

# Skies of Glass Character Model

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## Introduction

A character model defines how you will represent individuals in your game world. This does not include the rules for character creation, advancement, wounds, healing, skill saves, and so forth. While those rules will be based heavily on the character model, they are not themselves a part of it. For more information on developing a character model for a new game, download episode 36 of Fear the Boot.

## I. Character Structure

We have elected to keep the character model used in most RPGs, consisting of:

- attributes - The basic measures of a person's broadest abilities.
- skills - The specific areas of expertise a person possesses.
- equipment - The items a person owns.

While we are open for the potential of newer, better structures being developed someday, this ubiquitous design works well in other games and will work just fine for Skies of Glass.

## II. Attributes

Attributes will be on a scale of 2 - 12, which correlates with 2d6 (two six-sided dice). While we are not certain 2d6 will be used to set an attribute's value, nor that anyone will ever roll 2d6 in a direct save against the attribute (for example, rolling 2d6 in hopes of rolling under a Strength of 8), it helps us scale our math consistently whenever dice are involved.

- Strength - A character's ability to lift objects or exert force.
- Agility - Fine and gross motor accuracy.
- Awareness - The strength of a character's senses and the speed at which he responds to them.
- Intelligence - Memory, comprehension, deduction, and logic.
- Wits - Social skills and an understanding of human nature.
- Toughness - The ability to withstand physical damage.
- Speed - How quickly the character can move from point A to point B.
- Luck - A specialized attribute that is used primarily to modify or re-roll other dice checks.

## III. Skills

Characters will possess skills that define their specialized knowledge. To keep skills "organic" to the character, they will be pegged directly to a relevant attribute. Each skill check will consist of rolling some number of dice (as decided by the competency level) and modifying the result based on an attribute. This allows us to draw a distinction between general aptitude (represented by attributes) and refinement through training or experience (represented by skills). Therefore, a "born marksman" picking up his weapon for the first time could have a high number in the relevant attribute, an extremely low skill, and still do fairly well.

To keep skill areas descriptive and meaningful, we want to narrow their focus. For example, instead of a generic "Firearms" skill, characters may have to pick from "Firearms: Archaic", "Firearms: Modern", and "Firearms: Advanced". However, we will not take the game to a ridiculous extreme in which there is a specific skill for every brand and model of weapon in existence. In other words, there will be no "Firearms: HK SP89" or "Firearms: Archaic Single-Action Revolver" skills.

Every skill a character possesses will fall generally in one of four levels of competency:

- Unskilled - The character is generally unfamiliar with this pursuit, though he may have some limited success through trial and error. Someone checking their email, despite being computer illiterate, would be considered unskilled.
- Familiar - While this skill is not something the character does well, per se, it's something he understands well enough to complete simple tasks. An example would be a character that can speak French well enough to greet a neighbor or ask where the toilet is.
- Competent - The character is well trained and experienced in this area, though he has likely done nothing to stand out from his peers. Such characters can perform simple tasks with ease and even difficult ones with a bit of luck. A mechanic that has been doing his job faithfully for many years would likely have this level of skill.
- Expert - Not only can a character perform most relevant tasks with ease, but others within the field would respect what he can do. His knowledge goes well above-and-beyond what most in his field know, because

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of intense training, extended research, or unusual experiences. The engineer that designed a particular car, a devoted research scientist, and a lifelong theologian would all be considered experts.

### **IV. Equipment**

Since the characters in *Skies of Glass* are regular humans, their possessions will play an important role in their daily life. However, equipment is not directly a part of the character, so there isn't much to say about it at this stage of development.

However, it is worth noting that we will not likely create encumbrance rules since the question, "How much can I carry?" can typically be answered by common sense, and detailed rules would require a great deal of math and recordkeeping that few gaming groups are willing to work through.