

**On the Fly Character Creation** (Uses the Character Blank forms)

Write your full name on the top line—the name a god would know. Write any nicknames you use or are commonly used for you where it says A.K.A., along with any qualifying notes concerning who uses them.

On Attributes, the right-hand column will be completed at need during play, and there are only a couple of questions for the left-hand column.

First, do you believe that you are or might be outstanding, on the order of the top two percent or one out of fifty, on any of the attributes listed there?

Second, how intuitive are you? Do you notice more than most people, are you aware of details in your surroundings, do you have good hunches and instincts about people, places, events? How do you compare to others in this regard?

Third, what is the last grade of school or degree program you completed or attended?

For weaknesses, all I want to know now is whether you have any medical conditions or limitations, including vision irregularities and allergies.

You can fill in the physical description after the game begins; that's self explanatory.

You probably have hundreds of skills, but we're only going to worry about a few right now.

First, I need to know if you have any skills at all at which you would be considered professional or expert. Professional means that you could be paid for work doing that, and expert means that professionals would consult you for advice.

Second, do you have any skills on the cutting edge of technology, such as in robotics, genetics, space travel?

Third, do you have any abilities you would consider psionic or magical? I'm open minded about this, but my brain hasn't fallen out either.

Fourth, have you studied any martial arts or acrobatics?

On equipment, you'll be able to fill in most of it on your own. You start with everything you are currently wearing, so write it all down to the color and style of your underwear and the coins in your pocket; and you get another 200 pounds of anything you want, within these restrictions: it must exist; it must belong to you or to a member of your family who would not mind you using it without permission; it must not be physically attached to anything you're not taking by more than a yank or single twist release; and you must have a rough idea of where it is right now. But right now I need specific information about these points:

I need to know if you are taking anything large or bulky that might be awkward to carry, such as a TV or bicycle.

You must describe any case or carrier, backpack, suitcase, duffel, wheelbarrow, wagon, in which things will be carried.

If you are taking any weapons, we need to discuss them.

Everything else will be done during play.