

## Deadly Harmony Character Creation:

Below is the system I have used to create the characters that come with the game. Inevitably somewhere, someone will want to create a character (I hope). When that person wakes up in the middle of night, desperate for some guidance and covered in cold sweat, they will be able to turn to these pages.

All of the characters that are included in the game we're designed under the parameters explained below. Unfortunately the rules that allow one to create a unique character only extend so far as to the balancing of a character's attributes. The real meat of character creation lies in your character's special move. Unfortunately there are no hard and fast rules for this. Instead it takes some real creativity on your part. I can't wait to see what you come up with. That being said here are some guidelines to help you in good special move creation:

- 1.) I've tried to give each character a unique mechanic in their Special Move. This influences the strategy in playing that character. By giving a character a unique way to control the game you can make the experience of playing that character different from the experience of playing another character.
  1. Ways to control the game include: Vitality, Edge Tokens, Ki, and head-game. A special move can deal damage, take Edge Tokens (this is tricky, discussed later), steal Ki, or mess with your opponent's head. For instance, the Focus special move allows a player to bluff (head-game) and/or deal greater damage.
- 2.) Barring that, I've tried to give each character an ability that reverses the rock-paper-scissors balance of the strike-Block-throw cards. This allows a player more complex and interesting tactical decisions. For instance, the Counter special move allows a player to deal damage and block an attack at the same time. It allows a player to block strikes, but in doing so they are able to damage their opponent.
- 3.) Remember no matter how you design your special move it should play in harmony with your character's attributes. This isn't to say that you can't give a card that saps huge quantities of vitality to a character with a high power, perhaps that is exactly what you want. But I caution you to make special moves which allow player more interesting options that beating their opponents to pulp.
- 4.) All of the special moves I have created have been designed with the concept that the player must burn ki to play the card in question. This is not a hard and fast rule, but as special moves often confer great benefits on their user. The cost of throwing off your character's ki flow is one of the various factors in the decision making process that makes playing the game interesting.
- 5.) I don't recommend creating special moves that allow a player unlimited access to Edge Tokens. Any method for taking Edge Tokens from your opponent must be very carefully balanced with some sort of draw back (high cost, vulnerability to other types of cards, etc). If this is not the case such a character will almost certainly end up broken and therefore uninteresting to play as or against.

### Creating a Character's Attributes:

Attribute	Tier -1**	Tier 0*	Tier 1	Tier 2	Tier 3	Tier 4*	Tier 5**
Power (Pow)	0	1	2	3	4	5	6
Speed (Spd)	3	4	5	6	7	8	9
Guard (Grd)	-1	0	1	2	3	4	5
Vitality (Vit)	6	9	12	15	18	21	24
Technique (Tch)	4	5	6	7	8	9	10

When creating a balanced character there are two points that must one must factor in:

- A balanced character can only have attributes from Tiers 1-3
- When the tiers of a balanced character's attributes are added together they must add to 10.

To do this start with the Tier 1 attributes. You may then adjust your Attributes so that the total comes to 10 as long as the Attributes fall within the 1-3 Tier range. As an example a character might have a Tier 3 Guard, a Tier 3 Speed, a Tier 2 Vitality, A Tier 1 Power, and a Tier 1 Technique; this would make a balanced character ( $3+3+2+1+1=10$ ).

\*Tier 0 and Tier 4 Attributes are only hypothetical. I have not used them in any of the actual characters because they will most likely make a character unbalanced. They should be used in character creation with great caution. To balance a character with Tier 0 or Tier 4 attributes use one or all of the following criteria:

- The added Tiers of a character with a Tier 4 Attribute must add to 9.
- A character with a Tier 4 Attribute must have a Tier 0 Attribute.
- A character with a Tier 0 Attribute, but with no Attributes exceeding 3, may still add their Tiers to 10.

\*\* Tier -1 and Tier 5 are strictly hypothetical. Such attributes will almost certainly unbalance a character. If you must make a character with these attributes consider using one or all of the following suggestions:

- The added Tiers of a character with a Tier 5 Attribute must add to 8.
- A character with a Tier 5 Attribute must have a Tier -1 Attribute.
- A character with a Tier -1 Attribute, but with no Attributes exceeding 3, may still add their Tiers to 10.