



# BRYAN'S HOUSE RULES

## CHARACTER GENERATION RULES

### CHARACTERISTICS

Roll 3d6 7 times and take the highest 2 dice. Then distribute the rolls into each characteristic as you desire. Remember to review the Career Summary Table (Pg. 19). If the average of the characteristics is less than 7, you may re-roll your characteristics.

Roll 1		Strength (STR)		DM	
Roll 2		Dexterity (DEX)		DM	
Roll 3		Endurance (END)		DM	
Roll 4		Intellect (INT)		DM	
Roll 5		Education (EDU)		DM	
Roll 6		Social (SOC)		DM	
Roll 7		Luck (LCK)		DM	

### Psionics

*All Psionic characters require GM permission to play.*

If your character rolls a 2 in Life Events and opts to be tested (pg. 196), then use the same method to roll Psionics (PSI). Testing in this case is free as is training since your character was approached. If you want to continue as a Psion Career (pg. 203), you will not serve out that term, and instead will enter into the Psion Career at age 19. Training in this case is free as part of the Psion Career. Taking any other Career will result in a testing cost. Players may choose to swap a single stat with their Psionics stat if they choose the Psion Career. Players may choose to play a Psion Career with GM permission. In this case, or the case above, admission is automatic with PSI score of 10+.

### Wealth, Sanity, and Morale

These will be addressed later in the campaign after the end of character creation.