

## A SUMMARY OF CHARACTER CREATION

For your convenience, here's a quick summary of the character creation process. Experienced players can simply go down the list to generate their next interstellar freebooter, while those new to the game can use it as a guide reference as they go through the steps detailed on the following pages. A blank character sheet can be found at the end of the book.

Note that some steps indicate that you should roll or pick skills, as described on page 7. The first time you roll or pick a skill, it starts at level-0. The second time, it becomes level-1. The third time, you can instead pick any other non-psychic skill of your choice that's less than level-1. No novice hero's skills can exceed level-1 during character creation.

1. Roll your six **attributes** or assign them from an array, using Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Attributes reflect the basic potential of your hero. Roll 3d6 six times and assign them in order, or use an array of 14, 12, 11, 10, 9, 7 assigned as you wish. If you randomly roll your scores you may then pick one attribute to change to a score of 14.
2. Mark down your **attribute modifiers** for each score. When rolling dice that are affected by an attribute, you don't apply the whole score; instead, you apply the attribute modifier. A score of 3 is a -2, 4–7 is a -1, 8–13 is no modifier, 14–17 is +1, and 18 is +2.
3. Pick a **background** from the list on page 9, one that most closely reflects your hero's past experiences. You gain the skill listed under the background name at level-0, which equates to an ordinary working knowledge of it.
4. Decide whether to roll for additional skills or pick them. **If you pick skills**, you can choose two more skills from the Learning table for your background, with the exception of entries that say "Any Skill", which you may not pick. You cannot pick entries from the Growth table. If you're not sure what to pick, just take the "Quick Skills" listed for your background at level-0, which include your background's beginning skill.
5. **If you choose to roll for your skills**, you can roll up to three times, dividing up your rolls between the Growth and Learning tables as you wish. When you roll on the Growth table, some results may say "+2 Physical" or "+2 Mental". In the former case, you can add two points to either Strength, Dexterity, or Constitution, or one point to two different stats. In the latter case, you can add two points to either Intelligence, Wisdom, or Charisma, or divide the bonus between two of them.
6. Choose your **class**, representing those talents you have that are most relevant to an adventurer's lifestyle. If your hero isn't well-described by Warrior, Expert, or Psychic, you can choose Adventurer and mix your class abilities.
7. Choose your **foci**, representing the side talents or particular specializations of your hero. You can pick one level of a focus of your choice. Characters with the Expert class or the Partial Expert feature of the Adventurer class get one level of a non-combat, non-psychic focus for free in addition to this. They can spend both levels on the same focus, starting with level 2 in it if they wish. Characters with the Warrior class or Partial Warrior feature of the Adventurer class can do the same in choosing one level of a combat focus.
8. Optionally, if your GM is allowing alien PCs or VI or True AI PCs, you can make your character into one such creature by spending your focus level on the appropriate origin focus. Aliens and VIs are described in the Xenobestiary chapter, starting on page 192, while True AIs are part of the deluxe *Stars Without Number* core book, starting on page 280.
9. **Now pick one non-psychic skill** of your choice to reflect your hero's outside interests, natural talents, hobby expertise, or other personal focus.
10. **If you've chosen the Psychic class** or chosen to be an Adventurer with the Partial Psychic ability, you are a psychic PC, with powers described in the following section, starting on page 28. Psychics can pick two psychic skills from those listed on page 8, while Partial Psychics can pick one. If a Psychic picks the same skill twice, they get it at level-1 expertise, and can pick a free level-1 technique from those listed for that discipline. Both Psychics and Partial Psychics get the level-0 abilities associated with their skills, as described under each discipline they possess. Both also have a maximum **Effort** score equal to 1 plus their highest psychic skill plus the better of their Wisdom or Constitution modifiers.
11. Roll your maximum **hit points** on 1d6, adding your Constitution modifier. Even a penalty can't reduce your hit points below 1. Warrior PCs