

Chapter 06: Character Creation



Character Creation Process

I. Determine Race

A. Choose A Race and Possibly Sub Race: You may select any race from the Empire Races in the PC Empire Source Book per GM approval. The default is Human for players new to the FS game.

B. Record Base Attributes & Attribute Points: Each race has a full listing of the average attributes for that race. Copy all 15 attribute scores from the chart. Also record the characters movement base score. Look at the section that says Attribute Points. It lists a base number plus a d10 dice roll. Roll and record this. You will spend these later raising your base.

C. Record Starter Skills & Skill Points: Some races may have skills that instantly give the character a level 1 skill ranking. They will be listed by name. Just like attribute points, skill points have a base number plus a d10 dice roll. Roll and record this. You will spend these later raising your skill levels.

D. Record Race's Native Language: Each race has its own native language and the Empire's common language of galactic.

E. Calculate Wealth: Generally each race receives 20,000 galactic credits to start. Record this now, you will receive other forms of wealth during character creation and will use them to purchase gear at the end of the process.

II. Determine Background

A. Choose Alignment: The character may be of the five alignments; 1. Lawful, 2. Good, 3. Neutral, 4. Evil, or 5. Chaos. The majority of citizens of the Empire are either Good or Neutral. It is easier for the character to change their alignment during, if they are not satisfied with their original selection.

B. Choose A Caste: The characters caste represents the socio political and economic background of the character. Unless allowed by the GM, the character will be of Middle or Low caste. The character receives 10,000 credits in assorted monies. The different types are galactic credits, electronic galactic credits, and local credit coin from the local MCs, Clans, or Race Worlds. The caste also determines what social skills, languages, and lifestyle trappings the character has natively from their upbringing.

C. Determining Class: The characters class represents what the character has performed as a trade or career prior to becoming an adventurer. Classes are not restrictive to the character's future adventures and training, rather they make advancing certain skills and attributes easier for the character, and should be chosen with this in mind. The class determines the characters prime attribute which is the easiest for the character to train. The Profile Bonus gives the character 10 attribute points that can raise any combination of attributes in that profile on a 1 to 1 basis. The class will also give the character 10 skill ranks in a combination of skills and free advances of their choice. Each class will also give the character some basic gear.

III. Determining Attributes

A. Verify Attributes: The character should have the following calculated and recorded; base attribute scores for all 15 attributes and movement obtained from the race, a number of attribute points that was rolled by race, a prime attribute, and a profile bonus.

B. Prime Attribute(s): The prime attribute receives a 10 point bonus which should have been performed in II.C, verify that this was taken. Some races will have more than one prime attribute. In this case those 10 points can be spread between them.

C. Profile Bonus: The profile bonus represents the profile (personality, physical, or combat) that the character has been using for their class. The character should have spent 10 points raising these attributes on a 1 to 1 basis in II.C, verify that this was taken.

D. Spending Attribute Points: The character should have rolled for attribute points in I.B. These points can be spent on raising any attribute on a 1 to 1 basis. The exception is Attacks which cost 10 attribute points per attack.

E. Calculate Times of Action: The Times of Action are calculated by dividing Initiative (IN) by Attacks (A). Subtract this number from IN repetitively until 0. For example a character with IN 50 and A 2 would have times of action of 50 & 25.

F. Calculate Blow Damage: Blow damage is calculated using (ST/10) in d10s. For example a character with ST 50 would have a blow damage of 5d10.

IV. Determining Skills

A. Verify Skills: The character should have recorded skills from their race selection I.D, caste selection II.B, and class selection II.C, verify that you recorded them all. If any of the skills duplicated count this as level 2 or 3 respectively. Free Advances can be selected from any of the skills that the character has 0 levels in. No more than one can be spent on any single skill.

B. Spending Skill Points: The character should have calculated skill points in I.C. these can be spent advancing skills. Skills with 0 levels are purchased at skill level 1 for 1 skill point. If you wish to raise skills that already have levels, the skill points spent for the next level is equal to that level. For example to go from level 2 to level 3, it would cost 3 skill points. To go from level 1 to 3 it would cost 5 skill points (2+3). Ask the GM's permission before you increase any skill higher than level 3.

V. Wealth & Gear

A. Verify Wealth: The character should have gained wealth when selecting race in I.E, and selecting caste in II.B, verify that this has been recorded.

B. Purchase Gear: The character should have some gear that was gained when selecting their class in II.C. They may purchase additional gear with any electronic galactic credits, or galactic credits they may have.

VI. Describe Your Character

A. Writing a Description: This description should be combine the characters physical description based on their attributes, their competencies based on their skills, dress and outwards appearance based on their gear, and their outlook on life based on their alignment.

B. Writing a Character History: This history should be of the players own creativeness and based upon their race, caste and class selections.