preserve its source.

- Mark current Health, Karma, Stress, ammunition, charges, conditions, and temporary effects in erasable or replaceable fields.
- Do not overwrite a Base score when injury, equipment loss, transformation, or suppression changes the Effective value.
- Date permanent advancement and identify the Karma, Story Point, training, or event that produced it.
- Update Recognition, Standing, Legal Status, Holdings, and Relationships when the world changes; do not wait until the old entry becomes convenient.
- Archive resolved obligations and Story Ledger entries rather than deleting the history that explains later consequences.
- At Issue end, identify which marks clear, which require recovery or repair, and which durable changes require an Operational Class reassessment.

19. One-Minute Readiness Test

Before the first scene, another player or the Judge should be able to find each answer in less than one minute:

- 1 What are the seven Base Abilities, Health, Personal Karma, Initiative reference, and ground movement?
- 2 What is the character's most common action, and which rating resolves it?
- 3 What protects the character, what bypasses that protection, and what happens when the defense fails?
- 4 Which Power, item, Contact, credential, or institution is required for the character's expected role?
- 5 What audience recognizes the active identity, what Legal Status applies, and which Contact may plausibly help?
- 6 What does the Character Code require when the easy solution creates unacceptable harm?