

SA Character Creation Cheat Sheet

Civilization	Core Values	Benefits	Bio	Cog	Meta	Nano	String	Maximum Lifespan
Masquerade	Anonymity, Identity	Identify anyone you've met	1-9	1-6	1-8	1-8	1-6	550
Union	Obedience, Order, and player's choice	Extra CV	2-7	2-8	1-10	1-8	1-8	330
Mechanica	Humanity	Machine bodies	1-4	2-5	1-4	4-8	6-10	140
Disciples	Worship, Privacy	Stealth 7	1-5	1-5	1-4	1-6	1-5	200
Tao	Authenticity, Tradition	+1 Twist per game for Empathy, Romance, or Intrigue	1-8	2-8	4-10	2-8	1-4	400
Stardwellers	Freedom, Diversity	Comfort in zero-g, Locality 3	1-10	1-8	1-8	2-10	1-8	700
Roamers	Secrecy, Wanderlust	2 Twists per game for Empathy for other Roamers	1-6	2-6	2-8	1-8	1-4	260
Independents	Self-Reliance, Teamwork	+1 effectiveness, -1 defense of their technology	1-5	1-6	1-6	1-6	1-9	200
Replicants	Life, Safety	Athlete, Courtesan, or Outdoorsman at 4	1-9	1-7	1-5	1-7	1-8	∞ (550)
Logicians	Logic, Efficiency	Immune to emotion and the Romance Theme	1-7	2-6	1-2	1-8	1-6	330
Stored	Identity, Life	Dataform bodies	n/a	6-10	2-8	1-6	1-6	700
Cargo Cults	Ritual, Worship	Practical Technology use at 6	1-5	1-4	1-4	1-6	1-6	200
Old-Worlders	Tradition, Simplicity, and player's choice	Extra CV	1-3	1-3	1-3	1-3	1-3	110
Spacers	Independence, Diligence	Immune to fear, Spacer 4	2-7	1-6	1-6	2-7	1-6	330

<i>Professions</i>
Artist
Athlete
Courtesan
Criminal
Crisis Control
Engineer
Explorer
Farmer
Financial
Legal
Locality
Media
Medical
Outdoorsman
Police
Political
Programmer
Religious
Researcher
Soldier
Spacer
Spy
Teacher

Professions				
Level	Total Years	Cog 4-5	Cog 6-7	Cog 8+
1	1	0.75	0.5	0.25
2	4	3	2	1
3	10	7.5	5	2.5
4	20	15	10	5
5	35	26.25	17.5	8.75
6	56	42	28	14
7	84	63	42	21
8	120	90	60	30
9	165	123.75	82.5	41.25
10	220	165	110	55

Highest Capability	Import
1-3	9
4-5	8
6-7	7
8-10	5
Themes	
Plot Immunity	Magnetism
Intrigue	Comprehension
Empathy	Romance

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<b>Society</b>	<b>Core Value</b>	<b>Benefit</b>	<b>Page</b>
Artisans	Individuality	Min. Cog and Meta scores of 6. Do not suffer Plot Score reduction for exceeding these maximums. They also learn the Artist profession twice as quickly as their Cognitech score would normally allow.	58
Darwinians	Survival of the Fittest	Min. Bio score of 4, can exceed civ max Bio by one without penalty. Access to nano, bio and meta weapons	58
Group-Minds	Unity	Raise their civilization's min. and max.Cog and Nano by one point. They also have multiple bodies that they can coordinate independently and simultaneously. They can exceed their civ's max Cog and Nano by one without suffering Plot Score reduction.	58
Heterolinguists	Sanctity of Mind	Heterolinguists are completely immune to any memetic attacks that are not specifically designed to tackle the Heterolinguist brain type, and treat Meta persuasion attempts against them from non-Heterolinguists as if they had a maximum Meta of 6.	59
High Society	Good Breeding	They're rich, they can buy moderately expensive items without concern, or highly expensive ones by dipping into their savings or taking a serious loan.	60
Hospitalers	Charity	Hospitalers increase their Meta by 2 when convincing others of their trustworthiness and sincerity.	60
Hyperevolutes	Efficiency	Min. Bio and Cog scores of 4, which can raise them above their civ's max. Bio considered one point higher for the purpose of resisting disease and old age. Can exceed their civilization's maximum Cog and Bio by one without suffering Plot Score reduction.	60
Organized Crime	Solidarity	Can start the game with even a single level in the Criminal Profession	61
Sleepers	Longevity	Access to cryogenic tanks and excellent medical care (Bio 8). Can exceed their civ's max Bio by one without suffering Import reduction.	61
Transcendental Worshippers	Worship	"Code Cleric," which encompasses both the Programmer and Religious professions. All TWs receive this at level 2 for free.	61

