STAR TREK
ROLEPLAYING GAME
CODA Character Generation Summary

CREATE A CONCEPT

1. Get with your Narrator and learn what kind of campaign she plans to run. Figure out what kind of character you'd like to play, and whether or not it will fit into her story.

2. Choose your character's Species (Player's Guide, pp. 22-49).

3. Choose your character's Profession (PG, pp. 50-77). If you choose to be a Starship Officer, you should also choose the specific Elite Profession you wish to follow.

4. Choose and record your character's first Tier 1 Professional Ability.

RUN THE NUMBERS

5. Generate your character's Attributes (PG, pp. 78-83). Be sure to factor in your Species modifiers after generating the initial Attributes. Also make a note of which Attributes are your character's Favored Attributes (PG, p. 51), which are determined by his Profession.

6. Determine your character's Reactions (PG, p. 145-146). Be sure to factor in your Species modifiers, if any. Certain Edges and Species abilities might alter these scores. Also make a note of your character's Favored Reaction (PG, p. 51), which is determined by his Profession.

7. Determine and record your character's Attribute modifiers (PG, p. 81).

8. Determine and record your character's Defense score (PG, p. 146).

GET A LIFE

9. Record your character's Species special abilities, including any bonus Edges.

10. Determine your character's initial Species skills (PG, p. 85). These are the skills he's learned in his early life, before embarking on his education.

11. Choose a Personal Development Package for your character (PG, pp. 87-89). This represents the skills he learned in school, whether it was a high school or the school of hard knocks.

During Personal Development, you add two points to one skill, and one point each to three others. You may also choose an Edge for your character at this stage, though you can put off choosing an Edge until the next step if you choose.

12. Choose a Professional Development Package for your character (PG, pp. 90-96). This represents the skills he learned during his higher education, whether this was Starfleet Academy or the Vulcan Science Council.

During Professional Development, you get all the Skills listed in the package's list at the listed levels. If you already have one of the skills, you add the listed rating to your existing score. You also add one point to each of five professional skills. You may also choose an Edge for your character at this stage. If you put it off in Personal Development, you must choose it here. If you chose an Edge during Personal Development, you may still take one during this stage, but you must offset it with a Flaw.

13. Calculate your character's Health (PG, p. 146).

14. Calculate your character's Courage (PG, p. 147).

15. Calculate your character's Renown (PG, p. 148).

PERSONALIZE YOUR PAST

16. If you haven't already, choose your character's name, age, and gender. This is also a good time to choose her height, weight, eye color, and hair color. Write them down on your character sheet.

17. Determine where your character is from. Was he born on the Klingon homeworld, or on one of the many Klingon colonies along the Romulan neutral zone? Was she born on a starship light-years away from the planet her parents call home? Figure this out and write it down.

18. Does your character have any siblings? Are his parents still alive? Does he even know who his parents are? Who were his friends at the Academy? Was there an upper classman who tormented him, or was he himself the school bully? Figure out the people from your character's past and make notes about them on your character sheet.