CHARACTER CREATION WALKTHROUGH

Follow these steps to create a character.

1) Note your starting attributes (3 for each attribute, except for PSI and REP which start at 0).

2) Choose a species.
> 2-1) Apply species attribute adjustments.
> 2-2) Note your SIZE.
> 2-3) Choose three species skills.
> 2-4) Note all the listed species exploits.

3) Choose a homeworld type, apply attribute adjustments, and note any bonus skills.

4) Choose a hook, and note it in your descriptor.
> 4-1) Choose one attribute related to that hook; this is called your hook attribute.

5) Choose five careers. Start with an origin, and then select four further careers. For each career grade, do the following:
> 5-1) Apply all of the listed attribute adjustments. Note that you may optionally substitute either one of your species attributes or your hook attribute for one of the listed attributes.
> 5-2) Choose two of the listed skills and advance each by one point. Note that characters may optionally always select a defensive skill instead of a listed skill.
> 5-3) Choose one new career exploit from the list shown or choose one universal exploit.
> 5-4) Roll for the years spent at that career grade and increase your age (your age starts at zero).

6) Select aim or feint (free universal exploits) plus one other universal exploit of your choice for which you qualify.

7) Choose one trait based on your highest or lowest attribute and note that in your descriptor.

8) Determine your age and apply any age exploits.

9) Calculate your derived statistics.

10) Spend money to equip your character with armor, weapons, and equipment.

TOTAL CHECKLIST
When you have finished, you will have chosen:

5 career exploits.

10 skill ranks from your careers plus 3 from your species and 1 for your homeworld, making 14 in total.

20 attribute points from your careers, plus the 24 you started with, adjusted by species.

2 universal exploits, including either aim or feint.

1 possible age exploit, a trait, and a hook.

DESCRIPTOR

At the top of each character sheet is a descriptor. This is a short introductory character summary. Each player should read their full descriptor to the rest of the group before beginning play.

For example, Dr. TikTok's reads:

an erudite android medic who is fascinated by religion

The descriptor is made up of the following elements, some of which are not always used.

a[n] [age] [trait] [species] [career] who [hook].

Trait. The trait is the name of a special ability or quality defined by a character's lowest or highest attribute (see section on traits, later).

Age. The age entry is only used if the character is younger than adult or older than middle-aged. You may choose any synonyms for young and old (adolescent, youthful, aged, mature, etc.); age can give you a free exploit (see the section on age, later).

Career. The career entry can be one of two choices. It can be the character's current career, or it can be the character's longest-serving career. If the longest-serving career is not the current career, it should be prefixed with "ex-" (for example, an ex-cop or an ex-marine).

Hook. The hook is a broad background/skill/interest chosen by the player. It canbe anything, but it's designed to round out the character with personality, interests, or hobbies. For example, a player might choose "...who enjoys hard liquor" or "... has a taste for romance" or even "...who collects insects as a hobby". The hook is chosen early in the character creation process. It complements career and skill choices as a lifelong background aspect to the character, unconnected to specific vocations and training. The hook works as a broad skill. Any time you make an attribute check, you can use the hook to gain a +1d6 bonus, but only if you are not using a skill already. The GM should be generous in allowing this; the hook should provide a frequent reminder of a character's background.

What you can't do with the hook is gain a combat bonus to attack or damage. Hooks like "...who enjoys target shooting" or "... who likes boxing" can sometimes be slipped in by players as sneaky combat bonuses, but sadly they do not work like that. The boxing hook might help recall a past champion or identify a winner's belt, but it won't assist a character in throwing a punch.

The hook has one other effect, which occurs during character creation only. The player should assign one attribute to be loosely linked to the hook; for example, if the hook is a physical activity, he might choose STRENGTH. This is called his hook attribute. Whenever advancing attribute scores through a career choice, the hook attribute may be chosen instead of one of the listed career attributes.

Example Descriptors

Dr. TikTok is an erudite Android medic who is fascinated by religion
Gorrat is an illiterate Ogron marine who loves sports
Sasha is a reckless Human smuggler who enjoys gambling
Talik is an ambidextrous Felan burglar who plays classical music
Holmes is an alcoholic Human psychic who collects insects
Ashonn is a young, disfgured Venetian star knight who believes in fairytales

Each player should read their character's descriptor aloud to the other players before play begins.