Pre-gen menu

I apologize right off for taking this route, rather than the traditional "roll 'em up at the start" method. It does take a certain amount of creativity from the players. In my defense, I think I put together a very competent group of PC's, with a solid set of ship board skills and some other stuff mixed in. This method guarantees that each player has a plausible reason to be aboard the ship. Admittedly, it is a rather contrived group. I think there's fun to be had here, without giving it away.

Below are the basic game stats for twelve members of the Fat Angel's crew. The remaining five are NCP's. Basic stats are express in a simple 6 digit sequence outlined below. Attributes run from 2 to 12 under normal circumstances.

Skills are generally acquired during previous service in one of the major service branches (Navy, Merchant, Marine etc.). More skills are received per each four year term. The cost of more skill is time, hence older characters have more skills.

After selecting character (and notifying me), open the homeworld menu and select a world as your characters point of origin. Follow the instructions there, add skills for the appropriate tables.

After that it up to you to flesh out your character with description, history background. The worlds listed on the homeworld menu are little more that group of statistics. Feel free to flesh out the world itself, it's history, people and places as a part of building your character. I am very much the storytelling type Referee with a cavalier attitude toward game mechanics. The story is always primary, so the non-number parts of your character are the most important.

THE UPP (Universal Personality Profile)

Strength		Endurance		Education	
9	A	B	5	6	7
	Dexterity		Intelligence	Social Standing	

Letters express digits greater than 9 using only one space. A=10, B=11, C=12

Ship's Master
Service   Merchant   6 terms
UPP   587A98
Age   44 yrs

1

| Astrogation-3 | Ship's Boat-2 | Trader-1 | Admin-1 | Bribery-1 | Vacc-2 |
| Pilot-1 | Sensors-1 | First Aid-1 | Gunnery-1 | Computer-1 | Ship Tactic-1 |

Merchant Burser
Service   Merchant   5 terms
UPP   684BAA
Age   38 yrs

2

| Broker-3 | Bribery-2 | Admin-2 | Streetwise-2 | Trader-2 |
| Computer-2 | | | | |

1st Pilot
Service   Scout   3 terms
UPP   8A7965
Age   31 yrs

3

| Pilot-3 | Astrogation-1 | Computer-1 | Jack'oTrades | Survey-1 |
| Vacc-1 | Perception-1 | | | |

2nd Pilot
Service   Navy   1 terms
UPP   999679
Age   24

4

| Pilot-2 | Liasion-1 | Athletics-1 | Gambling-1 |

Language-1

1st Engineer
Service   Navy   8 terms
UPP   876785
Age   51

5

| Engin-3 | Gravitics-2 | Mech-2 | Elec-1 | Carousing-2 | Vacc-2 |
| Physics-2 | Instruction-1 | Naval Arch-1 | SMG-1 | Env Cbt-1 | Language-1 |

2nd Engineer
Service   Merchant   6 terms
UPP   6A7876
Age   42

6

| Astrogation-1 | Engin-2 | Elec-2 | Computer-1 | Vacc-1 |
| Pistol-1 | Grav Craft-1 | | | |

3rd Engineer
Service   Merchant   3 terms
UPP   98A754
Age   32

7

| Computer-2 | Sensors-2 | Engin-1 | Melee-1 | Vacc-1 |
| First Aid-1 | | | | |

Ship's Doctor
Service   Civilian   3 terms
UPP   684AAA
Age   43

8

| Medic-4 | Biology-3 | Chemistry-2 | Admin-2 | Music-1 |
| Grav Craft-1 | Gambling-1 | Language-1 | Psych-11 | |

2nd Medic
Service   Navy   3 terms
UPP   597897
Age   30

9

| Medic-2 | Computer-1 | Liaison-1 | Language-2 |
| Biology-2 | Chemistry-2 | | |

1st Steward
Service   Merchant   3 terms
UPP   AB8875
Age   30

10

| Steward-1 | Gambling-2 | Pistol-1 | Intrusion-1 | Jack'oTrades |
| Perception-1 | Streetwise-1 | | | |

1st Deckhand
Service   Marine   6 terms
UPP   857775
Age   42

11

| Grav Craft-1 | Gunnery-1 | Rifle-1 | Forgery-1 | Tactics-2 |
| Blade-2 | Battle Dress-1 | Melee-1 | | |

2nd Deckhand
Service   Army   3 terms
UPP   7AC686
Age   36

12

| Grav Craft-2 | Carousing-2 | Screens-1 | Gunnery-1 |
| Vacc-1 | Melee-1 | Language-2 | |