

# Character Generation Sequence

Pre-Service Development Phase -- Roll Only Once

Roll PCs Race & Species (See Article “**Sentient Species**”)

*and then*

Roll PCs Characteristics: Strength, Dexterity, Agility, Endurance, Body Mass, Appearance, Intelligence, Charisma, Determination, Perception, Integrity, Social Status and Psionic Aptitude  
(Make appropriate adjustments for race and sex)  
(See Article “**Universal Personality Profile**”)

*and then*

Roll Details of PCs Homeworld (See Article “**Homeworld Generation**”)

*and then*

Roll Details of PCs Personal Identity (Height / Weight / Eye Color / Hair Color / Facial Hair / Vision / Hearing / Allergies / Phobias / Diseases Contracted / Unique Medical Conditions)  
(See Article “**Personal Identity**”)

*and then*

Roll Details of PCs Family Background (Details about Parents & Siblings) (See “**Family Background**”)

*and then*

Roll Details of PCs Secondary Education (Selection of High School: Public / State Reformatory / Religious / Home-Schooled / Military Academy / Private Elite Boarding School)  
(See Article “**Secondary Education**”)

*and then*

Roll Details of PCs Higher Education (Acceptance to Institution / Scholarships / ROTC Program / Graduation / Honors / Degrees / Academic Skills)  
(See Article “**Higher Education**”)

*and then*

Roll Details of PCs Financial Background  
(See Article “**Personal Wealth**”)

*and then*

Military Service Development Phase -- Roll Only Once

**Enlisted Career Training Path** (*Not Currently In Use*)

Roll Universal Draft vs. Voluntary Enlistment (roll Echelon\* and Service)  
(See Article “**Military Service**”)

*and then*

Roll Initial Military Training (referred to as Basic Training for Army, Boot Camp for Marines and Recruit Training for Navy) (rank E-01) (Duration of two months) \*\*

*and then*

Roll Branch Specialty Training (referred to as Advanced Individual Training School (AIT) for the Army, Technical Training for the Marines, or Alpha School for the Navy)  
(rank E-03) (Duration of 10 months) (See Article “**Training Schools**”)

*and having reached the rank of E-05*

Roll NCO or Petty Officer’s Academy (rank E-05) (one-year program)

*and having reached the rank of E-07*

Roll Sergeant Major or Chief Petty Officer’s (CPO) Academy (rank E-07) (one-year program)

\* Echelon denotes governmental level of service, i.e., state, national, planetary, colonial or the Imperial.  
PC may start at a lower echelon and move to a higher one.

\*\* Initial Military Training and Branch Specialty Training are accomplished in the first year of military service.

## Officer Career Training Path

Roll Commissioning Program (Service Academy, College Degree + ROTC, Direct Commission for Specialty Career Fields – personnel with PhDs, MDs, JDs)

*or*

College Degree (without ROTC) + Officer Candidate School (OCS) (1 year program)

*or*

(qualified enlisted and non-commissioned officers may be selected for appointment to one of the Service Academies or receive a Battlefield Commissions under specific circumstances or the GM may award a special commission under certain circumstances) (See Article “**Officer Commissions**”)

*and then*

Roll Officer Branch Basic Course (rank O-01) (1 year program)

*and having reached the rank of O-03*

Roll Officer Branch Advanced Course (rank O-03) (1 year program)

*and having reached the rank of O-05*

Roll Joint Command & General Staff College (rank O-05) (1 year program) (+Masters Degree<sup>^</sup>)

*and having reached the rank of O-07*

Roll Imperial War College or Imperial Naval College (rank O-07) (1 year program)

(+Doctorate Degree<sup>^</sup>)

<sup>^</sup> Masters, Doctorate and Fellows Degrees are awarded in either Military or Naval Science

## Military Service Development Phase -- Roll Annually

Roll General Assignment (Choices: Base / Unit / Ship / Special Assignment)

(for Base include Name of Installation, Planetary Location & Name of CO)

(for Unit include Unit Designation, Name of CO & Planetary Location)

(for Ship include Ship’s Name & Class, Name of Captain & Sub-Sector Location)

(for Special Assignment roll below)

(See Article “**Duty Assignments**”)

*or*

Roll Special Assignment (See “**Special Assignments**” for each service)

*and then*

Roll Position (Selection: Crew Member (for Ship) / Service Member (for Unit) / Staff or Command / Student or Instructor / Detached Duty / Patient / POW)

(See Article “**Unit Positions**”)

*and then*

Roll Mission (See “Mission” for each service)

(See Article “**Missions**”)

*and then*

Roll Enemy (Choices: Foreign Military Force / Hostile Planetary Forces / Insurgent Group / Rioting Citizenry / Alien Insect Horde / Pirates / Mercenary Unit)

