

# Creating a ShadowFate Character

## Part 1 – Street Samurai

Let's do a quick walkthrough on character generation in ShadowFate.

Let's say the game starts in an hour and you've decided to play an Elf Street Samurai. Follow Chapter 3 of the ShadowFate rules step by step.

Step	Notes
<b>Refresh</b>	Write down 4.
<b>Choose Metatype and Archetype</b>	<p><b>Elf Street Samurai</b>  <i>Elf</i>: +1 to Initiative, Elven Charisma (+1 to Overcome Social obstacles), Low Light Vision (+1 to Overcome darkness based obstacles)  <i>Samurai</i>: Get +1 to Augmentation (max 4)            Choose three weapons equal to Price&lt;=4, Avail&lt;= 4,            Choose Cyberware up to your Augmentation Rating (Avail &lt;=4)            Define an Aspect representing your Codex of Honor. Cost: 1 Refresh  <b>So I adjust Refresh down to 3.</b></p>
<b>Select Priorities</b>	<ol style="list-style-type: none"> <li>Attributes (7)</li> <li>Skills (15)</li> <li>Resources (6)</li> <li>Metatype (Elf)</li> <li>Magic Resonance (none)</li> </ol>
<b>Spend Skill points, Resource points and Attribute points</b>	<p><b>Attributes</b>: Reaction:+4, Body:+3, Willpower:+0  <b>Skills</b>: Firearms:4, Close Combat:3, Stealth:3, Perception:2, Negotiation:2, Athletics:2, Etiquette:1  <b>Resources</b>: Augmentation (1<sup>st</sup> point free due to Street Samurai): 4, Contacts:2, Lifestyle:1  <i>Note: each point beyond the first in Augmentation costs one available stunt!</i></p>
<b>Contacts</b>	<p>Contacts Rating of 2 means <math>2+(2*2)= 6</math> Contacts            So I need names, professions and two aspects for them. Things I won't fill out yet can be added later.</p> <ol style="list-style-type: none"> <li><b>Jinx</b> (Fixer) , Greedy, Hunted by the Yakuza</li> <li><b>Morrison</b> (Troll Rigger), Helicopter Fetishist, BTL Addict</li> <li><b>Hawkmoon</b> (Tribal Mercenary), Blood Brother, Brain Damage</li> <li><b>Sheila</b> (Corp Secretary), Friends with Benefits, (Fill out later)</li> <li>(Fill out later)</li> <li>(Fill out later)</li> </ol>
<b>Knowledge Skills</b>	<p>I've put no points in Knowledge Skills so I just get my native language plus the two free skills.            English (N), Underground Bazaars, Tir Taingire Politics</p>
<b>Lifestyle</b>	<p>I've got 1 point in Lifestyle so starting Lifestyle is Low. I cross out all the wealth boxes above "2".</p>
<b>Equipment</b>	<p><i>Note: With a "Low" Lifestyle, my price limit is "2", so I have to account for that.</i>  <b>Low Lifestyle</b>: Weapon: <i>Defiance Ex Taser</i>, Armor: <i>Synthleather</i>            My <b>Street Samurai Extra</b> grants me <b>three additional weapons</b> at availability and price &lt;= 4, so I get an <i>Enfield AS7</i>, a <i>Katana</i> and a <i>Predator V</i>.            Three pieces of equipment (price limit applies): <i>Meta Link Commlink</i>, <i>Bug Scanner</i>, <i>Stim Patch</i></p>
<b>Aspects</b>	<p>First one is my archetype plus meta: <b>Elven Street Samurai</b>, so I need three more with one having something to do with my code of honor as a Street Samurai. Looking at the SR5 qualities I morph a sunlight allergy into "<b>Creature of the Night</b>", take "<b>The White Lotus wants me Dead</b>" to make some connection to my Fixer, and "<b>Always warn once but never twice</b>" as my modus operandi on the streets.</p>
<b>Stunts</b>	<p>As each rank in the Augmentation resource beyond the first costs one stunt, I have no "free" stunts left and will skip this for now.</p>

<b>Stress Boxes</b>	Physical: 4 boxes (Body:+3), Stun: 2 boxes(Willpower:+0), Wealth: 2 boxes (Lifestyle:1)
<b>Record Extra-Specific things</b>	For me this is mainly Cyberware. I've got 4 points to spend so I get: Cybereyes-2 (0,5pts) plus Flare Comp, Smart Link, Thermographic Vision, Vision Magnification Dermal Plating-1 (1,5 pts), Wired Reflexes (2pts) Starting Cash is 2.000Y

Write it all down on the charsheet and you are ready. Fill in weapon keywords during play if you are going to use them.

*You are ready to run the shadows!*

