

## **The Way of the Host:** How I create BTS characters in my home game

**Start as normal** (on pg. 132) **by rolling Attributes.** Re-roll any 1's or 2's; if any 1's or 2's are rolled again you keep them. Any attribute below 9 can be raised to 9 if desired.

Attribute Option: I don't allow players to switch attributes, but I will let them reduce attributes to raise others at a 2-to-1 ratio (take two away from one stat to increase another by one).

Weight and Movement note: *Normal* characters with a P.S. above 17 only lifts 15x their P.S. in pounds (not 20). This falls more in line with real life statistics based on the strongest man competition records. Normal female characters with a 17+ P.S. reduce their maximum carry and lift by 20% (does not affect damage bonus).

Saving Throws: I use both "Disease" and "Pain" saving throws regularly, neither of which are on the canon character sheet in the book. The saving throw vs Pain and Disease is 16 or higher. P.E. bonuses are added to Disease while any M.E. and P.E. bonuses are both added for Pain.

**Roll SDC & Hit Points as normal.** Re-roll any 1's or 2's once; if any 1's or 2's are rolled again you keep them.

**Select a P.C.C. as normal.** If a player wants a class that requires an attribute higher than his PC has, (example: has less than 10 for I.Q. and wants to play a Parapsychologist) I let them raise it to the minimum number.

**Skill selection notes:** The following skills are treated differently in my home game.

Pilot: Automobile is a standard skill: In a previous discussion with Kevin, *Pilot: Automobile* should've been added as a standard skill and was overlooked in the BTS-2 book. I'll note here that I have a House Rule that you can take *Motorcycle* or *Bicycling* in its place if desired.

Running: I use the *Optional rules on Running* from the Rifter #7 as I agree with the reasoning behind it. The skill is now call *Running/Jogging*. To get the extra SPD you also need to take the skill *Sprinting*.

Boxing: Adds +2 to Punch Damage.

Climbing: I use the *Climbing, Expanded* article in the Rifter #62, and so the first selection is considered *Climbing: Hobbyist*. Spending two skill slots increased it to *Climbing: Professional*.

Diminishing Returns rule: I use the *Diminishing Return* rules from the Rifter 19, page 42.

Hand-to-Hand Combat bonus altering: once all bonuses are tallied, I let the players alter their HTH bonuses to fit their planned play style. The following styles are currently available:

**Aggressive:** Increase their Strike bonus by 1 for each point reduced from both Parry & Dodge.

**Defensive:** Increase their Parry by 1 for each point reduced from both Strike & Dodge.

**Evasive:** Increase their Dodge by 1 for each point reduced from both Strike & Parry.

Note: Add the style note to the HTH Skill (HTH: Expert-Aggressive). Players can adjust more as their bonuses increase, but only via the fighting style they've chosen.

W.P. Staff & Paired Weapons House Rule: While staves are one solid weapon, both ends of the staff can function like paired weapons in the right hands. Characters with both W.P. Staff and Paired Weapons can use them as such.

Paired Weapon's House Rules: PC's can combine punches & kicks as part of Paired Weapon as long as they have the W.P. of the weapon they're holding and apply common sense to it.

Example: they can kick one opponent and then strike with a weapon at the same or another opponent.

## **The Way of the Host: How I level up BTS characters in my home game**

I've got several House Rules for characters as they level up.

**Ancient W.P. Damage Bonus:** Every ancient W.P. gets +1 to Damage with that weapon type at levels 2, 4, 6, 8, 10, 12 & 14. If you've spent the two extra skills to increase a W.P. to *Expert* level, the damage bonuses increase to +2.

**Save vs. Horror Factor, Perception and Initiative Bonus:** Experience is a wonderful teacher and the Rifter #7 has an article about characters getting initiative bonuses due to experience and I agree with this and so I use it. I also include the same bonus for Perception rolls and to save vs. Horror Factor. Add +1 to your character's Initiative, Perception and save vs. Horror Factor at levels 3, 6, 9, 12, and 15.

**New Skills:** regardless if your character's occupation gets more skills or not as they go up in levels, everyone gets to select either two secondary skills (learning via experience or taking up new hobbies) or one elective skill (taking a course, class, occupation education, etc.), getting the percentage bonus for it (if any) at levels 3, 6, 9, 12, & 15.

**Percentage per Level of Experience Reminder:** the % per level doesn't begin until 2<sup>nd</sup> level (page 173).