Character Creation

To create a character for **Planetfall** follow the following steps.

If you have any questions, don't hesitate to get in touch!

1. Who Are You?

- Your character in **Planetfall** is someone who is present on one of the Fleet Vessels in Keter System who finds themselves suddenly cut off from the main Federation and volunteers for exploratory, peacekeeping, and investigatory Missions on the various planets in the system.
- Think about who your character is and why they're here, and why they might be risking life and limb to aid the stranded inhabitants of Keter System.
- Pick a ship, pick a background, pick some OC goals.
- Importantly, crucially, pick a name!

Playtesting Note

Okay, you don't need to do this part so much but one of the things it would be helpful to playtest is names (found on the Altarian Federation page).

2. Pick Background (Optional)

- Your Background adds depth and additional character options to explain who you are and how you came to be where you are.

- Select a background (or wait to pick one up in play).

Playtesting Note

The Various and Synthetic ability trees aren't written, so we would advise not picking those…

3. Pick Abilities

- In **Planetfall** your character's imapct on the world is defined by their abilities.
- You may pick abilities from any [Ability Trees](#) restricted by rank.
- At Character Creation you have 3 XP to spend on Abilities - each Ability costs 1 XP.

4. Pick Energy Regimen (Before your first Mission)

- Your Energy Regimen describes how you generate Energy, which is used to power Abilities.
- You may change Energy Regimen between Missions to match your playstyle.

5. Submit Your Character

- Exact process here TBD but please email to katieleahmoore@gmail.com so I can see what you're making!

After your first Mission...

- Every time you play a Mission you gain 1 XP to spend on the character you played.
- Every time you Monster a Mission you gain 1 XP to spend on any character you have played at least once.
- Every time you are a Ref for a Mission you gain 2 XP: one for running the Mission and a second for writing up the OC Mission Report.
- XP is spent on new [Abilities](#).
- You may only spend XP in Ranks you have unlocked for that character.
- You unlock new Ranks by spending 3 XP in any Ability Tree up to the Rank below.
    - (3 XP to Rank 1, 6 XP to Rank 2, 9 XP to Rank 3, etc...)
- Characters are able to select Abilities from any unlocked Tree at Rank 1, from 2 trees up to Rank 3, and from 1 tree up to Rank 5.