

Spacemaster Accelerator

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SPACEMASTER PRIVATEERS Character Creation Accelerator

In my experience, creating a character for a player with no prior Rolemaster or Spacemaster experience takes around five hours. Between the stat gain rolls, skill categories, special skills, skill rank progression rates, and adolescent development there are just too many choices to make and too many things to write down. However, I really like the depth and flexibility of the standard system. What follows is a method of creating fully functional Spacemaster Privateers characters for new players in around thirty minutes. Using profession specific character sheets with the skill costs and profession bonuses already filled in and combining and restricting existing choices accomplish this. Particularly the skills and categories have been lumped together and all of the choices removed from the Adolescence and Training Packages. The advantage of the Character Creation Accelerator is that it creates valid characters that can be expanded into the full system later on, without altering their capabilities.

CHARACTER CREATION

Step One: Select Race and Profession

A character's race provides bonuses to their Statistics and a package of starting skills. There are only four races to choose from. This removes some of the more problematic races from the beginning player's view.

Professions (Prime Stats)

Bystander (any two)
Explorer (Agility and Quickness)
Pilot (Agility and Intuition)
Soldier (Strength and Agility)
Technician (Reason and Intuition)

Step Two: Generate Statistics

The player gets to assign fixed values to each of their Statistics and then rolls for their Potential ratings.

2 Prime Stats	94	94+1d6
4 Other Stats	77	74+3d10
4 Other Stats	55	50+5d10

Step Three: Background Options

The Background Option points obtained from a character's race can be spent on Stat Gains, Skill Bonuses, and Money. If the GM wants to allow it, they can also be used for rolls on the Special Items table.

Skill Bonuses

Enter a +5 in the Special column for one skill.

Money and Special Items

Use Table T1.5 on page 41 of the Spacemaster Privateers rulebook.

Stat Gains

For each Background Option spent on Stat Gains, look up the difference between each of the character's Temporary and Potential Stats on the following table. A character also gets a set of Stat Gains each time they gain a level, until their Temporary reaches their Potential.

P-T	
0	0
1	1
2	2
3	3
4	4
5-10	5
11-20	7
21+	10

Step Four: Spend Development Points

Total up the character's Agility, Constitution, Memory, Reasoning, and Self Discipline and divide the result by five. This is the character's Development Points Pool. You can spend these points directly on skills or to purchase Training Packages. The cost of each skill for each profession is shown on the character sheet. The cost of each Training Package for each profession is given with the Training Package. Training Packages also provide a chance of gaining equipment and various perks. Each of these are rolled for in turn on a d%.

AFV Crewmember
Bounty Hunter
Crook
Hacker
Infantry
Marines
Navigator
Navy
Medic
Military Officer
Military Pilot
Technician

Step Five: Totaling The Bonuses

Look up the character's Temporary Stat ratings on table T-2.1 on page 37 of the Spacemaster Privateers rulebook. Add the character's Racial Stat Bonuses to the bonus from the table. It's important not to add the racial bonuses to the Temporary or Potential Stat ratings.

Except for Body Development, Power Point Development, and Alertness, each of the first ten ranks in a skill gives a five-point bonus and the next ten ranks each give a three-point bonus. Alertness only improves by one point per rank. Power Points and Body Development improve at a rate given for the character's race that represents their size and build. These are added to the total bonus for three Statistics

and any Professional, Item, or Special bonuses the character may have to find the character's total skill bonus. If you're in a hurry to get playing you really only need to total the character's Body Development skill and five others than you're planning to use a lot. The rest can be done while other people are taking their turn during the game.

Step Six: Outfitting

Beyond anything gained from Background Options and Training Packages, A character begins with two weapons they are skilled in, a suit of armor they have less than a -20 penalty in, five changes of clothing, toiletries, and 2000 credits.

DECOMPRESSING A CHARACTER

The contents of each skill listed on the character sheet as well as the method used to get some of the results need to be understood in order to convert an accelerated character to a full character. However, what is included in each skill is also useful to the Game Master when running the game.