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<b>Biotech</b>				
Capability Level	Character	Civilization	Natural Lifespa	Medical Care
1	Sickly and weak	Agriculture and domestication	50	+1
2	Regular person in good health	Most drugs and medicines before the 20th century	70	+5
3	Athlete, contortionist, dancer	Germ theory, surgery, organ transplants, Household Biosensors (N4), Gene Therapy	100	+10
4	Yogi. Turn off your senses, hold your breath for 10 minutes.	Designer Drugs	120	+20
5	Regenerate nerves and muscles. Lift half a ton. Run a marathon without preparation. Biofeedback.	Biofeedback	160	+40
6	Regenerate your bones and limbs, hold your breath for an hour, lift a ton.	the Voice of Peace (M10,N6), Post-Facto Genetic Engineering	200	+60
7	Skydive without a parachute, take only bruises from small bullets.	Environmental Fabrication (C6,N4)	250	+80
8	Regenerate eyes and ears, stay awake for a month without physical problems. Generate certain virii and microbes internally.	Parthenogenesis Organ	300	+100
9	Take a handgun shot to the body without severe injury. Purge any poison from your body. Ignore radiation sickness.	Genetic Resynthesis	400	+150
10	Breathe water with your lungs, lift three tons.	Terraforming (C7,N5,S5)	500	+200

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Capability Level	Cognitech			Metatech		
	Character	Civilization	Diff.	Character	Civilization	
1	A dull, uninventive, slow mind	Knowledge of the existence of neurons and nerves	-2	You're an ineffective communicator. People only go along with what you say if you actually make good point, and they stay long enough to listen.	The Art of War and other light classics	
2	The average human mind, unaided	Formal logical systems	-1	Get someone to like you after a year	19th century psychology, mass media	
3	Rocket scientist	20th century cognitive science, various "math whiz" tricks	0	Normal interpersonal interactions. Discern someone's Core Values after a week of interacting with them.	20th century psychology, global cultures, City Planning	
4	Savants in their field of expertise, perfectly clear minds. Learn in 75% the normal time, take mental and physical actions simultaneously.	Data Ghost, Sensory Overload Array (S4), Familiars	1	Befriend someone in a week. Talk your way into a secure area after a month of effort.	Riot-Control Techniques, Quantitative Semiotics	
5	Infinite patience, access to Lenses. This level and above must use some variety of nanowire mesh (see page 70). Constant infosphere access.	Awakening Lens, Cerebral Firewall, Warm-Up Programs, Neural Meshes (N5), the Infosphere	2	Pass a law by normal processes in a month. Instantly get someone to loan you a small amount of money.	Mental Repetition Override Lens, Memetics	
6	Perfect memory, review old perceptions for new details, learn in half the normal time	Competence Lenses, Emotion Beams, Ethics Lens, Environmental Fabrication (B7,N4)	3	Befriend someone in an hour. Instantly convince the average soldier to take mercy on you. Discern someone's Core Values after just ten minutes of talking to them.	Societal Planning, WAHI	
7	Alter personal time sense up to 10x, take two mental actions at once.	"Rest Easy" Lens, Persona Lens, Memory Recombination, Terraforming (B10,N5,S5)	4	Brainwash someone in a week, given proper tools. Instantly convince someone to hear you out on a particular topic.	Eye-Catching Stance	
8	Learn in 25% the normal time. Never hesitate or freeze up.	Instant Response Technique	5	Break up a happy marriage in an hour.	Psychohistory, JAIT	
9	Memorize multiple DNA sequences, break 20th century encryption in your head	Pattern Recognition Enhancement	6	Talk your way out of jail in a day. Instantly convince your nemesis to take mercy on you. Discern someone's Core Values by observing their dress, bearing, and gait.	Civilization Planning	
10	Calculate wormhole coordinates in your head, alter your personal time sense up to 100x	Internal Simulation Processors	7	Convince someone to commit suicide in a week. Instantly convince someone you're attacking to stand there and take it.	Voice-of-Peace (B6,N6)	

