

How to fill out the academic character sheet

Academic Name: Choose your character's name. Ethnic names double chances (to .1) of being selected for Diversity Fellowships regardless of actual ethnicity.

Year: If you are playing this game during No Prospie Week, your character's year will be 0. Otherwise, values range from 0-10.

Undergrad: Your undergrad institution will determine which colors your character wears and what their hometown is.

AOS: Your AOS makes significant modifications to your skillset and give you vulnerabilities and strengths against certain enemies. For this version of the game, I have only considered the following AOS/AOCs. Though any AOS/AOC you come up with will be considered.

Philosophy of Science: +2 Logic, +1 Originality, Resistant to *Writing*

Philosophy of Mind: -1 Clarity, -1 Concision, +1 **Debate**, +1 Sophistry, +1 Thoughtfulness, +1 Intimidation, +1 Memory

Philosophy of Cognitive Science: +1 Sophistry, +1 Memory, +1 Patience

Philosophy of Law: -2 Clarity, +1 **Debate**, +1 Professionalism, +1 Attendance, +2 Endurance, Vulnerable to *Politics*

Moral Psychology: +1 **Debate**, +1 Attendance, +1 Humor, +1 Mingle

Ethics: -1 Originality, +1 **Debate**, +1 Humor, +1 Attendance, +1 Mingle

Metaethics: -1 Clarity, +1 Logic, +1 Sophistry, +1 Patience, +1 Professionalism, Resistant to *Writing*

Metaphysics: -1 Clarity, -1 Humor, -1 Originality, +1 **Debate**, +1 Sophistry, +1 Professionalism, +1 Intimidation, Resistant to *Writing*

Philosophy of Biology: +1 Logic, +1 Concision, +1 Thoughtfulness, Resistant to *Presenting*

Philosophy of Physics: +1 Intimidation, +1 Memory, +1 Thoughtfulness, Resistant to *Organizing*

History of Philosophy, Modern: +1 Research, +2 Esoterica, +1 Patience, -1 Concision, Resistant to *Writing*

History of Philosophy, Ancient: +2 Research, +1 Esoterica, +1 Endurance, -1 Mingle, Resistant to *Politics*

AOC: Your AOC will give you the same skill advantages as the relevant AOS, but it will not give you the same strengths or vulnerabilities that the AOSs give you, sorry.

Aspirations: These are the aspirations your character has. Does s/he want to get a job doing *Research* (Resistant to *Presenting*), *Teaching* (Resistant to *Organizing*), *Administrative* (Resistant to *Writing*), *Public Sector* (No Stress losses), *Commerce* (+50% stipend), *Industry* (**Confidence** boost +1), *Consulting* (Resistant to *Politics*), or something else altogether?

Ontology: What does your character accept exists in the world? In this version of the game, Ontologies have no effect, but in later versions, they will determine whether characters can even debate each other meaningfully.

Advisor: Choose the member of the faculty your character will work with. Your character will become vulnerable to them, but immune to another faculty member.

Age: How old is your character? At the moment there is no benefits to different ages, but later versions of the game might.

Int, Con, Wis, Cha, Mot, Cre

You have 36 points to distribute between these six characteristics. A score of 4 or lower in each area is below average. A score of 8 or more is extremely good.

Intelligence is crucial in **Debate** and *Passive Perception*, and imperative in the skills of *Logic*, *Memory*, and *Esoterica*. It also is a factor in the *Dissertation* score, which determines how quickly characters earn XP.

Constitution helps determine both **HP** and *Kicks/Day*. It is imperative in the *Endurance* and *Patience* skills. It also is a factor in the *Dissertation* score, which determines how quickly characters earn XP.

Wisdom is a major determinant in *Vision* and *Passive Insight*. It plays a role in the skills of *Sophistry*, *Concision*, and *Thoughtfulness*. It also is a factor in the *Job* score, which is determinant in how much a character can do per turn.

Charisma is integral to the *Mingle*, *Professionalism*, and *Intimidation* skills. It also is a factor in the *Job* score, which is determinant in how much a character can do per turn.

Motivation is a major determinant in *Initiative* and *Kicks/Day*. It plays a role in the skills of *Attendance* and *Research* and is a factor in the *Publication* score, which aids *Vision* and gives extra *Misc Mod* points.

