Creation & Advancement

Rules around character creation and advancement.

- Creation
  - Creation Steps
  - Roles
- Milestones & Advancements

Creation

Rules related to character creation.

Creation Steps

This section details the process for creating a character. Follow each step in order entirely before moving on to the next step.

1. Choose a name, pronouns, and general character concept.

2. Choose your Species. Most characters in the universe are Human (or Near-Human), but many other cultures play prominent roles, including droids. Add +2 to a skill in which your species or culture excels due to physiology or sociology.

3. Choose your starting Attributes. All Attributes start at 1D, except FOR, which starts at 0D and can only be improved after taking the **Force Sensitive** Edge. Add 1D to four different Attributes in which your character is proficient. See derived statistics on how attributes influence your character's combat readiness.

4. Choose your Role. Select a Role (see Roles) that best reflects your character's background at the start of the campaign—but does not define who they might become in the future. Roles provide additional bonuses to Attributes and Skills and a list of starting equipment.

5. Choose an Edge. Select one Edge (see *Edges*) representing your character's signature ability. You can ignore any skill-based prerequisites for this Edge.

6. Starting Milestones. Characters generally begin a campaign having achieved no Milestones. However, at the GM's discretion, more experienced characters might begin with a set number of Milestones already achieved. For each Milestone, characters can gain Edges and increase their Attributes and Skills (see *Milestones and Advancement*).

7. Starting Credits. Each character starts a new campaign with 400 credits, which they may save or use to purchase additional items (see *The Marketplace*). At the GM's discretion, characters may begin the campaign with fewer or more credits. They can also give new characters up to 1,000 additional starting credits per Milestone achieved.

8. Fill in the rest of your character sheet. Note your weapons, armor (and Armor Dice), and other equipment. Then calculate your **Derived Statistics**. Finally, write a description of your character's appearance or attach an image—and add any information about their personality or background.

Roles

Each character has a role that represents the most significant set of background and skills for their life experience at the start of a campaign. Their role determines where they came from—but not necessarily where they are going next. Roles provide attribute and skill boosts, along with starting equipment for new characters.

Diplomat

+1D KNO, +2D PER

+1 Skill Boost (choose four): Agility, Blasters, Melee, Galaxy, Streetwise, Willpower, Xenology, Persuade, Tactics, Deceive, Hide, Search, Intimidate, Computers

Starting Gear: Holdout blaster, survival pack, comlink, datapad, pocket scrambler, underlayer flak armor

Doctor

+1D KNO, +2D TEC

+1 Skill Boost (choose four): Agility, Blasters, Melee, Galaxy, Willpower, Xenology, Search, Stamina, Computers, Medicine

Starting Gear: Holdout blaster, survival pack, comlink, medpacs (2), 200 extra credits

Engineer

+1D MEC, +2D TEC

+1 Skill Boost (choose four): Agility, Blasters, Melee, Throw, Galaxy, Streetwise, Drive, Gunnery, Sensors, Search, Stamina, Armament, Computers, Droids, Vehicles

Starting Gear: Combat knife, holdout blaster, survival pack, comlink, datapad, underlayer flak armor

Entertainer

+1D KNO, +2D PER

+1 Skill Boost (choose four): Agility, Blasters, Melee, Steal, Throw, Galaxy, Streetwise, Persuade, Tactics, Deceive, Hide, Search, Athletics, Stamina

Starting Gear: Holdout blaster, survival pack, comlink, datapad, repair kit, 200 extra credits

Hunter

+2D DEX, +1D PER

+1 Skill Boost (choose four): Agility, Blasters, Melee, Steal, Throw, Galaxy, Streetwise, Survival, Drive, Gunnery, Pilot, Hide, Search, Athletics, Brawl, Intimidate, Stamina, Armament

Starting Gear: Combat knife, blaster pistol, survival pack, comlink, macrobinoculars, binders, underlayer flak armor

Infiltrator

+1D DEX, +2D PER

+1 Skill Boost (choose four): Agility, Blasters, Melee, Steal, Throw, Streetwise, Survival, Deceive, Hide, Search, Athletics, Brawl, Stamina, Computers, Droids

Starting Gear: Combat knife, holdout blaster, survival pack, data spike, comlink, underlayer flak armor

Noble

+2D KNO, +1D PER

+1 Skill Boost (choose four): Agility, Blasters, Melee, Galaxy, Streetwise, Xenology, Persuade, Tactics, Deceive, Hide, Search, Intimidate

Starting Gear: Survival pack, comlink, datapad, 400 extra credits

Pilot

+2D MEC, +1D TEC

+1 Skill Boost (choose four): Agility, Blasters, Galaxy, Streetwise, Astrogation, Drive, Gunnery, Pilot, Sensors, Search, Computers, Droids, Vehicles

