

## CHARACTER GENERATION CHECKLIST

### I. Characteristics

- a) Roll your six characteristics using 2d6, and place them in order on your character sheet.
- b) Determine characteristic modifiers.

### II. Homeworld (Optional)

- a) Determine homeworld.
- b) Gain background skills. Character gains a number of background skills at Level 0 equal to 3 + their Education modifier. The first two have to be taken from your homeworld (based on the world's trade codes or law level); the rest are taken from the education list.

### III. Career

- a) Choose a career. You cannot choose a career you've already left except Drifter.
- b) Roll to qualify for that career, as indicated in the description of the career. If this is not your first career, you suffer a -1 DM for every previous career in which you have served.
- c) If you qualify for this career, go to step IV.
- d) If you do not qualify for that career, you can enter the Drifter career or submit to the draft. You may only enter the draft once.

### IV. Basic training

- a) For your first term in your first career, you get every skill in the service skills table at level 0.
- b) For your first term in subsequent careers, you may pick any one skill from the service skills table at level 0.

### V. Skills and Training

- a) Choose one of the Skills and Training tables for this career and roll on it. If you gain a characteristic improvement as a result, apply the change to your characteristic score immediately. If you gain a skill as a result and you do not already have levels in that skill, take it at level 1. If you already have the skill, increase your skill by one level.
- b) If your career does not have a Promotion or Advancement check, you may roll a second time, choose one of the Skills and Training tables for this career (which may be the same or different from the first table chosen for this term.)

### VI. Survival

- a) Roll for survival, as indicated in the description of the career.
- b) If you succeed, go to step VII.
- c) If you did not succeed, events have forced you from this career. Roll on the mishap table and go to step XI (you do not receive a benefit roll for this term.) Alternately, you have died.

### VII. Events

If you are still in your career after resolving the survival roll, roll on the events table to see what interesting things befall you this term.

### VIII. Promotion and Advancement

- a) You begin as a Rank 0 character.
- b) If your career offers a Promotion check and you are Rank 0, you can choose to roll for Promotion. If you are successful, you are now Rank 1 in your chosen career. Choose one of the skills and training tables and roll on it for an extra skill. Take any bonus skills from the ranks table for this career.
- c) If your career offers an Advancement check and you are Rank 1 or higher, you can choose to roll for Advancement. If you are successful, your Rank improves by one in your chosen career. Choose one of the skills and training tables and roll on it for an extra skill. Take any bonus skills from the ranks table for this career. You can roll for Advancement in the same term that you succeed in a Promotion roll.
- d) If your roll is less than terms served, you must leave this career. If you roll a natural 12, you cannot leave this career and must continue for another term, go to step V.
- e) If you have served a total of seven terms or more in character creation, then you must retire, go to step X.
- f) If you wish to continue in this career, go to step V.
- g) If you wish to leave this career, go to step IX.

### IX. Aging

- a) Increase your age by 4 years.
- b) If your character is 34 or older, roll for aging.

### X. Benefits

If you are leaving the career, roll for benefits. A character gets one Benefit Roll for every full term served in that career. You also get extra benefit rolls if you reached a higher rank.

### XI. Next Career

If you're leaving your current career and your total number of terms in character creation is less than seven, you may go to step III to choose a new career or to step XII if you wish to finish your character.

### XII. Connections

Finalize connections with other players and gain a maximum of two skills.

### XIII. Post career skills

Select skills from skills package chosen for adventure.

### XIV. Finish Details

Any backstory, make note of any important events, pick gender, height, weight, write down ideas for motivations, and passions.

### XV. Adventure

Purchase your starting equipment and, if you can afford it, possibly a starship.