

CHARACTER GENERATION

Attributes

Each character has five Attributes that provide the basis for most of the game mechanics that will define his capabilities. In a sense, a character's Attribute Scores are the foundation for building the rest of the character. Though attributes are seldom consulted during actual gaming, they are the basis for determining a character's characteristics. The five Attributes are Build, Reflexes, Intuition, Learn, and Charisma.

Build

Build (BLD) measures strength, stamina, and ability to withstand adverse conditions.

Reflexes

Reflexes (REF) measure dexterity, coordination, and overall agility.

Intuition

Intuition (ITN) measures perception, instinct, and the ability to think under pressure.

Learn

Learn (LRN) measures self-discipline and the ability to understand complex concepts.

Charisma

Charisma (CHA) measures physical appearance, personal magnetism, and strength of presence.

Characteristics

Characteristics are the basis for all saving rolls and skill rolls, which are the primary elements for determining the outcome of characters' actions. The Characteristics are Athletic, Physical, Mental, and Social.

Athletic

The Athletic Characteristic is used for any skill roll or saving roll that involves physical agility.

Physical

The Physical Characteristic is used for any skill roll or saving roll that involves coordination.

Mental

The Mental Characteristic is used for any skill roll or saving roll that involves reasoning ability.

Social

The Social Characteristic is used for any skill roll or saving roll that involves interpersonal skills.

Advantages

Advantages include abilities, privileges, or other assets that a character may have but that are not covered by some other game mechanic. The advantages range from perks such as Nobility and Wealth to inborn abilities such as Ambidexterity and Natural Aptitude and paranormal abilities like Sixth Sense.

Skills

Attributes define what a character is, and skills define what a character knows. More than any other statistic, a character's skills determine what kinds of actions he will be able to perform, a major factor in the kinds of adventures he will be able to play.

Ship

Some characters own their own spaceships. A character who does can be his own master. Without a Ship, a character must work for his passage between systems.

Equipment

All characters start with some kind of gear, ranging from simple tool kit or sidearm to a personal space suit. The kind of gear a character has at the start depends on his skills and advantages.

Assets

All characters start with an initial nest egg in Confederation Credits (Cr). Some characters have considerably more wealth than others, depending on their advantages.

Edge

In fiction, the Edge is what separates a soldier from a hero. In this game, it is what separates player characters from non player characters.

A character's Edge statistic is used to influence the capricious whims of fate that would otherwise keep him from accomplishing actions he should be able to perform. With luck, a character will have enough Edge to keep him alive.

Sequence

1. Assign Priorities
2. Assign Attribute Points
3. Purchase Advantages (if any)
4. Purchase Initial Skills
5. Finishing Touches

Assign Priorities

To begin character construction, the player must assign a Priority Level from 0 to 4 to each of the four categories listed on the Master Character Table. The sum of Priority Levels must total 8. To determine the effect of these assignments, cross-reference the Priority Level assigned with the column for each of the four categories. This is explained in greater detail in the following section.

MASTER CHARACTER TABLE				
Priority	Attributes	Skills	Advantages	Ship
0	18	8	None	None
1	21	12	1 Pt	Stakeholder
2	24	16	2 pts	Class 1 or Stakeholder
3	27	20	3 pts	Class 2 or Stakeholder
4	30	24	4 pts	Class 3 or Stakeholder

Attributes determines the number of points that may be assigned to the character's initial attributes.

Skills determines the number of points used to purchase the character's initial training levels.

Advantages determines the number of points used to purchase the character's advantages.

Ship determines what kind of starship the character owns or part-owns.

Assign Attribute Points

As described above, the player determines how many Attribute Points are available to his character when he makes his Priority assignments. He may distribute the Attribute Points among the five attributes as he desires.

BLD, REF, LRN and CHA each have a final value equal to the number of attribute points assigned to them during character creation. INT, however, has a final value equal to *half* (round down) the Attribute Points assigned to it.

Each attribute is assigned a value that rates the character's relative ability within the field of that attribute. A human character's attributes are rated on a scale from 1 to 6. Characters may have one or more attributes that exceed this maximum (Exceptional Attribute advantage), but such attributes are rare.

ATTRIBUTE RATING TABLE	
1	Poor
2	Fair
3	Average
4	Good
5	Excellent
6	Remarkable
7+	Incredible

When assigning Attribute Points, bear in mind that each attribute is important in its own way. It may be tempting to give every character an Intuition of 6 and distribute the remaining points between the other attributes. Though this will produce good base target numbers for the character's skills, it costs twice as much, so it will leave him or her deficient in other areas.

