## 1. CHOOSE SPECIES

**Attribute Adjustments**
- **STR**
- **AGL**
- **INT**
- **VIT**
- **PRS**
- **PER**

**Species Abilities**

### 2. CHOOSE PROFESSION

**Starship Officers (only) also choose an elite profession**

**Favored Attributes:**
- **_____________________** (assigned)
- **_____________________** (choose)

**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

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

**Pick Method:**

<table>
<thead>
<tr>
<th>Base</th>
<th>Plus 8 total</th>
<th>Generic</th>
<th>Assign</th>
<th>Species Modifier</th>
<th>Final Attributes</th>
<th>Attribute Modifier p81</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>+ _____</td>
<td>= _____</td>
<td></td>
<td>STR _____ + _____ = _____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>+ _____</td>
<td>= _____</td>
<td></td>
<td>AGL _____ + _____ = _____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>+ _____</td>
<td>= _____</td>
<td></td>
<td>INT _____ + _____ = _____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>+ _____</td>
<td>= _____</td>
<td></td>
<td>VIT _____ + _____ = _____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>+ _____</td>
<td>= _____</td>
<td></td>
<td>PRS _____ + _____ = _____</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>+ _____</td>
<td>= _____</td>
<td></td>
<td>PER _____ + _____ = _____</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### 4. CALCULATE REACTIONS

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

<table>
<thead>
<tr>
<th>Reaction</th>
<th>Pick best modifier</th>
<th>Misc.</th>
<th>Reaction Score</th>
<th>Reaction</th>
<th>Pick best modifier</th>
<th>Misc.</th>
<th>Reaction Score</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Quickness</strong></td>
<td>PER or AGL + _____ = _____</td>
<td></td>
<td>Stamina</td>
<td>STR or VIT + _____ = _____</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Savvy</strong></td>
<td>PRS or PER + _____ = _____</td>
<td></td>
<td>Willpower</td>
<td>INT or VIT + _____ = _____</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
5. CHOOSE SPECIES SKILLS

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: Knowledge (specialty) Levels:
▸ Culture ___________ ____ ▸ Religion ___________ ____
▸ History ___________ ____ ▸ Specific World ___________ ____
▸ Politics ___________ ____ ▸ Language ___________ ____

6. PERSONAL DEVELOPMENT

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

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 Ocampa 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.

9. CALCULATE HEALTH

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

Vitality + Strength = HEALTH

__________ + __________ = ___________

10. RECORD COURAGE

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

11. RECORD RENOWN

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