Creativity is a major determinant in *Efficiency* and plays a role in the skills of *Clarity*, *Eloquence*, and *Originality*. It also is a factor in the *Publication* score, which aids *Vision* and gives extra *Misc Mod* points.

Int, Con, Wis, Cha, Mot, Cre Mod

Items are the only way to modify your character attributes. These items can be given to you during the game, purchased, or created by you. In designing your character, all items you design must be neutral with regard to character attributes. For example, you can have a +3 **Wisdom** if you have -1 **Intelligence** and -2 **Constitution**.

Confidence: Confidence is only partially modifiable. A more well-rounded character can be up to 2.5 points more confident than one who is excellent in some character attributes and poor in others.

Confidence Bonus: For every point your confidence is above 25, you get a point in Confidence Bonus.

Misc Mod: You have 30 points to distribute between the 24 Misc Mods available. These can be used to offset character weaknesses or make strengths truly invincible. Use no more than 9 points in any given field.

Health Points: Your HP will be calculated for you, assuming the form works correctly.

Stressed: Just check the box. You know you are.

Current HP: We assumed you were stressed, so we automatically calculated this for you.

Saves: These will be used throughout the game. Don't worry about them now.

Caffeine Kick: A caffeine kick instantly allows you to get more Action Points so that you're able to continue your turn. Characters with ADD need one to start a turn.

Kicks/Week: How many kicks can you get during the week without losing health permanently?

Amphetamines: Check this if you are on a kick.

Stimulants Used: In order to get a caffeine kick, you must use a stimulant. Caffeine, alcohol, and nicotine cost \$30/mo. Other stimulants require prescriptions and cost more, but might have other effects as well.

Resistances: Certain AOSs/Aspirations/Ontologies give you resistances.

Bonuses, Effects, and Resting Notes:

Items might give you certain effects to fill in here.

Vision: How quickly your character can read, understand arguments and make connections. Varies with wisdom.

Passive Insight: There is a complicated formula to figure out this value that depends on your Intelligence and certain skill values. Passive Insight determines how quickly your character can spot problems in a view.

Passive Perception: There is a complicated formula to figure out this value that depends on your Intelligence and certain skill values. Passive Perception determines how quickly your character can see conclusions for a view.

Items: Describe what your character wears, what object s/he carries, and what equipment s/he owns. As long as your list is realistic and attribute neutral, it will be accepted.
ex. *Work Poncho*, +5 Mot, -5 Cha Weight: 5 kg.

Style: Although you can make up your own style, I've included a few options:

Hipster: +3 Style, -3 Respect, 0 Cost, 10 kg. Weight;
Preppy: 0 Style, +5 Respect, \$200/mo. Cost, 8 kg. Weight;
Grunge: +5 Style, -5 Respect, 0 Cost, 11 kg. Weight;
Geek: -4 Style, +8 Respect, \$50/mo. Cost, 8 kg. Weight;

Body: You're allowed two weightless items per body part. (Assuming they are already calculated into the Style section.) These items should be consistent with your style.

Equipment Carried: Additional items can be carried on your person for interactive gain. Too many will slow you down.

Equipment Owned: Items can be owned but not used. That said, equipment owned can be switched with equipment carried at will. It takes a turn to do this, however, so be careful. Also: though furniture does not count, pets and children do. Sorry if that sounds horrible, but they have to go somewhere.
ex. *Child*, age 10, cost \$400/mo. shelf space: 40 units.

Shelf Space: Items all take up shelf space. You have a maximum shelf space, after which you are charged \$1 per unit per week.

Debate: Your basic offence/power is a description of how likely your character is to seek out a debate and how he would react if one presented itself.

Strategy: Your choice of debate strategy is a very fine-grained decision that involves playing to your strengths and luck of choosing the right strategy. Unfortunately, I haven't figured this out yet, so just pick at random from: *RAA*, *Ad hominem*, *Poisoning the Well*, *Argument from Authority*, *Abduction*, *Special pleading*, *False Dichotomy*, *Moving the Goalpost*, *Straw Man*, *Slippery Slope*, *Red Herring*, *A Priori Reasoning*, *Induction*, *Deduction*, and *non-sequitur*.