Intuition is the best choice as far as skills are concerned, as it figures into three of the Characteristics. Reflexes is second-best for skills because it figures into two characteristics, but it is also used to determine a character's Initiative during combat.

The other three attributes figure into only one characteristic apiece, but each has important secondary uses. Build determines a character's damage capacity, and figures into the damage he inflicts in Unarmed Combat. A character's Learn sets certain limits on his initial selection, but it will also affect how quickly skills can be learned and improved. Giving a character a high Intuition and Reflexes is still a good idea.

Modifying Attributes

Once determined, Attribute Scores usually do not change over the course of play. The gamemaster may, however, modify them as a result of accident or other event during the campaign, or they may increase as a result of experience.

Attribute Saving Rolls

To determine the saving roll for each of the attributes, subtract the value of that attribute from 12 and write the result in the blank next to the Attribute on the Character Sheet.

Characteristics

Before the player can determine his characters skill targets, he must determine his or her characteristics, which provide the base for all skill rolls. Each characteristic is determined by subtracting two attributes from a base of 18. The characteristics and the relevant attributes are as follows:

Athletic: 18— (Build + Reflexes)

Physical: 18— (Reflexes + Intuition)

Mental: 18— (Intuition + Learn)

Social: 18— (Intuition + Charisma)

Purchase Skills

Having assigned a Priority Level to Skill, the player knows how many skill points he has available to purchase the character's initial skills.

It costs 1 Skill Point to purchase a Level 1 Skill. A player can purchase extra skill levels at a skill-point cost equal to the sum of the levels up to and including that level. Level 2 costs 2 more points, for a total of 3 points. Level 3 costs 6 points (1 + 2 + 3), which is 3 more points than Level 2. Level 8 costs 8 more points than level 7, for a total of 36 points. These costs are summarized in the following table.

PURCHASING SKILL LEVELS		
Skill Level	Cost (in Skill Points)	
	Incremental	Cumulative
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15
6	6	21

Initial Skill Restrictions

A starting character may not buy any skill at a level higher than the character's LRN Attribute. For example a character with LRN 4 can have no skill level higher than 4 at the time of character creation.

Calculate Skill Targets

Having determined a character's Base Characteristics, it is possible to calculate the skill roll targets for any skills the character possesses. To do this, consult the Master Skill list at the end of the Skills document, which lists the individual skills plus the characteristic that defines them. Subtracting the character's skill level from the characteristic gives the base skill target for that skill. In other words, it is this number that the player must roll or surpass on 2d6 to succeed at an unmodified skill attempt.

Purchase Advantages

To choose advantages for a character, the player chooses from among those described in the Advantages section. The point costs for the various advantages are given in the table at the head of that section.

Finishing Touches

By this time, the players have made all the most important decisions about their characters. All that remains is to calculate the last few statistics and round out his or her appearance and personality.

Initial Edge

Unless a character has the "Extra Edge" advantage, he starts with an Edge of 1. This value can be increased when Edge is used and through experience. There is no maximum value for Edge, but a character always has an Edge of at least 1.

Purchase Equipment

Unless the character has the Well-Equipped advantage, he has 200 Cr with which to purchase personal equipment from the *Equipment* section. Without the Well-Equipped advantage, the character is restricted to equipment with an A Availability Rating. Any Cr left over after purchasing equipment are added to the character's Initial assets.

Determine Initial Assets

Unless the character has the Wealth advantage, he has assets worth 500 Cr. These monies may not be used to buy equipment before the start of play. Any Cr the character has left over from his equipment allotment are added to the Initial Asset total.

Rounding Out the Character

Once a player has come up with all the necessary game statistics for his character, it is time to decide on details like a name, background, physical appearance, and personality.

Determine Ship

For many, this last step is the most important. Most players will have made their decision long before they get this far into the creation process.

A character who has assigned priority points to the Ship column is entitled to start the game with a personal starship. The player may choose the ship personally, or the gamemaster may determine Ship assignment.

Ship classes (broadly speaking)

Class 1 - Small freighter such as the Tarsus or a basically equipped Talon/Demon

Class 2 - Medium freighter such as the Galaxy, Hotted up Talon/Demon, or Orion Fighter or basically equipped Centurion

Class 3 - Drayman freighter, well equipped Centurion, Military fighter

(See the "Gemini Starships" document for more information on available starships).

