

STAR TREK

ROLEPLAYING GAME

Character Creation Guide

Name: _____

Make picks in each section and check them off when you apply them to your character sheet.

1. CHOOSE SPECIES page 28 _____

Attribute Adjustments

- ▷ STR _____
- ▷ AGL _____
- ▷ INT _____
- ▷ VIT _____
- ▷ PRS _____
- ▷ PER _____

Species Abilities:

- ▷ _____
- ▷ _____
- ▷ _____
- ▷ _____
- ▷ _____
- ▷ _____

2. CHOOSE PROFESSION page 50 _____

Starship Officers (only) also choose an elite profession _____

Favored Attributes:

_____ (assigned)
 _____ (choose)

Favored Reaction:

Professional Abilities:

▷ Starship Officers (only) automatically get Starship Duty then choose...

A player character automatically gains one Tier 1 Professional Ability when created:

▷ _____

3. GENERATE ATTRIBUTES page 78

Use either method from page 81 of the Player's Guide.

Pick Method:

Base #:		Plus 8 total ↓		Generic final set:	Assign		Species Modifier:		Final Attributes:	Attribute Modifier p81:
10	+	_____	=	_____	} }	STR	_____	+	_____	_____
9	+	_____	=	_____		AGL	_____	+	_____	_____
7	+	_____	=	_____		INT	_____	+	_____	_____
7	+	_____	=	_____		VIT	_____	+	_____	_____
5	+	_____	=	_____		PRS	_____	+	_____	_____
4	+	_____	=	_____		PER	_____	+	_____	_____

4. CALCULATE REACTIONS page 145

(Don't forget to add any species or other bonus)

Reaction:	Pick best modifier:	Misc.	Reaction Score:	Reaction:	Pick best modifier:	Misc.	Reaction Score:
Quickness	PER or AGL	+ _____	= _____	Stamina	STR or VIT	+ _____	= _____
Savvy	PRS or PER	+ _____	= _____	Willpower	INT or VIT	+ _____	= _____

5. CHOOSE SPECIES SKILLS page 85

INT x 2 = _____

Every character receives a number of species skill picks equal to INT x 2, which the player can allocate to the following skills. Each skill pick equals one level in the skill selected. When you choose a species skill you must also choose a specialty related to your species or the world on which you were raised. This specialty does not cost a skill pick – it is free.

The maximum number of skill levels a character can begin the game with (in a single skill) is 6.

Knowledge	(specialty)	Levels:		(specialty)	Levels:
▷ Culture	_____	_____		▷ Religion	_____
▷ History	_____	_____		▷ Specific World	_____
▷ Politics	_____	_____		▷ Language	_____

6. PERSONAL DEVELOPMENT page 87

The maximum number of skill levels a character can begin the game with (in a single skill) is 6.

Skills:

Humans and Trill gain 2 more skill picks:

▷ _____	▷ _____	▷ _____
▷ _____	▷ _____	▷ _____

"Free" Edge: _____ ☐ I will pick my "Free Edge" during Professional Development.

Every character receives one "free" Edge chosen during **either** Personal or Professional Development (below). You can gain no further Edges unless you also choose a Flaw. Edges gained as a Species Ability do not count against this limit – they are also "free."

At this stage, you may take one Flaw to receive one extra Edge pick.

Additional Edge: _____ **Flaw:** _____

7. PROFESSIONAL DEVELOPMENT page 90

The maximum number of skill levels a character can begin the game with (in a single skill) is 6.

Skills (assigned by Professional package):

▷ _____	▷ _____	▷ _____
▷ _____	▷ _____	▷ _____
▷ _____	▷ _____	▷ _____

Pick 5 (+1 to any professional skill): You can add more than 1 to a skill or buy a specialty for 1 pick. (Betazoids and Ocampo may devote some of these picks to Telepathy as a professional skill.)

▷ _____	▷ _____	▷ _____
▷ _____	▷ _____	

"Free" Edge: _____ ☐ I picked my "Free Edge" during Personal Development

At this stage, you may take one Flaw to receive one extra Edge pick.

Additional Edge: _____ **Flaw:** _____

8. RECORD FAVORED SKILLS

Check the boxes on your character sheet next to each of your favored skills (these skills are easier to improve through advancement). Favored skills are all the skills listed under your profession **and** your professional development package **and** your chosen species skills.

10. RECORD COURAGE page 147

Every player character begins the game with a pool of 3 Courage. (Some characters, by virtue of their species or professions, begin with more.)

9. CALCULATE HEALTH page 146

This is the number of wound points a character can sustain before dropping to the next lower Wound Level.

Vitality	+	Strength	=	HEALTH
Attribute		Modifier		
_____	+	_____	=	_____

11. RECORD RENOWN page 148

All characters start the game with Renown 0 unless a development package or something similar provides them with a Renown bonus.