

# Instructions for Use

## Note

A not-so-quick note before you begin. This character generator is meant to help you put together a character quickly. Accordingly, it hands you all of the rules built in. There are several ways, however, in which you can "cheat" when creating the character. This capability exists due to coding limitations, optional rules, or any number of characteristics that require flexibility. In the end, though, it doesn't matter. Once you've created and saved the character, you'll then be able to load it into a character sheet that is freely modifiable. You could cheat at **everything** if you wanted. We're all here to enjoy the game, so we don't have a sensible motivation to cheat, and if I were GM, I wouldn't worry about a player stealing 10 skill points. I'd just adjust the adventure.

Maybe, though, if it's deemed important, I'd put anti-cheating measures in the application (in part, making it on-line). This would create a lot of work for me, so it's far off even if there's a demand for it. I would like to do an on-line dice roller so that we could all see what we were rolling, but again, it's not a priority. (If you disagree, I could refer you to online dice-rolling tools that were designed for other games.)

## Main Menu

The main menu is fairly simple. Right now, there are five buttons: Create a Character, Edit a Character, Quick NPCs, Create/Edit a Planet, and Exit. I'm sure these are self-explanatory, but even if not, just start clicking.

## Character Generator

### Page 1: Attributes

- RACES: You have four drop-down lists for race. This way, you can select your racial composition to the order of 1/4's. For example, I could be 1/4 Human, 1/4 Gorn, 1/4 Edoan, and 1/4 Klingon. There are no restrictions on racial mixing, so obey your GM. Racial bonuses are averaged, rounded down to prevent you from using racial mixing as a means to boost your scores inappropriately.
- ATTRIBUTES: You use the (self-explanatory) buttons to generate your attribute scores and generate bonus attribute ranks. You assign the bonus ranks by clicking the up/down arrows beside each attribute. You can't go below 1, nor can you increase your score if your rank would exceed 99. If, for example, you're playing a Gorn who rolled well and started with a 110 Strength, the 110 will show, but you can't add points to the score. You can add more than 30 points to any one score, but remember: that's against the rule, so you should police that yourself. Because different GMs might prefer to round up for averaging racial bonuses, and because you should be able to add points to a Gorn with a Strength of 110, you may override everything by simply typing the number you want directly into the attribute box. In other words, you cheat your pants off. Don't. :) Last

note: if you change Intelligence or Luck, it has an impact on the future choices you make. Therefore, if you try to change them in any way, you're warned that you'll undo all the work you've done on future pages. This means that you should complete all the work on page X before moving onto page X+1. Other pages have must stricter means of controlling application flow. You'll see.

- ATTRIBUTES AT THE BOTTOM: The attributes also appear at the bottom of the page. These will appear on all pages so you have them as reference. You can't change these.
- NAMES AT THE TOP: Your character and player names appear at the top of the page. These will also appear on all pages so you have them as reference. You can change these from any page without restriction.

## Page 2: Pre-Academy

- EDUCATIONAL BACKGROUND: Double-click each skill you wish to take from your educational background, which places them in the list to the right. The red number below the list shows how many you have left to choose. You may select a single skill multiple times, which I believe is legal.
- PERSONAL BACKGROUND: Double-click each skill you wish to take from your personal background, which places them in the list to the right. The red number below the list shows how many you have left to choose. You may select a single skill multiple times, which I believe is legal.
- RED NUMBERS: If your Intelligence score divided by 10, rounded down, results in an odd number, there's a strange result. The red numbers are decimals, such as 2.5. This reflects the fact that, if you have an odd number of background skills, half of which can be taken from each, you'll actually have a choice between taking the extra skill from either category. When you're done, the red numbers will be 0.5 and -0.5.
- ROLL: Click the Roll button below the list to the right to roll your scores.
- MOVING ON: Until you've made your choices, you won't be allowed to continue forward. As always, though, you'll be allowed to go backwards to page 1.

## Page 3: Academy

- CURRICULUM: Changing a value in one of the six drop down lists changes the skills that appear in the list to the right. Only six drop down lists are available because the other skills are set in stone.
- OUTSIDE ELECTIVES: Here's our first data-entry inconsistency. For outside electives, you click-five of them, and then click the ">>" button to move them over to the list to the right. You can get rid of all of them by clicking the "<<" button. You must move all five at once.
- ADVANCED STUDY: Because your choice of Outside Electives (and everything chosen prior) determines what advanced study skills are available, you must make all of those choices before the Advanced Study choices can be generated. Once you've chosen the outside electives, click the Load button to the right of the Advanced Study list to populate it. Now you double-click (again) each skill you want to move to the list of Academy Skills (on the right). The red number below reminds you how many more skills you have left to add.

