



DOCUMENT TITLE: CHARACTER CREATION

PHILOSOPHY

A commonality between all of us is that we all love creating characters, and form a sort of 'bond' with them. It's weird, yes. But it's also great for the game overall, because the amount of investment we have in these alter-egos is very high. When building a character in the Tides of Change Campaign, you should be thinking of two primary things. First, what type of person do I want to make my Core Character. Because that is who you are creating right now. Regardless of the paths you take, the worlds you visit, and the roads you travel; there will always be one constant: Your Core Character. Some recursions may require a completely unique creation system, The Iron Kingdoms for example. Others will require nothing more than a tweak or three to the character you're making now. For this reason, core philosophy and core descriptors are absolutely paramount; for they will never change. Keep this in mind. Second, who do I WANT to play? Not who does the group NEED, or what role do I NEED to fill. But WHO do I want to be. This prevents you from eventually chasing your tale as others make decisions that make you scratch your head, and prevents the old, "Well, if I would have known you were going to do THAT!?" type of scenario. Don't fall into the trap. Make YOUR choices based on who you want your Core character to be and what will be really fun for you to play.

NUMBERS

I've stressed it in every single game we've played for the past 5 years, and I will never stop stressing it: Don't worry about your numbers! Do you see your character as being a weakling? Then make him WEAK! Does he have nearly ungodly strength due to composite steel components? Then make him MIGHTY! Is he a well-rounded guy that just likes to shoot lightning out of his eyes? Then do THAT! Don't get caught up making module choices (descriptors, Foci, etc...) that don't really fit because you want to eek out that extra +3 Speed. It's simply an enormous mistake in a system like Cypher and a game run by a GM like me. You will kick yourselves six episodes in when you realize you took something that isn't really *your* character for a silly extra 4 points of Intellect Pool. They Cypher System rewards creative gameplay, not an 18 Speed instead of a 14 Speed.

ROLES

This is a catch-22 kind of subject for our group personally, and here's why. The Cypher System itself could care less what your actual role is. It makes little difference in the overall scheme of the adventures from a standpoint of accomplishing the main arc of individual adventure paths. It will of course make a difference in subtle things and certainly how you as a group handle different situations. Without a true front-liner for example, you aren't straight up fighting that Cyber-Lich. You are instead sneaking around him or finding another way to deal with him. The true reason roles are important to this campaign is that all of you get great joy out of not only being team-players, but also being *different* from one another. The truth of the matter is, people like having their role of that *one* thing they are good at or are known for. Therefore, working together to ensure you all have that is certainly worth discussing.

BACKGROUNDS

We've scratched the surface of character backgrounds with the choice of overall character philosophy. After all final decisions on the core building blocks are done, we will move to backgrounds, strengths, weaknesses, motivations, and fears in earnest. This will provide some much-needed depth to your character as well as future storyline material for the campaign. This will also help immensely in roleplaying from a standpoint of knowing exactly what your character would do in nearly any situation, and will add tremendously to the continuity and flow of dynamic gameplay. There will be plenty of instruction when we reach this point.

A dramatic illustration for the campaign. It depicts a large, dark, mechanical creature with multiple limbs and a glowing orange core, emerging from a turbulent, greenish sea. In the background, a ship is being struck by lightning, and another structure is partially visible. The overall scene is dark and atmospheric, suggesting a high-stakes, fantastical setting.

The Tides of Change Campaign