While some of the special skills for the races are listed, none of the special skills for professions have been implemented due to the difficulty of modifying one skill out of a set that is purchased as a whole. The vast majority of special skills are specific enough that they don't actually show up on the list used here anyhow. The main place I can see this causing problems is the Combat Pilot skill, which is an Everyman skill for Pilots. This becomes a problem because Combat Pilot ranks are capped by the number of ranks in the specific vehicle skill. The best solution is to allow Combat Pilot to be bought for other vehicle types with the additional ranks. Explorers get Zero Gee Environment as an Everyman skill and here the extra ranks should just be applied normally as the skill isn't capped by the level of another skill. Similarly, a Criminal can simply double any ranks they take from Influence and apply to Duping.

Stats

The character's stats were determined by spending six hundred and sixty points with increased costs as discussed in the Spacemaster Privateers core rulebook. The initial Temporary stats each include two stat gains.

Alertness: one rank of the skill.

Ambush: one rank of Subterfuge*Attack, one rank of Sniping, and one rank of Ambush.

Astrogation: one rank in the Science/Analytic Specialized skill.

Astronaut: one rank of Alien Environment: Zero Gravity and one rank of Ship's Crewmember.

Ballistic Armour: one rank of Armour*Light and one rank of Armoured Cloth.

Body Development: one rank of Body Development skill.

Boxing: one rank of Martial Arts*Striking and one rank of Boxing.

Climbing: one rank of Athletic*Gymnastic and one rank of Climbing.

Combat Armour: one rank of Armour*Heavy and one rank of Combat Armour.

Driving: one rank of Technical / Trade Vehicle, one other skill from the category, and Combat Pilot.

Engineering: one rank in Scientific/Analytic*Engineering and one rank in any two skills.

Extrasensory Perception: one rank in Meta-Psi and one rank in Exteriorization of Senses and one rank in Metasense.

Gunnery: one rank in Technical*Gunnery and one rank in any two skills.

General Knowledge: one rank of Lore*General and one skill in the category, one rank of Technical/Trade*General and Data Processing, one rank of Science/Analytic*Basic and one rank of Basic Math.

Hacking: one rank in Subterfuge*Mechanical and one rank in Computer Crime and Security Bypass.

Kinetic Armour: one rank of Armour*Medium and one rank of Kinetic Armour

Languages: The first skill contains the character's ranks in the Communications category; otherwise the ranks are in both the Written and Spoken skills.

Medicine: one rank in Technical*Medical and one rank in any two skills.

Mind Point Development: one rank in the skill.

Natural Weapons: one rank of Claws or Bite.

Piloting: one rank of Atmospheric Pilot, Space Pilot, and Combat Pilot. If necessary to provide the correct bonus level, a few ranks of Atmospheric Pilot or Space Pilot can be swapped out to buy ranks in Technical / Trade Vehicle. Ranks of Combat Pilot are specific to a type of vehicle and therefore not cumulative with any ranks gained from the Driving skill.

Rapid Fire: one rank of the skill.

Searching: one rank of Awareness*Searching, one rank of Observation, and one rank of another skill from the category.

Sense: one rank of Awareness*Senses, and one rank of Smell or Hearing.

Stealth: one rank of Subterfuge*Stealth and one rank of Stalking and Hiding.

Streetwise: one rank of Urban and a rank in Streetwise and Scrounging.

Suppression Fire: one rank of the skill.

Survival: one rank of Outdoor*Environmental, one rank of Survival, and one rank of another skill from the category.

Swimming: one rank of Athletic*Endurance and one rank of Swimming.

Technical: one rank in Scientific/Analytic*Technical and one rank in any two skills.

Telekinesis: one rank in Psychokinesis and one rank in Telekinesis and Psychokinetic Shield.

Telepathy: one rank in Telepathy and one rank in Tele-send and Tele-Receive.

