

# SPACE OPERA CHARACTER STEP-BY-STEP

*"To this point, each character has acquired a number of personal traits and capabilities which define the scope of his actions and his reactions only in general terms. All PCs are, as yet, untrained and inexperienced. They lack a*

*background which establishes their expertise in specific areas, and which assists the player to formulate a definite personality for his alter ego which will bring the PC 'alive' in the game."* Space Opera Volume 1, Page 30.

I made this step by step guide to help myself quickly navigate the Space Opera rule book when creating a new PC.

## 2. Roll Characteristics

Roll 1d100. Fourteen in total, improve with Class specific DMs. [Page 11](#)

## 4. Choose Character Race

Note Planetary Types preferred/required. [Page 15](#)

## 6. Initial Enlistment

Choose a "qualified" career and roll initial enlistment term. If this initial roll would not qualify as a successful re-enlistment roll too, subtract the minimum enlistment score needed from the base 3d6 roll (unmodified by PC DMs). This negative value represents a penalty DM applied in -2 DM blocks against the chances at promotion in initial tours of service. [Page 30](#)

## 1. Choose Character Class

Players are free to choose from one of the seven classes of character available for play. [Page 9](#)

## 3. Roll Planet of Birth

Roll 1d20 twice for Gravity Field, Atmosphere and Climate. [Page 12](#)

## 5. Determine Physique

Height, Mass(Weight), Stamina (optional), and Damage Factors per rule book tables. [Page 19](#)

## 7. Roll for Promotion

Roll for chance of promotion for every two years term of service. [Page 31](#)

## 8. Calculate Benefits

Severance as well if PC is not re-enlisting. [Page 40](#)

## 9. Calculate Skill Points (SP) and purchase Expertise Levels

**Armsman:** PCs receive 1 SP x sum of Strength, Constitution, Dexterity, Agility, Intelligence, Leadership, and Bravery scores.

**Tech:** PCs receive 1 SP x sum of Dexterity, Intelligence, Intuition, Leadership, GTA, MechA, and ElecA scores.

**Research Scientist:** PCs receive 1 SP x sum of Dexterity, 3x Intelligence, 2x Intuition, and any one of GTA, MechA, or ElecA scores.

**Medical Scientist:** As for Research Scientist, Only with a strong emphasis on medical and biological science fields.

**MediTech:** A MediTech can be given SP as described for a Tech or he can be awarded 1 SP x sum of Dexterity, 2x Intelligence, Intuition, GTA, MechA, and ElecA, whichever is more advantageous to him.

**Scientist-Engineer:** As for Research Scientist, only specialization may be split between general science, engineering science, and technical skills.

**Astronaut:** PCs receive 1 SP x sum of Dexterity, Agility, 2x Intelligence, Leadership, Bravery, and GTA.

PC receives 5 x years of service in SP.

PC rolls 6d6 for skill points which can be applied to the purchase of General Skills only. [Page 43](#)