Evapor8's "Quick and Dirty" Guide to Eclipse Phase character generation.

This guide has been created to enable players to get down and get playing Eclipse Phase as fast as possible. Many new players and GMs are put off by the front heavy character generation in Eclipse Phase, so I changed it.

Some liberties have been taken with the system. There is no balance, no mention of character points, customisation or in-depth tweaking.

Apologies to all involved if this steps on your toes, cramps your style or rustles your jimmies.

Character Generation: there are ten stages.
1 Concept, background and faction
2 Aptitudes
3 Moxie
4 Morph
5 Traits
6 Active Skills
7 Knowledge Skills
8 Credits & gear
9 Reputation
10 Final tidying up bit

With this guide it is assumed that the players are new to the system, are not munchkins, want to generate a character quickly, and be informed of the setting during character generation.

1 Concept, background and faction (p.131-132, p.390)
Simply, pick one that you think is interesting. Use it to help you define your character's backstory. Note all benefits and detriments neatly on a scrap sheet.

Drifter	*Lunar Colonist*
Fall Evacuee	*Original Space Colonist*
Hyper Elite	*Re-instated*
Infolife	*Scumborn*
Isolate	*Uplift*
Lost	

Now the faction. Again, pick something interesting to hash out your character. Write down all the advantages and disadvantages on your scrap sheet.

Anarchist	*Lunar*
Argonaut	*Mercurial*
Barsoomian	*Scum*
Brinker	*Socialite*
Criminal	*Titanian*
Extropian	*Ultimate*
Hypercorp	*Venusian*
Jovian	

2 Aptitudes (p.123)
Roll 4d6+1 for each aptitude, and assign as you wish (or split 105pts between the 7. Your call.)

3 Moxie (p.122)
Roll 1d4 and that is your moxie score.

4 Morph (p.139-145, p.390)
Choose a Morph based on what is available from the Background and Faction you have chosen. Note down any advantages/disadvantages on a scrap piece of paper.

5 Traits (p.145-152, p.391)
Roll 1d4 and choose some traits (positive or negative to give you lots of options for roleplaying). If you get more than 1 on a d4, it might be a nice idea to choose equal amounts of positive and negative traits.

6 Active Skills (p.176-185, p.390)
Find your COG aptitude, and multiply it by 20. These are your active skill points. Assign them to any skill you want in the active skills list (max them at 60% at this point).

7 Knowledge Skills (p.176-185, p.390)
Find your COG aptitude, and multiply it by 10. These are your knowledge skill points. Assign them to any skill you want in the knowledge skills list. Native language is automatically 70%.

8 Credits & gear (p.294-p.349)
You get 5,000 credits to spend on weapons, armour and gear.

9 Reputation (p.125, p.286-p.291)
You get 50pts to assign between each of the reputation systems.

10 Final bit (p.138 and your notes on scrap paper)
Tidy up by adding/subtracting the benefits and detriments to all skills, aptitudes and traits. Work out the derived statistics. Fill in the bits related to morph, weapons and all that.