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Capability Level	Nanotech		String-tech	
	Character	Civilization	Character	Civilization
1	A clumsy person, or one not paying attention to their surroundings	Tongs, "Waldo" gloves, metals and ceramics	Fists, kicks, brass knuckles. All countermeasures have the Energy-Transparent descriptor at this stage.	Knowledge of forces, the number zero
2	The average person paying careful attention	Telescopes and microscopes, alloys	Knives, two-by-fours, carpentry hammers	Explosives, the theory of electromagnetism, electrical power
3	A surgeon or Secret Service agent	Electron microscopes, radio antennas, Remotes, Nanotubes	Trained martial artists, small handguns, sharp weapons with leverage (e.g. swords, axes)	Lasers, quantum theory, general relativity, Dirty Bombs, Nuclear Bombs, Electric Power Plants (fission, solar)
4	Sherlock Holmes, or the precision of most 20th century machines	Weak Stealth, Modern Paintbrush, Household Biosensors (B3), Fast-Foam, Environmental Fabrication, Beanstalks	Rifles, large handguns, tasers, mild explosives (e.g. grenades), 20th century riot gear.	Sensory Overload Array (N4), Electric Power Plants (fusion)
5	Add IR, UV, and radio senses, microscopic vision, dermal microbots, and perfect proprioception	Dermal Bots, Self-Maintaining Civil Works, Neural Meshes (N5), Nanoweave Greatcoats, Terraforming (B10,C7,S5), Builder Bots	Tank guns, high explosives, high-power lasers, railguns, nanoweave greatcoats. Near-c and Energy descriptors available. Countermeasures stop having the Energy-Transparent descriptor.	Dissociation Beam, Unified Field Theory, Terraforming (B10,C7,N5), Beanstalks
6	Add electric and magnetic field sensors, telescopic vision, a quantum-dot laser array, and the ability to see and hear with your whole body	The Voice of Peace (B6,M10), Replicators, Nanophages I	Conventional bombs, hydrofluoric acid, compression beams, tank armor	Decay-Induction Fields, Transmutation Chambers, Photon-Splitting Field
7	Add the ability to see microwaves, X-rays, and gamma rays, a built-in spectrometer, nanowire "feelers" and manipulators in your fingers, and a DNA sequencer.	Pseudosurfaces, Microbot Fabrication Unit	Dissociation beams, type I nanophages. Supersymmetric descriptor available.	Antimatter Gun, Electric Power Plants (antimatter), Emotion Beams, Inversion Beams
8	Add a gravity wave sensor, and an atomic force microscope in the fingers	Programmable Surfaces, Nanophages II	Lightning strikes, the surface of the sun, fuel-air explosions, decay-induction fields	Wormholes, Transmutation Beams
9	Add a dark-matter sensor, nanite fabrication unit, and airflow calmers	Inorganic Cells	Inversion beams, nuclear blasts, type II nanophages	Fission-Fusion Beam
10	You can identify starships in orbit. Your touch has nanometer precision.	Pseudomaterials	Core of the sun, fission-fusion beam, vortex sinks	Strangelet Bombs, Singularity Launcher