The "Stakeholder" option enables two or more members of the party to share in a ship (freeing up priority allocations for other things), or character/s to have access to a ship but with NPC patron strings attached. The levels of stakeholder sum to determine the total Priority value of the ship. In this way a group of characters may together own a ship which is above Priority 4, with the GMs permission.

Optional Rule

A group of characters may take the total Priority value of their stakes and then break it down again into a number of smaller ships owned in partnership. A character with a high Priority in ship may elect to break this down into "Own ship" plus a stake in another.

Advantages

Following are the advantages and the points each one costs.

Ambidextrous	1
Cybered	1-3
Exceptional Attribute	2
Extra Edge	1-3
Natural Aptitude	2-3
Reputation	1-3
Sixth Sense	2
Toughness	2
Wealth	1-3
Well-Equipped	1-3

Ambidextrous

An ambidextrous character can use both hands equally well.

Cybered

A Cybered character has had one or more parts of his body replaced with a mechanical equivalent. Each point in Cybered gets a character one cybernetic replacement which has three abilities. Examples include:

Cyber-eye: Common abilities include low-light or infrared vision, magnification, digital camera, computer interface overlay (the ultimate HUD), targeting interface (+1 with Gunnery or a cyber-weapon).

Cyber-limb: Common abilities include +1 Reflexes (only with limb), +1 Build (ditto), secret compartment, inbuilt weapon, inbuilt toolkit (+1 with Technician skill or +1 with Security Systems).

Heart/Lung replacement: Common abilities include anti-toxin filtering, emergency 10-minute air supply, sound imitation, +1 Build.

"Braintop" computer interface: Common abilities include, +1 to LRN, +1 to Piloting, +2 to a mental or social skill* permanently, +1 to a mental or social skill* changeable between scenarios at the GMs discretion.

*Some skills are not very amenable to this, such as Impersonation, Seduction, Alternate Identity.

Cyberware is almost always quite bulky and very obvious even to the casual observer. "Discrete" is a cyber-ability which can be taken to reduce this.

Exceptional Attribute

A character who has purchased this advantage may buy one of his attributes 1 point higher than would normally be allowed, allowing a human character to have an attribute value of 7.

Note that the attribute points must still be assigned to raise the affected attribute to a 7. This advantage only allows the Exceptional Attribute. It does not purchase it.

Extra Edge

For every point a character invests in this advantage, his initial Edge score is increased by 1 point.

Natural Aptitude

A character with this advantage has a knack for one of the skills on the Master Skill list. He makes all skill rolls for that skill as if they were saving rolls (roll 3D6 and use the best two dice).

The cost depends on the type of skill. Combat skills cost 3 points, but non-combat skills cost only 2 points. The combat skills are: Archery, Blade, Gunnery, Small Arms, Support Weapons, Throwing Weapons, and Unarmed Combat.

For purposes of this advantage, non-combat skills are any skill that is not a combat skill as defined above.

Note that this advantage is so effective that a gamemaster may opt *not* to allow its use if he believes it may destroy the game balance of his campaign.

Reputation

A character with Reputation is known and viewed (usually) favourably by some group of people outside their immediate social circle. One point in this advantage means that the character is known and respected as an authority within their "field", which will usually be related to the skills they have chosen. Two points make the character a minor celebrity such as a sports or holovision star, and three points brings the character into the realm of "a household name".

Reputation is a two-edged advantage which in the hands of a skilled (or sadistic) GM can often cause almost as many problems as it solves.

Sixth Sense

A character with the advantage of Sixth Sense has a special ability to sense danger. Whenever the character is about to be attacked, he may make an untrained skill roll (3D6, taking the worst two dice) against his Mental Characteristic. If successful, he is forewarned of the attack, and is able to make a preemptive strike against his assailant.

At the gamemaster's discretion, the sensitivity of characters with Sixth Sense can be increased so that they may make a die roll to sense approaching danger. If so allowed, a sensitive character might sense a threat like the arrival of an enemy DropShip (with a substantial modifier), but would not detect the ship like a radar blip. He would simply feel that "something was amiss," or if his roll succeeded by a wide margin, he might tell his companions to "watch the sky."

Sixth Sense is a subtle ability that requires cooperation and communication between the gamemaster and the sensitive character. If this is not possible, the advantage is best not used.

Toughness

A character with this advantage has exceptional resistance to physical abuse. He may make Consciousness Rolls as if they were saving rolls (roll 3D6 and use the best two dice). At the gamemaster's option, Toughness may also withstand the effects of interrogation and other forms of physical duress, in which case it functions as Natural Aptitude.

