

STAR TREK

CODA CHARACTER GENERATION SUMMARY

➤ **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 Species: Allowed Species by your Narrator in Books (*Star Trek Player's Guide* pgs. 22-49, *Star Trek Narrator's Guide* pgs. 190-195, *Starfleet Operations Manual* pgs. 44-59 and the *Aliens Manual*)

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 you 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)