- ROLL SCORES: All Outside Electives and Advanced Study choices you've made are assigned scores when you click the Roll 1d10 Each button. Once you've done this, you can move onto Branch School.
- CLEAR ADDITIONS: The Clear Additions button removes any Outside Electives or Advanced Study choices you've made.
- RANDOM GENERATION: Obviously, this entire Academy process can be bypassed by clicking the Random button, which will randomly choose and roll each school.
- MOVING ON: Until you've addressed your character's time at the Academy completely, you may not move on to subsequent pages.

#### **Page 4: Branch School**

- BRANCH SELECTION: Use the Branch Selection drop down list to select your branch. Our custom branches (e.g., Flight School, Communications as modified by our GM, etc.) are separate branches, indicated by, for example, "Engineering (modified)."
- OPTIONS: Depending on the branch you select, you'll have different options. If the option is simply a drop down list, just make your choice and it'll be modified in the lists to the right. Instead, some drop down lists have, to their right, a data entry box, a small button, and a red number. The red number indicates how many points you have to spend on any of the skills appearing in the corresponding drop down list. For example, in Communications (modified), you may assign 50 points any way you want to languages. If you want to assign 10 points to Vulcan and 40 points to Klingon, you first put a 10 in the data entry box, select Vulcan in the drop down list, then click on the button. This puts Vulcan and 10 in the list box, and the red number drops from 50 to 40. Then you put 40 in the data entry box, select Klingon, and hit the button again.
- MISTAKES: If add too few points to a skill, just create another entry for that skill. Duplicate entries are okay, as they will be merged at the end. If you add too many points to a skill, you have a problem. You'll have to select the Branch School again, which blanks out the options you've chosen, and then add them again from scratch. Please note that when I say, "from scratch," I'm referring to the Branch School page only. This won't erase your background skills, bonus attribute points, etc.
- MOVING ON: Until you've addressed Branch Schools completely, you may not move on to subsequent pages.

#### **Page 5: Cadet Cruises**

- I hope you're getting the hang of this by now. :)
- GENERATE: Click the Generate button, and Cadet Cruises are created automatically. Sometimes, the rolls are so bad, the the Cadet is really a washout. The penalties for failure get so high that eventually the Cadet can't possibly pass. In that case, you'll receive an error message that says there was a problem and asks you to click the Generate button again. Follow instructions, and you should be fine.
- CLEAR: If you want to clear out the list, you may do so by clicking the Clear button, but this is kind of useless. Clicking Generate again causes the list to clear anyway.

- **SKILLS:** Characters earn extra rolls in either Carousing or Streetwise for each cadet cruise beyond the first. To assign those skills to the list at the right, double-click on the list to the left.
- **MOVING ON:** Until you've addressed Cadet Cruises completely, you may not move on to subsequent pages.
- **NOTE:** On this list (and subsequent lists) I've included columns show the rolls and the rolls as modified. Unless I hear an uproar from the masses, these columns will be eliminated once I'm confident that everything is working well. In other words, they're there just to facilitate testing, and once they're no longer needed, they're gone. I may leave the Roll column, but the Modified Roll column is just taking up space that's needed to show the entire contents of the other columns simultaneously.

### **Page 6: Department Head School**

- **DEPARTMENT HEAD:** If you check the box saying your character attended Department Head School, the list below is populated with every skill the character already has, as well as adding default skills into the list to the right. Double-clicking on a skill in the available list of skills below will add the skill to the list on the right. The list on the right, obviously, represents your list of skills your character learned in Department Head School.
- **POST-ACADEMY:** Whether or not you choose attendance at Department Head School affects your available options for Destined Rank and Destined Assignment appearing on the Post-Academy Page.
- **MOVING ON:** Because this phase of character creation is optional, you may move on to subsequent pages without restriction.

### **Page 7: Command School**

- **COMMAND:** If you check the box saying your character attended Command School, the list below is populated with every skill the character already has, as well as adding default skills into the list to the right. Double-clicking on a skill in the available list of skills below will add the skill to the list on the right. The list on the right, obviously, represents your list of skills your character learned in Command School. Note: This phase of character creation is optional.
- **POST-ACADEMY:** Whether or not you choose attendance at Command School affects your available options for Destined Rank and Destined Assignment appearing on the Post-Academy Page.
- **NOTE:** You may not choose Command School unless you've first chosen Department Head School, as the rules require Department Head school as a prerequisite to Command School.
- **MOVING ON:** Because this phase of character creation is optional, you may move on to subsequent pages without restriction.

