CEPHEUS DELUXE

CHARACTER CREATION WORKSHEET

PLAYER:_____

SKILL TRACKER

SKILL	RANKS
ADMIN	UNTRAINED 0 1 2 3 4 5
AIRCRAFT	UNTRAINED 0 1 2 3 4 5
ANIMALS	UNTRAINED 0 1 2 3 4 5
ATHLETICS	UNTRAINED 0 1 2 3 4 5
CAROUSING	UNTRAINED 0 1 2 3 4 5
COMPUTER	UNTRAINED 0 1 2 3 4 5
DECEPTION	UNTRAINED 0 1 2 3 4 5
DEMOLITIONS	UNTRAINED 0 1 2 3 4 5
DRIVING	UNTRAINED 0 1 2 3 4 5
ENGINEERING	UNTRAINED 0 1 2 3 4 5
GRAV VEHICLES	UNTRAINED 0 1 2 3 4 5
GUN COMBAT	UNTRAINED 0 1 2 3 4 5
GUNNERY	UNTRAINED 0 1 2 3 4 5
HEAVY WEAPONS	UNTRAINED 0 1 2 3 4 5
INVESTIGATION	UNTRAINED 0 1 2 3 4 5
JACK O' TRADES	UNTRAINED 0 1 2 3 4 5
LEADERSHIP	UNTRAINED 0 1 2 3 4 5
LIAISON	UNTRAINED 0 1 2 3 4 5
MEDICINE	UNTRAINED 0 1 2 3 4 5
MELEE COMBAT	UNTRAINED 0 1 2 3 4 5
PILOTING	UNTRAINED 0 1 2 3 4 5
REECON	UNTRAINED 0 1 2 3 4 5
REPAIR	UNTRAINED 0 1 2 3 4 5
SCIENCE	UNTRAINED 0 1 2 3 4 5
STEALTH	UNTRAINED 0 1 2 3 4 5
STEWARD	UNTRAINED 0 1 2 3 4 5
STREETWISE	UNTRAINED 0 1 2 3 4 5
SURVIVAL	UNTRAINED 0 1 2 3 4 5
TACTICS	UNTRAINED 0 1 2 3 4 5
WATERCRAFT	UNTRAINED 0 1 2 3 4 5
ZERO-G	UNTRAINED 0 1 2 3 4 5

STEP 1 - GENERATE CHARACTERISTICS

CHARACTERISTICS

	SCORE		DM
		STR STRENGTH	
		DEX DEXTERITY	
		END ENDURANCE	
		INT INTELLIGENCE	
		EDU EDUCATION	
		SOC SOCIAL STANDING	

CHARACTERISTIC DMS

SCORE	DM
0-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+3
15-17	+3
18-20	+4

LANGUAGES

STEP 2 - CHOOSE 1 HOMEWORLD SKILL

CHOOSE ONE SKILL FROM THE CHOICES AVAILABLE TO YOUR HOMEWORLD TYPE

HIGH-TECH CORE WORLD . . . . COMPUTER 1, GRAV VEHICLES 1, STREETWISE 1

WATER WORLD . . . . WATERCRAFT 1, REPAIR 1, ATHLETICS 1

CAPITAL WORLD . . . . CAROUSING 1, GRAV VEHICLE 1, LIAISON 1

FRONTIER COLONY . . . . DRIVING 1, WATERCRAFT 1, SURVIVAL 1

INHOSPITABLE OUTPOST . . . . REPAIR 1, SCIENCE 1, ZERO-G 1

PRIMITIVE BACKWATER . . . . ANIMALS 1, RECON 1, SURVIVAL 1

STEP 3 - CAREERS

TERM 1 STARTING AGE: 18   RANK: 0 _____
CAREER: _____

CHOOSE 1 SERVICE SKILL AT LEVEL 1 • TAKE REMAINING SERVICE SKILLS AT LEVEL 0

PICK TWO SKILL LEVELS FROM ANY OF THE AVAILABLE SKILL TABLES FOR THE CAREER
[*see page 20-21 for details and restrictions*]

