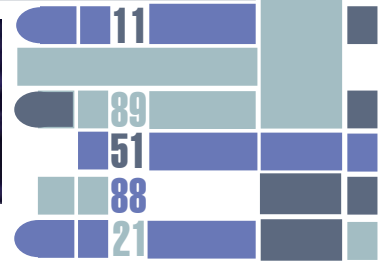




CHARACTER CREATION SUMMARY



BEGIN TRANSMISSION
DATA RECEIVED

STEP 1: CONCEPT

Think about what sort of character you'd like to play and what his role in the game will be. If he's a Starfleet Officer then what shipboard position will he fill? Your narrator will help you decide on a character concept that best suits the game and the part you'd like to play in it.

STEP 2 : CHOOSE SPECIES

PLAYERS GUIDE PG.28

- 1) Choose a species for your character. Record any attribute adjustments listed in the species description. These adjustments may take an attribute above 12.
- 2) Take note of any species abilities.

STEP 3 : CHOOSE PROFESSION

PLAYERS GUIDE PG.50

- 1) Choose your character's profession. There are nine professions to choose from in the basic game.
- 2) Choose two favoured attributes and one favoured reaction for your character.
- 3) Take note of your Professional Skills.
- 4) Choose one first tier Professional Ability. If you are creating a Starship Officer, you automatically gain the Starship Duty Professional Ability.
- 5) If creating a Starship Officer, then choose an Elite Profession at this point. Choose one Tier 1 Professional Ability from the Elite Profession.

STEP 4 : GENERATE ATTRIBUTES

PLAYERS GUIDE PG.78

- Your Narrator will tell you which attribute generation method his series uses: the random method or the pick method.
- 1) Random method: Roll 2d6 nine times and keep the six highest results. Assign these scores to the attributes you choose.
 - 2) Pick method: Assign the following scores to your attributes as you choose: 10, 9, 7, 7, 5, 4. Distribute 8 more points among your scores. You cannot use these points to raise an attribute above 12.
 - 3) Record your Attribute Modifiers

STEP 5 : CALCULATE REACTIONS

PLAYERS GUIDE PG.145

- 1) Calculate reactions by picking the highest value from the two specified attribute modifiers. Reactions can be modified according to species or edges.

STEP 6 : CHOOSE SPECIES SKILLS

PLAYERS GUIDE PG.85

- 1) Each character receives a number of Species skill picks equal to Int x3. One skill pick gives you one level in the skill selected. When you choose a Species skill, you must also choose a speciality appropriate to your character's culture and the world on which he or she was raised. Remember, the maximum number of skill levels a player can begin the game with is 6.

STEP 7 : PERSONAL DEVELOPMENT

PLAYERS GUIDE PG.87

- 1) Choose a package which best describes your characters early life
- 2) Record the skills listed under the selected package. Humans and Trills gain two extra skill picks at this point because they possess the Skilled Species Ability.
- 3) You can choose a free Edge at this time or wait until the Professional Development Step.
- 4) You may take one Flaw to receive an extra Edge. The maximum number of flaws a character may have when beginning play is two.

STEP 8: PROFESSIONAL DEVELOPMENT

PLAYERS GUIDE PG.90

- 1) Choose the package which best suits your character conception.
- 2) Record the skills and edges listed under the selected package.
- 3) If you did not do so during the Personal Development Step, you can choose a free Edge at this time.
- 4) You may take one Flaw to receive an extra Edge. The maximum number of flaws a character may have when beginning play is two.
- 5) Add +1 skill ranks to five Professional Skills. These can be skills allocated by the Professional Development package chosen or any skills on your Professional Skills list (See Step 3). You can add to a particular skill more than once or add to five different skills. You can use individual skill picks to buy additional specialties for Professional Skills.

STEP 9: ADVANCEMENTS

PLAYERS GUIDE PG.152

- 1) To start play with an experienced character, apply one advancement per period of time defined by the narrator. This is normally one advancement per year of service.
- 2) If the character will be serving as a department head or other commanding officer, apply the Department Head advancement package as many times as required to reach the required rank.

STEP 10: FINISHING TOUCHES

- 1) Indicate favoured skills on your character sheet. These are professional skills, professional development package skills and species skills. These skills are easier to increase through advancement.
- 2) Calculate health. This is the sum of your vitality attribute plus your strength attribute modifier.
- 3) Record Courage Points. This will be 3 unless increased by species, profession or advancement.
- 4) Record Renown. This will be 0 unless increased by development package or advancement.
- 5) Record Defence Rating. This is equal to 7 + Agility modifier.
- 6) Character is complete.

END TRANSMISSION
DATA COMPLETE

CHARACTER CREATION SUMMARY