Starting Gear: Blaster pistol, survival pack, comlink, underlayer flak armor

Laborer

+2D STR, +1D TEC

+1 Skill Boost (choose four): Throw, Brawl, Athletics, Stamina, Hide, Search, Streetwise, Survival, Drive, Armament, Droids, Medicine, Vehicles

Starting Gear: Truncheon, survival pack, all-weather cloak, comlink, datapad, repair kit, 200 extra credits

Scavenger

+1D PER, +2D TEC

+1 Skill Boost (choose four): Agility, Blasters, Melee, Steal, Galaxy, Streetwise, Survival, Astrogation, Drive, Gunnery, Pilot, Sensors, Persuade, Hide, Search, Athletics, Armament, Computers, Droids, Vehicles

Starting Gear: Truncheon, blaster pistol, survival pack, comlink, datapad, underlayer flak armor

Scholar

+2D KNO, +1D TEC

+1 Skill Boost (choose four): Agility, Blasters, Galaxy, Streetwise, Willpower, Xenology, Astrogation, Sensors, Search, Armament, Computers, Droids, Medicine, Vehicles

Starting Gear: Holdout blaster, survival pack, comlink, datapad, fusion lantern, 200 extra credits

Scout

+1D DEX, +2D PER

+1 Skill Boost (choose four): Agility, Blasters, Melee, Steal, Throw, Galaxy, Streetwise, Survival, Xenology, Astrogation, Drive, Pilot, Sensors, Hide, Search, Medicine, Vehicles

Starting Gear: Combat knife, blaster pistol, survival pack, comlink, datapad, macrobinoculars, underlayer flak armor

Scoundrel

+1D DEX, +2D MEC

+1 Skill Boost (choose four): Agility, Blasters, Melee, Steal, Throw, Streetwise, Astrogation, Drive, Gunnery, Pilot, Sensors, Hide, Search, Armament, Computers, Vehicles

Starting Gear: Truncheon, blaster pistol, survival pack, comlink, underlayer flak armor

Soldier

+2D DEX, +1D STR

+1 Skill Boost (choose four): Agility, Blasters, Melee, Throw, Drive, Gunnery, Sensors, Hide, Search, Athletics, Brawl, Intimidate, Stamina, Armament, Medicine, Vehicles

Starting Gear: Combat knife, blaster pistol, survival pack, comlink, datapad, underlayer flak armor

Spy

+1D DEX, +2D PER

+1 Skill Boost (choose four): Agility, Blasters, Melee, Steal, Throw, Galaxy, Streetwise, Astrogation, Sensors, Hide, Search, Athletics, Brawl, Intimidate, Swim, Armament, Computers

Starting Gear: Combat knife, holdout blaster, survival pack, comlink, datapad, pocket scrambler, underlayer flak armor

Thug

+1D DEX, +2D STR

+1 Skill Boost (choose four): Agility, Blasters, Melee, Throw, Streetwise, Willpower, Drive, Search, Athletics, Brawl, Intimidate, Stamina

Starting Gear: Brass knuckles, blaster pistol, survival pack, comlink, underlayer flak armor

Trader

+1D STR, +1D KNO, +1D PER

+1 Skill Boost (choose four): Blasters, Melee, Galaxy, Streetwise, Xenology, Astrogation, Sensors, Persuade, Deceive, Search, Computers, Droids, Medicine, Vehicles

Starting Gear: Truncheon, holdout blaster, survival pack, comlink, datapad, 200 extra credits

Milestones & Advancements

Reaching Milestones

At their discretion, the GM awards characters with a **Milestone** at the end of an adventure—or when they achieve a significant goal in the campaign story. For short campaigns, GMs might reward Milestones every few sessions, while longer ongoing campaigns may achieve Milestones every 5-10 sessions.

When a character receives a Milestone, they choose two **Minor Advancements** and one **Major Advancement**.

Minor Advancements

Upon achieving a Milestone, choose two different advancements from the following list:

- Increase one Attribute by 1D (up to 3D max)
- Increase four different Skills by +1 (up to +1 max)
- Increase two different Skills by +1 (up to +3 max)
- Increase one Skill by +2 (up to +3 max)
- Improve one Skill by +1 (up to +6 max)

Major Advancements

Upon achieving a Milestone, choose one advancement from the following list:

- Increase two different Attributes by 1D (up to 3D max)
- Increase one Attribute by 1D (up to 6D max)
- Increase four different Skills by +1 (up to +3 max)
- Increase two different Skills by +2 (up to +3 max)
- Increase one Skill by +1 (up to +6 max) and gain an Edge (see *Edges*)