**CHARGEN – Deep Space Rescue Service (DSRS)**

1. Roll 2D6 six times and assign results to UPP at player’s discretion
2. Roll 1D6 to determine number of terms served with the DSRS
   1. If DSRS terms of service equal 3 or more, skip to 2c below.
   2. If DSRS terms of service equal 2 or less, roll 1D6-3 to determine number of prior service terms (any roll modified to less than zero equals zero)
   3. Roll 1D6 to determine prior service career
      1. 1 = Scouts (Auto skill: Pilot-1)
      2. 2-4 = Navy (Auto skill: Damage Control-1)[[1]](#footnote-1)
      3. 5-6 = Marines (Auto skill: Cutlass-1)
3. Determine **DRSR rank**
   1. Characters are automatically awarded Rank 1 (Sapper) during their first term of service in the DSRS
   2. Roll 2D6 for each term of DSRS service (including 1st terms) to determine promotion
   3. Promotion achieved on 2D6 roll of 8+, modified by +1 if INT is 8+

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| --- | --- | --- |
| **Level** | **Rank** | **Auto Skill(s)** |
| 1 | Sapper | Medic-1, Vacc Suit-1, Zero G-1 |
| 2 | Senior Sapper | Demolitions-1 |
| 3 | Sapper First Class | Admin-1 |
| 4 | Lead Sapper | Leader-1 |
| 5 | Chief Sapper | Ship’s Boat-1 |
| 6 | Master Chief Sapper | Pilot-1 |

1. Determine **DSRS skills**
   1. Roll 1D6 on the table below once per term **starting during 2nd term** (*note: total # of skill levels cannot exceed INT+END)*

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| --- | --- | --- | --- | --- |
| **1D6 Roll** | **Personal Development** | **Service Skills** | **Advanced Training** | **Advanced Education**  **(EDU 8+)** |
| 1 | +1 STR | Zero G | Ship’s Boat | Engineering |
| 2 | +1 DEX | Damage Control | Medic | Admin |
| 3 | +1 END | Vacc Suit | Leader | Gravitics |
| 4 | +1 EDU | Medic | Survival | Pilot |
| 5 | Brawling | Demolitions | Demolitions | Navigation |
| 6 | Gambling | Damage Control | Snub Pistol (Tranq) | Medic |

1. Determine **Prior Service Skills** (if any) – for Prior Service, do not bother with Survival, Promotion or Re-Enlistment.
   1. Scouts receive 2 skill rolls per term.

**SCOUTS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1D6 Roll** | **Personal Development** | **Service Skills** | **Advanced Training** | **Advanced Education**  **(EDU 8+)** |
| 1 | +1 STR | Air/Raft | Vehicle | Medical |
| 2 | +1 DEX | Vacc Suit | Mechanical | Navigation |
| 3 | +1 END | Mechanical | Electronic | Engineering |
| 4 | +1 INT | Navigation | Jack-o-Trades | Computer |
| 5 | +1 EDU | Electronics | Gunnery | Pilot |
| 6 | Pistol | Jack-o-Trades | Medical | Jack-o-Trades |

* 1. Navy & Marines receive 2 skill rolls **during their 1st term**, then 1 skill roll per term thereafter.

**NAVY**

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| --- | --- | --- | --- | --- |
| **1D6 Roll** | **Personal Development** | **Service Skills** | **Advanced Training** | **Advanced Education**  **(EDU 8+)** |
| 1 | +1 STR | Ship’s Boat | Vacc Suit | Medical |
| 2 | +1 DEX | Vacc Suit | Mechanical | Navigation |
| 3 | +1 END | Damage Control | Electronic | Engineering |
| 4 | +1 INT | Gunnery | Engineering | Computer |
| 5 | +1 EDU | Blade Combat | Gunnery | Pilot |
| 6 | +1 SOC | Gun Combat | Jack-o-Trades | Admin |

**MARINES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1D6 Roll** | **Personal Development** | **Service Skills** | **Advanced Training** | **Advanced Education**  **(EDU 8+)** |
| 1 | +1 STR | ATV | Vehicle | Medical |
| 2 | +1 DEX | Vacc Suit | Mechanical | Gunnery |
| 3 | +1 END | Blade Combat | Electronic | Demolitions |
| 4 | Gambling | Gun Combat | Gunnery | Computer |
| 5 | Brawling | Gunnery | Blade Combat | Leader |
| 6 | Blade Combat | Damage Control | Gun Combat | Admin |

1. Determine Aging Effects
   1. Roll 2D6 to determine effects of aging during 4th, 5th and 6th term of service
   2. Adjust UPP accordingly

|  |  |  |  |
| --- | --- | --- | --- |
| **Term of Service** | **4** | **5** | **6** |
| *Age* | *34* | *38* | *42* |
| STR | -1 (8+) | -1 (9+) | -2 (9+) |
| DEX | -1 (7+) | -1 (8+) | -2 (9+) |
| END | -1 (8+) | -1 (9+) | -2 (9+) |

1. Conclude CHARGEN by confirming character’s current age, number of terms of current and prior service, and total number of skills and skill levels.

1. Damage Control (DC) is a new skill that allows characters to mitigate the effects of ship-to-ship combat; it can be considered a mix of firefighting, mechanical, electronic, computers and engineering. Characters must be present in shipboard spaces (bridge, drive room, etc.) when damage occurs, and their skill level negatively modifies the GM’s damage roll. DC skill can also be us to perform rudimentary repairs on shipboard systems to make them operate but with limited functionality. [↑](#footnote-ref-1)