## Page 8: Post Academy

- **GENERATING TOURS:** This is "done," but requires major testing. The code logic is inefficient because I didn't have time to map out my coding process, so I need to make sure the calculations are correct. The two drop down lists allow you to select the character's destined rank and position. Depending on choices and rolls previously made, some options might not be available on the lists. For example, it's impossible to have a destined rank of ensign if you've attended Department Head School. Everyone starts as Ensign, and Department Head School provides a promotion in rank. On the other hand, you must attend Command School in order to have a destined assignment of Captain or First Officer. As a result, there are situations in which only a single option will be available. There's also a check box to indicate that your destined position is to serve aboard a Constitution class starship. Once these three items are addressed, click the **Roll 1d10 / 2** button to roll the number of tours the character served. That populates the text box above, which can be overridden by simply typing in a different number. After that number has been changed, click the **Generate Tours >>** button to generate and place the character's tours in the list to the right.
- **POST-ACADEMY SKILLS:** In the bottom half of the page, there are two lists of skills. One consists of every skill the character currently has, and the other just carousing and streetwise. The first list is for skills earned for years in service, with double skill ranks for time served on a Constitution class vessel. The second list are for skill ranks earned in Carousing or Streetwise for each tour on a Star Base or in the Merchant Marines. Entries for Instruction (time at the Academy) and Administration (Star Base duty) are populated automatically. Double-click on each list to select skills. Also, there are Roll, Clear, and Random buttons that have the same use as on other pages.
- **NOTE:** Testing is still sorely needed.

## Page 9: Finalize and Save

- **GENERATE:** Click this button to generate a master list of all the skills you've selected. All duplicates will be consolidated and their ranks summed. In addition, there are several numbers to the right that are calculated based on your final skill ranks: "To-Hit, Modern," "To-Hit, Hand-to-Hand," and "Hand-to-Hand Damage." (Currently, only Hand-to-Hand damage works, and only if you've changed your Strength from the default score of 50.)
- **SAVE:** Click the Save button, and guess what happens? You'll be given a save dialog box. Choose your file name and save it as you would any other file. The format is something akin to XML, but not truly XML. I'll worry about that later. For now, what I have I can read into a character sheet. That's my next task.
- **NOTE:** Did I mention how badly this application needs to be tested?

## Character Sheet

- **OPEN/SAVE:** This is the character sheet where you can open and edit an existing character or create a new character without the rule restrictions and guidance of the generator. The open and save features are complete but still in need of testing.

- PRINT TO HTML: You can now use this menu option to take the character currently loaded into memory and save it to a character sheet in HTML format. You can then print it using Internet Explorer or whatever browser you're using. This function uses a template file, charsheet.html, which is now included with the installation package. It should not be modified or deleted, but if you do so accidentally, just download it again [here](#).
- NOTE: By the way, when the print function is activated, the output to the printer should look like an actual character sheet, rather than what is on the computer screen (which is less . . . glamorous).

## Quick NPCs

- Select a government from one of the buttons at the top of the page, then select a generic character type from the drop down list just below those buttons. Once you've selected the generic character type, the information is automatically generated in the various boxes below. These may not be edited. If you don't like what you've created, you must reselect the generic character type, but remember that all rolls will be replaced with new ones.

## Planet Generator

- GENERATE STAR SYSTEM: You can create a star system by clicking the Generate button on the first page. All of the data is populated for you into the top list. The bottom list is populated with any satellites of those planets that themselves are class M. The second page continues from the first page, showing the dominant life form on each of the class M worlds and satellites. You can re-roll the life forms by clicking the *Re-Roll* button. You can save the star system file (\*.syst) using the *Save* button.
- IMAGE: The third page has a map of the star system. Hmmmm. Okay, so it sucks. Be happy you have something. :)
- GENERATE ALIEN RACE: The fourth page is the star of an alien race generator. The race file provides the parameters for generating an individual member of the race, which is accomplished by clicking the *Generate* button. Currently, AP and the "Personal Combat, Unarmed" aren't being calculated. I don't have my manuals with me, and I think these numbers are calculated differently for non-sentient animals. You can save the alien race file (\*.rac) using the *Save* button.
- LOAD STAR SYSTEM/ALIEN RACE: You may click the *Open* buttons to retrieve the star system and races information you saved.
- TECHNOLOGICAL INDEX: You may click the *Tech. Index* button to calculate a technological index. There's not much to it, but you don't need to roll and add modifiers. This information isn't saved with the race file.