



CharGen Checklist

Use this Checklist to guide you through Character Generation.

CharGen

CHARACTER GENERATION CHECKLIST

- 1 Determine character's **Homeworld** and default skills.
- 2 Determine **Sophont Race** and appropriate personal characteristics.
- 3 **Education** options (pre-Career)
 - A ED5 (no time required)
 - B Trade School (1 year/1 skill, select Major, Honors)
 - C College/University (4 years, select Major and Minor; Honors).
 - D Service Academy (4 years, select Major and Minor; Honors).
 - E Apprenticeship (life stage 4; Skill-4).
 - F Mentoring (2 years, Training +2)
- 4 Select **Career**, throw to Begin.
 - A If Failure (1 year), Retry if possible.
 - B If Retry fails (2 years), select different career and return to 4.
 - C Career Term Resolution (4 years).
 - 1 **Citizen/Functionary**. C/F Life= if successful, select job or hobby.
 - 2 **Entertainer**. Calculate term Fame; option" Big Break (Flux) once in career.
 - 3 **Craftsman**. Attempt Masterpiece
 - 4 **Agent**. Determine undercover career.
 - 5 **Rogue**. Determine Scheme career; can abandon before Risk and Reward.
 - 6 **Noble**. Determine Return from Exile if in Exile at start of term.
 - 7 Determine Risk and Reward/Intrigue if appropriate.
 - 9 Determine Rank, Commission/Tenure, Promotion/Elevation if appropriate.
 - 10 **Military (Army Navy Marines)**.
 - a Attend Command College if promoted to Officer4.
 - b Determine term Branch and annual Operations assignments.
 - c Resolve ANM School assignments (1 year, Knowledge-2)
 - d Determine term Branch and annual Operations assignments.
 - e Determine Medals.
 - 11 **Agent**. Determine Commendation.
 - 12 Determine skill eligibility (including automatic skills).
 - 13 Make aging checks if life stage 5+ (age 34 for Humans).
 - 14 Continue.
 - a Select career change (if appropriate) or
 - b Throw to Continue; return to 4C if successful.
- 5 **Muster Out**.
 - A Non-entertainers determine Fame.
 - B Determine automatics and entitlements.
 - C Throw for money or benefits.
- 6 Note date of birth and record character details for later use.