ROLL ON CAREER EVENT TABLE [ROLL:_____]
EVENT: _____
_____
_____ INCREASE AGE _____

TERM 2 STARTING AGE:_____   RANK: 0 _____
CAREER: _____

PICK TWO SKILL LEVELS FROM ANY OF THE AVAILABLE SKILL TABLES FOR THE CAREER
[*see page 20-21 for details and restrictions*]

RANK IMPROVES BY 1 _____

ROLL ON CAREER EVENT TABLE [ROLL:_____]
EVENT: _____
_____
_____ INCREASE AGE _____

TERM 3 STARTING AGE:_____   RANK: 1 _____
CAREER: _____

PICK TWO SKILL LEVELS FROM ANY OF THE AVAILABLE SKILL TABLES FOR THE CAREER
[*see page 20-21 for details and restrictions*]

ROLL ON CAREER EVENT TABLE [ROLL:_____]
EVENT: _____
_____
_____ INCREASE AGE _____

CEPHEUS DELUXE

CHARACTER CREATION WORKSHEET   PAGE 2

PLAYER:_____

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STEP 3 - CAREERS [CONTINUED]

TERM 4 STARTING AGE:_____   RANK: 1 _____

CAREER: _____

PICK ONE SKILL LEVEL FROM ANY OF THE AVAILABLE SKILL TABLES FOR THE CAREER
[*see page 20-21 for details and restrictions*]

RANK IMPROVES BY 1 _____

ROLL ON CAREER EVENT TABLE [ROLL:_____]

EVENT: _____

_____ INCREASE AGE _____

ROLL FOR AGING EFFECTS [ROLL 2D-TERMS - SEE PAGE 37 FOR DETAILS]

TERM 5 STARTING AGE:_____   RANK: 2 _____

CAREER: _____

PICK ONE SKILL LEVEL FROM ANY OF THE AVAILABLE SKILL TABLES FOR THE CAREER
[*see page 20-21 for details and restrictions*]

ROLL ON CAREER EVENT TABLE [ROLL:_____]

EVENT: _____

_____ INCREASE AGE _____

ROLL FOR AGING EFFECTS [ROLL 2D-TERMS - SEE PAGE 37 FOR DETAILS]_

TERM 6 STARTING AGE:_____   RANK: 2 _____

CAREER: _____

PICK ONE SKILL LEVEL FROM ANY OF THE AVAILABLE SKILL TABLES FOR THE CAREER
[*see page 20-21 for details and restrictions*]

RANK IMPROVES BY 1 _____

ROLL ON CAREER EVENT TABLE [ROLL:_____]

EVENT: _____

_____ INCREASE AGE _____

ROLL FOR AGING EFFECTS [ROLL 2D-TERMS - SEE PAGE 37 FOR DETAILS]

TERM 7 STARTING AGE:_____   RANK: 3 _____

CAREER: _____

PICK ONE SKILL LEVEL FROM ANY OF THE AVAILABLE SKILL TABLES FOR THE CAREER
[*see page 20-21 for details and restrictions*]

ROLL ON CAREER EVENT TABLE [ROLL:_____]

EVENT: _____

_____ INCREASE AGE _____

ROLL FOR AGING EFFECTS [ROLL 2D-TERMS - SEE PAGE 37 FOR DETAILS]_

MUSTERING OUT BENEFITS

PAGE 20-21 FOR DETAILS • PAGE 36 HAS BENEFIT DESCRIPTIONS

RETIREMENT PAY

FIVE TERMS OR MORE = RETIREMENT PAY
SEE PAGE 36

SELECT TRAITS

ONE FOR EVERY TWO TERMS • TRAITS BEGIN ON PAGE 41

STEP 4 - CALCULATE STAMINA AND LIFEBLOOD   SEE PAGE 39 FOR DETAILS.

STAMINA = END CHARACTERISTIC + ATHLETICS SKILL
LIFEBLOOD = 2 TIMES END CHARACTERISTIC + ATHLETICS SKILL

STEP 5 - FINALIZE YOUR CHARACTER   SEE PAGE 39 FOR DETAILS.

CHARACTER NAME: _____

COPY ALL THE INFORMATION TO YOUR CHARACTER RECORD