Two Weapon Combat: one rank of the skill with one pair of weapons.

Vehicle: The first skill contains one rank in the Technical*Vehicle category and one rank in the skill. The other skills only contain one rank in the skill.

Wrestling: one rank of Martial Arts*Sweeps and one rank of Wrestling.

Weapon Skills: one rank of the category and one rank of an appropriate weapon.

ACCELERATOR RACES:

FALANAR

A proud race of lion-like humanoids.

Agility	0
Constitution	+6
Memory	-2
Reasoning	-2
Self Discipline	+4

Empathy	-6
Intuition	+8
Presence	+0
Quickness	+0
Strength	+4

Body Development Progression

<u>Ranks</u>	<u>DP cost</u>
1-10	6
11-20	5

Mind Point Development Progression

<u>Ranks</u>	<u>DP cost</u>
1-10	5
11-20	3

Special Abilities

Tough Skin (AT 4)
Large Claws
Amazing Leaping (x5 vertical, x3 horizontal)
+15 Climbing
Night Vision (8 meters)
Peripheral Vision (side attacks +5, rear +15)
+10 Ambush
+20 Stealth when moving silently
+10 Hearing Sense
Bad Temper (SDx3 + 40 to resist)

Skills

Climbing	1
Alertness	2
Hearing Sense	2
Body Development	2
Own Language	8
Other Language	1
Wrestling	2
Survival	1
General Knowledge	3
Technical	2
Natural Weapons	2
Stealth	4
1-hand Melee	2

Hobby Ranks*	0
Background Options	2

HUMAN

A hairless biped.

Agility	+2
Constitution	+2
Memory	+2
Reasoning	+2
Self Discipline	+2

Empathy	+2
Intuition	+2
Presence	+2
Quickness	+2
Strength	+2

Body Development Progression

<u>Ranks</u>	<u>DP cost</u>
1-10	6
11-20	5

Mind Point Development Progression

<u>Ranks</u>	<u>DP cost</u>
1-10	7
11-20	6

Special Abilities

Humans double the number of Influence ranks they buy.

Skills

Swimming	1
Alertness	1
Searching	1
Body Development	2

Own Language	10
Other Language	2
Survival	1
General Knowledge	3
Medical	3
Technical	4
Hobby Ranks*	1
Background Options	4

KAGOTH

A peaceful race of bear-like humanoids

Agility	+2
Constitution	+10
Memory	+0
Reasoning	-2
Self Discipline	+0

Empathy	+4
Intuition	+2
Presence	+0
Quickness	-6
Strength	+10

Body Development Progression

<u>Ranks</u>	<u>DP cost</u>
1-10	10
11-20	7

Mind Point Development Progression

<u>Ranks</u>	<u>DP cost</u>
1-10	5
11-20	3

Special Abilities

- Tough Skin (AT 8)
- Large Claws
- Large Creature (+10 Melee, -10 DB)
- Kagoth double the Body Development ranks they

buy.

Skills

Swimming	2
Alertness	5
Body Development	2
Own Language	8
Other Language	5
Survival	2
General Knowledge	3
Technical	1
Medical	2
Hobby Ranks	3
Background Options	0

TULGAR

A noble race of wolf-like humanoids.

Agility	+0
Constitution	+3
Memory	+0
Reasoning	-2
Self Discipline	+10

Empathy	-0
Intuition	+0
Presence	+2
Quickness	-2
Strength	+6

Body Development Progression

<u>Ranks</u>	<u>DP cost</u>
1-10	6
11-20	5

Mind Point Development Progression

<u>Ranks</u>	<u>DP cost</u>
1-10	5
11-20	3

Special Abilities

- +50 Survival
- +20 to Sneak Outdoors
- +25 Alertness
- +25 Hearing Sense
- +10 Smell Sense
- +10 Searching
- +10 Cold Resistance
- Medium Claws
- Tough Skin (AT3)

