Character Creation Assistant
Revised November 7, 2009

This document is designed to assist players build characters for the *First Run* campaign.

Build Points and Character Creation

Players may build a shadowrunner by selecting a Sample Character or by building from scratch. This campaign uses 400 BP. Negative qualities may be selected to increase BP total, up to 35.

Refer to Character | Building a Shadowrunner for additional information.

Language

All characters must choose one native language. Every character should have the ability to speak English, but it is not required to be native.

Other common languages include Japanese, Cantonese, Arabic, Spanish, and Russian. Characters may also consider Sperethiel and Or'zet. Any real world language is an option, these are suggestions.

Random Tables

Here are a couple tables to assist with randomizing portions of character creation. With a Build Point system, most things are not easily randomized; however, some main defining traits of the character can be.

Table 1: Gender

d%	Gender
01-49	Male
51-00	Female

Table 2: Metatype

d%	Metatype
01-10	Dwarf
11-20	Elf
21-80	Human
81-90	Ork
91-100	Troll

Table 3: Ethnicity

d%	Ethnicity
01-10	Asian
11-20	Black
21-80	Caucasian
81-90	Hispanic
91-100	Native American

Table 4: Concept

d%	Concept
01-15	Combatant, Melee
16-35	Combatant, Ranged
36-45	Rigger, Drone
46-60	Mage
61-80	Shaman
81-90	Hacker
91-100	Technomancer

Grouping Sample Characters

To help in choosing a sample character, they have been grouped below into Combatant, Face, Magician, and Technician.

Combatant

- ❖ Bounty Hunter
- ❖ Covert Ops Specialist
- ❖ Enforcer
- ❖ Gunslinger Adept
- ❖ Sprawl Ganger
- ❖ Street Samurai
- ❖ Weapons Specialist

Face

- ❖ Face

Magician

- ❖ Combat Mage
- ❖ Occult Investigator
- ❖ Radical Eco-Shaman
- ❖ Street Shaman

Technician

- ❖ Drone Rigger
- ❖ Hacker
- ❖ Smuggler
- ❖ Technomancer