Skillz: Skills are valuable within the course of the game for various tasks/events. Each skill is calculated from a formula that includes what year the character is in, their various character traits, training, AOS/AOC, Miscellaneous modifications, and the character's confidence. The first two values are automatically calculated. For every *Year* gained, one gets up to 10 points to distribute in the *Trained* section. If you are playing this during No Prospie Week, all of the values under *Trained* should be 0. The AOS/AOC values have already been discussed, as has the Misc Mod. Confidence Penalty is equivalent to 20 - the Confidence value.

Valuables: Though your university may differ, the Duke stipend is quite generous. It gives \$1000/mo. Cash and \$1000/mo. Plastic. If your character has any other valuables, you can list them here as well.

Languages: English is a given. If your character is ethnic, s/he gets a free language. (Sorry!) If your character studies a history of philosophy AOS/AOC, you get another.

Experience: It takes 10,000 XP divided by your *Diss* score to get to each new year. Your character should start at zero.

ACADEMIC NAME YEAR UNDERGRAD

HP

50 x (YEAR + CON)

AOS AOC ASPIRATIONS

ONTOLOGY ADVISOR AGE

SCORE MOD

INT	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>
Wis	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>
MOT	<input type="text"/>	<input type="text"/>
CRE	<input type="text"/>	<input type="text"/>

CONF

DISS

JOB

PUB

1/2 LEVEL ABILITY MOD MISC MOD

10+ + +

1/2 LEVEL ABILITY MOD CONF BONUS MISC MOD

10+ + + +

10+ + + +

10+ + +

STRESSED (HALF HP)

CURRENT HP

SAVES

CAFFEINE KICK = +

1/4 HP MISC MOD

KICKS/WEEK = + +

MOT CON MISC MOD

AMPHETAMINES

STIMULANTS USED

DEBATE

INITIATIVE = + + EFFICIENCY = + +

1/2 LEVEL MOT MISC MOD BASE CRE MISC MOD

OFFENCE / POWER ATTACK DEFENSE

STRATEGY / ARGUMENT STRUCTURE ONTOLOGY 1/2 LEVEL AOS MOD INT MISC MOD PROPERTIES / NOTES

ACTION POINTS **COMBAT & POWER NOTES**

ADDITIONAL AP EFFECTS

RESISTANCES & VULNERABILITIES

BONUSES, EFFECTS, & RESTING NOTES

ITEMS

SKILLZ

	STYLE BONUS	RESPECT PENALTY	COST PENALTY	WEIGHT
STYLE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
HEAD	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TORSO	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LEGS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ARMS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
FEET	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
HANDS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	SKILL MOD	1/2 LEVEL	ABILITY MOD	TRAINED	AOS MOD	MISC MOD	CONF PENALTY
MINGLE (CHA)	<input type="text"/>						
LOGIC (INT)	<input type="text"/>						
SOPHISTRY (Wis)	<input type="text"/>						
ENDURANCE (CON)	<input type="text"/>						
CLARITY (CRE)	<input type="text"/>						
ATTENDANCE (MOT)	<input type="text"/>						
PROFESSIONALISM (CHA)	<input type="text"/>						
MEMORY (INT)	<input type="text"/>						
HUMOR (CRE)	<input type="text"/>						
INTIMIDATION (CHA)	<input type="text"/>						
PATIENCE (CON)	<input type="text"/>						
CONCISION (Wis)	<input type="text"/>						
ESOTERICA (INT)	<input type="text"/>						
THOUGHTFULNESS (Wis)	<input type="text"/>						
ORIGINALITY (CRE)	<input type="text"/>						
RESEARCH (MOT)	<input type="text"/>						

EQUIPMENT CARRIED	WEIGHT	EQUIPMENT OWNED	SHELF SPACE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NORMAL LOAD < 20 KG HEAVY LOAD > 20 KG (SLOWED) MAX. SHELF SPACE (100 + 50 x YEAR) SHELF SPACE EXCEEDED (COST \$1 PER UNIT)

EXPERIENCE

CURRENT XP NEXT YEAR

VALUABLES

CASH

PLASTIC

BURSAR

LANGUAGES