Step One: Character Concept

CHOOSE Concept: 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.


CHOOSE Profession: Professions (Star Trek Player’s Guide pgs. 53-66)

CHOOSE Elite Profession: (If Applicable) Starship Elite Professions (Star Trek Player’s Guide pgs. 67-77)

CHOOSE Tier: Choose your Profession Tier and your Elite Profession Tier (If Applicable)

Step Two: Select Attributes

PRIORITIZE Your Attributes by choosing one of the following methods (Star Trek Player’s Guide pgs. 78-83):

a) PRIORITIZE (Random Method): Roll 2D6 8 Times. Discard the 2 lowest. Or

b) PRIORITIZE (Pick Method) the following: 10, 9, 7, 7, 5 and 4. Then distribute 8 points to enhance your current scores to a Max Attribute of 12 before Species Attribute Modifiers.

REMINDER: Make sure your add in your Species Modifiers. Only Species Attribute Modifiers can exceed the Max Attribute of 12.

DETERMINE: Reactions: (Star Trek Player’s Guide pgs. 145-146). Be sure to factor in your Species Modifiers.

DETERMINE AND RECORD: Attribute Modifiers and Reaction Modifiers

Step Three: Select Development Skills

CHOOSE Species Skills: Every Character receives a number of Skill Picks equal to his INT x 2 for Knowledge & Language Skills. (Star Trek Player’s Guide pg. 85)

CHOOSE Edge: 1 Automatic Edge in either Personal or Professional Development. (Star Trek Player’s Guide pg. 86)

CHOOSE Personal Development: (Star Trek Player’s Guide pgs. 87-89). You may choose 1 Additional so you can choose 1 Additional Edge.

CHOOSE Professional Development: (Star Trek Player’s Guide pgs. 90-96). You may choose 1 Additional so you can choose 1 Additional Edge.

Step Four: Finishing Touches

CHOOSE Favorite Attributes & Reaction: 2 Favorite Attributes and 1 Favorite Reaction (Star Trek Player’s Guide pg. 51)

RECORD Species Abilities: Add in any additional Species Abilities where applicable.

CALCULATE Scores: Health (Star Trek Player’s Guide pg. 146), Defense (Star Trek Player’s Guide pg. 146), Courage (Star Trek Player’s Guide pg. 147), and Renown (Star Trek Player’s Guide pg. 148)

Step Five: Advancement (If Applicable)

CALCULATE Advancement: One Advancement per defined time period. (Star Trek Player’s Guide pgs. 97 & 152)

CHOOSE Elite Profession: (If Applicable) Starship Elite Professions (Star Trek Player’s Guide pgs. 67-77) & Elite Professions (Star Trek Player’s Guide pgs. 154-169)

DETERMINE Department Head: If Department head purchase Command & Promotion Edges (Star Trek Player’s Guide pgs. 131 & 136)