

Character Creation

0. Choose a Ship and Crew

Your characters will be influenced by the ship you fly, so discuss the ship selection for your game first. Pick the ship now, but detail the ship during crew creation.

1. Choose a Playbook

Your playbook determines your character's role and reputation, their **special abilities**, and how they advance. Multiple players can choose the same playbook.

2. Choose a Starting Ability

Playbooks begin with a **starting ability** marked. Note that starting abilities cannot be selected using Veteran.

If you want to play a xeno with unique abilities, replace your **starting ability** with the following:

“**Xeno:** You may spend **stress** (0-2) to perform an inhuman feat only members of your species can do.”

3. Choose a Special Ability

Choose from the list on your sheet. If you're unsure, choose the first one (it's placed there as a good default choice).

4. Choose a Heritage

Pick one on the sheet and add a note about your family life. **(Page 2)**

5. Choose a Background

Pick one on the sheet and add a detail about your specific history. **(Page 2)**

6. Assign Action Dots

Assign **four additional action points**. No action may begin with a rating higher than 2. After character creation, action ratings may advance up to 3. **(Page 4)**

7. Choose One Friend and One Rival

You know all of the people here well. Mark someone on your list who is a close friend, long-time ally, family relation, lover, etc. (the upward-pointing triangle). Mark another who is a former friend turned rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

8. Choose Your Vice

Pick your preferred type of **vice** (or two) and detail it with a short description.

9. Record Your Name, Alias, and Look

Choose from the lists **(Page 3)**, or write down your own.

10. Review Your Details

Read your experience triggers and ways you can earn **xp**. Everyone has access to all the gear on their sheet, but the items listed in the grey section are **special items** unique to your playbook.

HERITAGE

Your character's heritage describes their upbringing or family. Pick a heritage and decide if you're native to Procyon or from elsewhere in the Hegemony. When you choose a heritage, mark it on the list on your playbook, then write a detail about your family life on the line above. For example, you might choose imperial heritage, and then write Once powerful Core-world Nobles, now destitute. Or you might choose colonist heritage and write Dathalak farmers from closer to the Core. Each heritage is described briefly below.

- Those with **IMPERIAL** heritage hail from Warren or the Core worlds. You were brought up educated in ways of the Hegemony, through a Guild vocational education, Cult teachings, or Noble family tutors.
- If you'd rather be more at home on a creaking ship, you could be from a **SPACER** family. Ice miners, station mechanics, and most merchants are born, grow old, and die in space—and may or may not view your terrestrial ventures with suspicion.
- The exact opposite are **COLONIST** families. Farmers, miners, and terraformers form the backbone of the Hegemony. Fighting for a living on the borders of planets, these folks deal with alien beasts and odd Precursor ruins more than most.
- **MANUFACTURED** “families” are fundamentally controlled in some way by the Guilds—for example, a Yaru clone who's escaped from a facility or a Urbot that's avoided routine memory wipes. You may often have to hide your origin and independence.
- If you want to be without a planet to call home, you could be from a **WANDERER** heritage. A small but notable portion of the Hegemony move from planet to planet, as opportunities emerge and galactic economic cycles shift. Or just follow where the Way takes you.
- **XENO** families are as diverse as the countless kinds of xenos in the galaxy. You were raised in a non-human culture. Xenos struggle to find acceptance in the Hegemony, and many of their practices are seen as strange or unusual.

BACKGROUND

Your heritage covers how you were raised, but your background covers what you've been doing before you joined the crew. Pick a background option from the list on your playbook, then write a detail about it specific to your character. For example, you could choose labor, and then write Gas miner on Aleph. Or you might choose syndicate and write Former assassin for the Ashen Knives. Backgrounds are briefly detailed below:

- **ACADEMIC** : A professor, student, researcher, or other knowledge driven vocation.
- **LABOR** : A factory worker, driver, dockhand, miner, or other tradesperson. The majority of the Hegemony is of this background.
- **CULT**: Part of a Cult, officially sanctioned or not. A holy warrior, priest, or religious devotee.
- **GUILDER** : Involved in the of machinations of a Guild, such as a ship designer, financial analyst, or logistics officer.
- **MILITARY**: A Hegemonic soldier, mercenary, intelligence operative, strategist, training instructor, etc.
- **NOBLE**: Living the life of luxury, such as a dilettante, someone caught up in House politics, etc.
- **SYNDICATE** : Part of an organized criminal gang, from the lowest lookout to ousted former crime lord.

NAME, ALIAS, AND LOOK

NAMES: Abra, Aria, Chendra, Cord, Del, Duncan, Ed, Entex, Espa, Faykan, Faye, Finn, Fox, Gaius, Garm, Garrus, Genera, Greeg, Gurney, Han, Hirak, Hondo, Ignor, Jaana, Jango, Jerec, Jet, Jung, Kai, Kalo, Kahlee, Kasumi, Kirk, Kit, Lando, Leto, Liara, Lotus, Mevakor, Mill, Mino, Miranda, Mordin, Naimon, Needa, Oola, Orrin, Paul, Poe, Potak, Praxis, Quinton, Rey, Rocco, Saldeed, Samara, Saren, Seklor, Spike, Thane, Yast, Yola, Victor, Wyndam, Xavier, Zaeed, Zokar

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Natoth, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike, Sprek, Suzuka, Tann, Tarkin, Tel, Thorn, Tilad, Ulmak, Ursis, Valorum, Veers, Vosa, Wu, Wolffe, Wren, Yoneyama, Yueh, Yularen, Zan, Zer

ALIASES: Ace, Agony, Apex, Athena, Badger, Bingo, Black, Bolt, Brakes, Carrot, Cash, Cosmo, Dash, Devil, Dipper, Echo, Eight, Elbows, Falcon, Fireball, Flex, Game, Gargoyle, Gear, Gonzo, Guns, Hammer, Headhunter, Helo, Hex, Highball, Hyper, Intake, Iris, Iron, Juggler, Juice, Junior, Karma, Lasher, Legend, Link, Loco, Mooch, Nails, Nemesis, Nova, Owl, Phoenix, Quirk, Raider, Razor, Rash, Skulls, Snaps, Snitch, Stinger, Syndrome, Tank, Tax, Titan, Tread, Under, Vandal, Vapor, Wraith, X-Ray, Yellow, Zen, Zenith, Zipper

LOOKS: Man, Woman, Ambiguous, Xeno

Ornate Headdress	Suit and Vest	Loose Silks
Long Coat	Collared Shirt	Tight Pants
Hood and Veil	Suspenders	Bomber Jacket
Short Cloak	Intricate Rings	Long Scarf
Knit Cap	Skirt and Blouse	Leathers
Fancy Makeup	Wide Belt	Stillsuit
Slim Jacket	Fitted Dress	Hide and Furs
Hooded Cloak	Flight Suit	Worn Uniform
Work Boots	Heavy Cloak	Space Suit
Mask and Robe	Thick Duster	Glittering Jewelry

ACTIONS

- **ATTUNE** to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants.
- **COMMAND** obedience with your force of personality; intimidate or threaten; lead an action with NPCs; order people to do what you want.
- **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- **DOCTOR** someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy.
- **HACK** computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications.
- **HELM** a vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.
- **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.
- **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.
- **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.
- **SKULK** about unseen; pick pockets; employ subtle misdirection or sleight of hand.
- **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- **SWAY** someone with charm, logic, disguise, or bluffing; change attitudes or behavior with manipulation or seduction.