*and then*

Roll Mission Outcome (Victory or Defeat with Percentage of Casualties (for both sides))

*and then*

Roll Survival (Death (KIA) or Wounded (if wounded include Location and Degree of Injury))

(See Article “**Survival**”)

*and then*

Roll Combatant Status (On Duty (if victorious) / Evaded & Rescued / Continued Military Resistance (if MIA) / Captured (POW)) (if captured detail the severity of treatment as Excellent, Humane or Inhumane. Also determine: Contacts Made / Skills Acquired / Attempts Made to

Escape / Finally Disposition (Escaped & Evaded, Rescued by Friendly Force, Exchanged for Enemy Prisoner or Released Upon Conclusion of Conflict)

*and then*

(If Wounded) Roll Disabilities Suffered (Options: None or detail Type of Disability (Physical / Emotional / Psychiatric) / Method of Treatment / Rehabilitation (Options: Physical Rehab / Cosmetic Surgery / Cybernetic Implants / Nano-technology / Gene-therapy / Psychiatric Medication / Neuro-Reprogramming / Counseling)

*and then*

Roll Final Disposition (if PC sustained disability the convening medical authority may return them to Active Duty or Place them on Medical Hold (one year for further evaluation) or Determine them Unfit for Continued Service offering them an Honorable Discharge)

*And then*

Roll Efficiency or Fitness Rating (Excellent, Average or Poor: If Poor Rating – Roll for Administrative Disciplinary

Action (Article 15) or Criminal Court Marshal with Trial and Verdict, and if convicted, Sentencing. (If POW see “Prison Survival”. Process includes Contacts Made and Skills Acquired and Escapes attempted))

(See Article “**Efficiency Report / Fitness Rating**”)

*and then*

Roll Awards & Decorations (Non-Combat Achievement Awards / Combat Medals)

(See Article “**Awards & Decorations**”)

*and then*

Roll Skill Badges & Special Recognitions (Combat and Command Stars)

*and then*

Roll Skills (Choices: Training School / Skill Unit Credits Earned)

(See Articles “**Skill Descriptions**” and “**Comprehensive Skill List**” for each branch / service)

*and then*

Roll Security Clearance (Options: None / Confidential / Secret / Most Secret)

*and then*

Roll Promotion (Determinates include Time-In-Service / Time-In-Grade / Formal Education DMs / Skill DMs / Award & Decoration DMs / Efficiency or Fitness Report DMs)

(See Article “**Promotion Process**”)

*and then*

Roll Aging (Use Adjustment DMs)

(See Article “**Aging Tables**”)

*and then*

Roll Experience Points (for Skill & Characteristic Increases & Personal Contacts Made)

*and then*

Roll Reenlistment – Options: Reenlist for New Four-Year Term (Enlisted Only) / Forced Separation or Denial of Reenlistment, Voluntary Resignation for Good of the Service, Court Marshal Conviction (with Bad Conduct or Dishonorable Discharge), Reduction In Force, Voluntary Resignation (Officers Only) or Retirement after 20+ Years of Service with Honorable Discharge

Post-Service Development Phase -- Roll Once

Roll Military Retirement Pension (Determine Amount) and Other Benefits Received

*and then*

Roll Current Income (Investments / Real Estate Holdings / Lotto & Gambling Winnings / Cash on Hand)

*and then*

Roll Current Debt (Personal Loans / Credit Card Debt / Taxes Owed / Court Judgments)

*and then*

Roll Bank Credit Line and Credit Card Balance & Limit

*and then*

Roll Personal Contacts (Whether they are a Mentor or Nemesis, Friend or Enemy and their Levels of Authority (Status of Personal Power or Knowledge))

*and then*

Roll Travel Companion (None / Robot / Android / Animal / Best Friend / Spouse / Child / Servant)

*and then*

Roll Membership in Professional Organization (None / Associations / Unions / Guilds) (Optional)

*and then*

Roll for Skill Certifications (Only if member in professional organization) (Optional)

*and then*

Roll Government & Corporate Licenses & Permits Held (Concealed Weapons / Arms Dealer / Private Investigator / Vehicle or Equipment Operators Licenses / Explosive Handler Permit / Data Accesses / Private Mercenary / Corporate Security Clearances / Bounty Hunter License) (Optional)

*and then*

Purchase Personal Equipment (Weapons / Armor / Electronics / Vehicles / Starships)

*and then*

Roll Employment Offers (from: Mega-Corporations / Mercenary Units / Government Agencies / Criminal Organizations / Commercial Starships). If PC separates or retires from the military PC may accept employment offers or choose to adventure for number of years (see GM).