

Grunt & Lieutenant Creation Guide

Grunts and lieutenants can be created through the use of this slightly modified Build Point system:

- 1) First, choose a Professional Rating. This gauges the NPC's power level (and sets Edge score).
 - 2) Next, spend BP from Attribute Pool on attributes, then Skill Pool on skills.
 - 3) Finally, spend BP from the Extras Pool on whatever defining characteristics your NPC will have.
- Remember that grunts use a "group edge" pool. No BP can be spent to improve Edge.
 - In addition to the BP limitations, there are limitations on individual attributes, skills, and gear.
 - **There are all suggestions.** Feel free to use this guide as a baseline and adjust from there.

Explanations	
Attribute Pool	"Free" BP available for physical/mental attributes. Left-over points are lost.
	You may use Attribute Pool BP (along with Extras Pool, if desired) to gain a race.
Skill Pool	"Free" BP available for skills. Left-over points are lost.
	You may not spend Skill Pool BP on gaining specializations. Use the Extras Pool.
	However, you may spend Skill Pool BP to gain Skill Groups. Grunts and Lieutenants receive no free Knowledge skills.
Extras Pool	This pool of BP can be used for nearly everything else in character customization.
	You may transfer Extras Pool BP to your Attribute Pool (max = PR x 10).
	You may transfer Extras Pool BP to your Skill Pool (max = PR x 4).
	You may use Extras Pool BP (along with Attribute Pool, if desired) to gain a race.
	You may spend Extras Pool BP on gaining specializations for skills.
	You may spend Extras Pool BP on positive or negative qualities.
	You may spend Extras Pool BP to raise the NPC's Magic/Resonance attribute.
	You may spend Extras Pool BP to gain spells, bind foci, etc. You may spend Extras Pool BP on gear, gaining 1000 nuyen per spent BP. If there's 0 BP in Gear, the NPC starts with one weapon costing <100 nuyen.
Attrib Min/Max	Base attributes must lie within this min-max range. (exception: race, etc.)
Max Skill	Base skills may not be increased past this maximum. (exception: cyber, etc.)

	Attribute Pool	Skill Pool	Extras Pool	Attrib Min-Max	Skill Max	Example
Professional Rating 0						
GRUNT	90	16	0	1 – 4	2	Rioters
LIEUTENANT	120	32	20	2 – 4	3	
Prof. Rtg. 1						
GRUNT	120	24	8	1 – 4	3	Street gang
LIEUTENANT	150	48	40	2 – 4	4	
Prof. Rtg. 2						
GRUNT	150	32	16	2 – 4	3	Corp Guards
LIEUTENANT	180	64	60	2 – 5	4	
Prof. Rtg. 3						
GRUNT	180	40	24	2 – 4	4	Police squad
LIEUTENANT	210	80	80	2 – 5	5	
Prof. Rtg. 4						
GRUNT	210	48	32	2 – 5	4	Mob posse
LIEUTENANT	240	96	100	3 – 6	5	
Prof. Rtg. 5+						
GRUNT	+30 per level	+8 per level	+8 per level	Min: 2 Max: +1 per 4 lvs	+1 per 2 levels	Elite unit
LIEUTENANT	+30 per level	+16 per level	+20 per level	Min: 3 Max: +1 per 2 lvs	+1 per 2 levels	