Note that a character with this Advantage will be able to stay conscious longer than his body wants him to, which allows him to continue to fight when he is in mortal peril. Take care not to let Toughness be used to the point where a character continues to fight long enough to get himself killed.

Wealth

A character with the Wealth advantage starts the game with more initial assets than would normally be his lot. The extent of his resources depends on how many points he spends:

5,000 Cr	1pt
50,000 Cr	2pts
500,000 Cr	3pts

Note that these funds are not *added* to the 500 Cr that characters normally get. The character with the Wealth advantage gets one of the amounts specified above *instead* of the 500 Cr. He may *not* use these assets to purchase equipment during character generation. The nature of these assets (investments, real estate, vehicles (not spaceships)) should be determined in conjunction with the GM, and is limited to availability "A" items or availability "B" items purchased at black-market rates (see Equipment section).

Well-Equipped

Characters who have purchased this advantage start the game with better equipment than they would otherwise receive during character creation. In addition to increasing the amount of Cr the character may spend on equipment, this advantage makes more kinds of equipment available. The extent of these advantages depends on the points spent:

1,000 Cr worth of A or B Availability equipment	1 pt
5,000 Cr worth of A, B, or C Availability equipment	2 pts
25,000 Cr worth of A, B, or C Availability equipment	3 pts

This advantage also usually implies that the character starts with the in-game contacts to acquire more equipment of the appropriate Availability, with a little difficulty.

Character Advancement

Like real people characters develop and grow. Adventure Points (AP) and Skill Points (SP) measure the development in game terms.

Adventure points

The gamemaster rewards the players for good gaming by awarding their characters Adventure Points at the end of the game or at various points along the way if the adventure is an extended one or part of a campaign. Most AP will be awarded for successfully completing a mission and/or for good roleplaying.

Skill points

Skill points are the means by which a character qualifies for skill improvement. During gaming, characters will receive Skill points for skills that they use and practice.

Practical Experience

One of the best ways to learn a skill is to use it. In essence every time a character uses a skill he is practicing that skill. Unusual success or failure with that skill will often teach a character more about the skill he is trying to learn than countless hours of practice.

Every time a character rolls a 2 or a 12 while attempting to use a skill in the course of play, he will earn 1 Skill point for that skill. The gamemaster may also award Skill points any time he feels a character has used a skill in a particularly effective manner.

Training and Practice

Training and practice are the most common method for learning skills. At the end of every mission, all the characters receive a number of Skill points equal to their LRN to assign to their skills.

Time Passage

This method assumes that at least a week passes between missions. The Training and Practice bonus is not awarded at the end of any session that does not resolve the current mission or at end of any session whose action the gamemaster knows will resume before a week has passed.

At the end of every mission that will not be followed by another for a month or more, the character receives a number of Skill Points equal to his LRN Attribute for every month that will pass before the mission begins.

Improving Skills

A player may improve any of his character's skills between missions. To improve a skill, the character must spend 10 Skill points that were accumulated for that skill and a number of AP equal to the value of the new level. That is, raising a skill from Level 1 to 2 costs 2 AP, from 2 to 3 costs 3 AP, and so on.

Buying New Skills

To purchase a new skill, a character must buy the skill at Level 1, which requires 10 Skill points and 1 Adventure Point.

Improving Skills without Spending AP

From time to time, a character will be out of commission for a relatively long period. This character could reasonably expect to be able to improve his skills even though he is not out on missions.

It is possible to improve skills without spending AP by spending a number of Skill Points equal to 10 times the AP normally required. A character may not raise any skill level higher than his LRN Attribute by this method.

Improving Skills without Spending Skill Points

If a character sees a lot of action, he may end up with a lot of AP, but insufficient Skill Points to improve any of his skills. In such cases, the character may improve the skill by paying double the normal AP cost. This is somewhat inefficient, but may be the only option if the character is involved in an extended mission.

No character may raise his skill level higher than his LRN Attribute by this method.

Improving Attributes

A character may improve any of the primary Attributes by 1 level by spending AP equal to 10 times the value of the new level, except for ITN, which costs twice as much. Therefore, raising BLD, REF, LRN, or CHA from 3 to 4 costs 40 AP, and raising an Attribute from 4 to 5 costs 50 AP. Raising ITN from 3 to 4 costs 80 AP and raising ITN from 4 to 5 costs 100 AP.

Greater Edge

A character's Edge score may be raised 1 point by spending AP equal to 10 times the new score. Thus, it costs 30 AP to raise the Edge from 2 to 3, and 50 AP to raise the Edge from 4 to 5.