

Character Creation Process

A Determine Birth/Homeworld

Roll 2D and check on Homeworld table
Player may choose to re-roll for homeworld if birthworld skills are not satisfactory.

Birthworld (hex/sector/UWP)

Homeworld (hex/sector/UWP)

Homeworld skills

B Generate characteristics

DNA		mods
Str	+ =	
Dex	+ =	
End	+ =	
Int	+ =	
Edu	+ =	
Soc	+ =	

C EDUCATION/TRAINING p.71

D CAREERS

E MUSTERING OUT

F AGE/BIRTHDATE p.99

Aging Check p.97

Life

stage from	to	Terms	Str, Dex, End
3	18	25	1,2 —
4	26	33	3,4 —
5	34	41	5,6 2D < life Stage
6	42	49	7,8 2D < life Stage

Substitute dice

1	4	Player can substitute
2	5	(reroll) up to 6 dice during
3	6	character creation

Term		Career/education	Term		Career	Term		Career
years	LS	Substitute dice used	years	LS	Substitute dice used	years	LS	Substitute dice used

