

STAR TREK

CODA CHARACTER GENERATION SUMMARY VER 1.4

➤ **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 & *Aliens*). If choosing Mixed Species consult your Narrator (*Star Trek Player's Guide* pg. 29)

Choose Profession: Profession and your Tier 1 Profession Ability (*Star Trek Player's Guide* pgs. 53-66)

Choose Elite Profession (*If Applicable*): Starship Elite Professions (*Star Trek Player's Guide* pgs. 67-77) and your Tier 1 Starship Profession Ability (*Star Trek Player's Guide* pgs. 67-77 & *Starfleet Operations Manual* pgs. 34-40)

➤ **Step Two: Select Attributes**

Prioritize your Attributes by choosing one of the following methods (*Star Trek Player's Guide* pgs. 78-83):

a) Random Method: Roll 2D6 9Times. Discard the 3 lowest.

b) Pick Method: 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.

Determine Reactions: Record your Reactions (*Star Trek Player's Guide* pgs. 145-146)

Determine & 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* pgs. 29 & 85)

Choose Flaw (*Optional*): You can take up to two flaws during Personal or Professional Development. Doing so allows you to also take a corresponding number of Edges. (*Star Trek Player's Guide* pg. 86)

Choose Edge: 1 Automatic Edge in either Personal or Professional Development. (*Star Trek Player's Guide* pg. 86)

Choose Personal Development: Record your Personal Development Package (*Star Trek Player's Guide* pgs. 87-89 & *Aliens* pg. 8).

Choose Professional Development: Record your Professional Development Package (*Star Trek Player's Guide* pgs. 90-96 & *Starfleet Operations Manual* pgs. 40).

➤ **Step Four: Finishing Touches**

Choose Favorite Attributes & Reaction: 2 Favorite Attributes and 1 Favorite Reaction (*Star Trek Player's Guide* pg. 51).

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 (*Optional*)**

Consult **Table 9.1: Advancement Picks** (*Star Trek Player's Guide* pg. 152) to help calculate the following:

Calculate Advancement: One Advancement per defined time period (*Star Trek Player's Guide* pgs. 97 & 152-153)

Choose Advancement Package (*Optional*): (*Starfleet Operations Manual* pgs. 41-42).

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 Applicable*): If Department head purchase Command & Promotion Edges (*Star Trek Player's Guide* pgs. 131 & 136)