Skills

Kinetic Armour	2
Swimming	1
Alertness	2
Searching	1
Smell Sense	2
Body Development	3
Own Language	8
Other Language	5
Survival	1
General Knowledge	3
Technical	1
Medical	1
Natural Weapons	2
1-hand Melee	3
Hobby Ranks	3
Background Options	4

Training Packages:

AFV Crew

Qualifier: Infantry or Marine
Time to Acquire: 24 Months

Special:

One Handed Energy Weapon +10	70+
Reinforced Cloth Armour	70+
Promotion	80+
Promotion	80+
Promotion	80+
Promotion	80+
Close friends with another soldier	0+

Skills:	
Driving	2
Gunnery	2
One Handed Energy	1
Technical	1

Cost By Profession
 Bystander: 40
 Criminal: 46
 Explorer: 33
 Pilot: 27
 Soldier: 39
 Technician: 38

Bounty Hunter

Time to Acquire: 12 months
 Special:
 One Handed Weapon +10 50+
 Two Handed Weapon +5 40+
 Useful law enforcement contact 50+
 Small, unarmed ship 90+
 Solid Reputation 0+

Skills:	
Alertness	1
Searching	4
Influence	2
Streetwise	2
One Weapon	1

Cost By Profession
 Bystander: 31
 Criminal: 23
 Explorer: 31
 Pilot: 31
 Soldier: 30
 Technician: 37

Crook

Time to Acquire: 24 Months
 Special:
 Useful underworld contact 20+
 Useful underworld contact 50+
 Useful law enforcement contact 0+

Skills:	
Alertness	1
Hearing Sense	1
Influence	1
Technical	1
Hacking	1
Stealth	1
Streetwise	1

Cost By Profession
 Bystander: 28
 Criminal: 24
 Explorer: 26

Pilot: 28
 Soldier: 31
 Technician: 26

Hacker

Time to Acquire: 12 Months
 Special:
 Password slicing software +10 70+
 Useful computer contact 50+
 Computer 40+
 Illegal Data-Net equipment 0+

Skills:	
Engineering	1
Hacking	3
Technical	1
General Knowledge	1

Cost By Profession
 Bystander: 34
 Criminal: 31
 Explorer: 32
 Pilot: 33
 Soldier: 43
 Technician: 24

Infantry

Time to Acquire: 24 Months
 Special:
 Two Handed Firearm 70+
 Armored Cloth Armour +10 70+
 Promotion 80+
 Promotion 80+
 Promotion 80+
 Promotion 80+
 Close friends with another soldier 0+

Skills:	
Body Development	2
Boxing	1
Climbing	1
Two Handed Firearms	2
Stealth	1
Swimming	1

Cost By Profession
 Bystander: 29
 Criminal: 25
 Explorer: 25
 Pilot: 28
 Soldier: 23
 Technician: 30

Marine

Time to Acquire: 24 Months
 Special:
 Two Handed Energy Weapon +10 70+
 Ballistic Cloth Armour +10 70+
 Promotion 80+

Promotion	80+
Promotion	80+
Promotion	80+
Close friends with another Marine	0+

Skills:	
Body Development	1
Astronaut	1
Boxing	1
2 Handed Energy	2

Cost By Profession
 Bystander: 31
 Criminal: 30
 Explorer: 29
 Pilot: 30
 Soldier: 23
 Technician: 39

Medic

Time to Acquire: 24 Months
 Special
 Useful Medical Contact 40+
 Useful Medical Contact 60+
 Useful Corporate Contact 80+
 Medscanner 0

Skills	
General Knowledge	1
Medicine	2
Technical	1

Cost By Profession
 Bystander: 28
 Criminal: 36
 Explorer: 37
 Pilot: 38
 Soldier: 40
 Technician: 28

Military Pilot

Time to Acquire: 24 Months
 Qualifier: Marine or Navy

Special:	
One Handed Energy Weapon +10	70+
Armoured Vac Suit +10	70+
Promotion	80+
Promotion	80+
Promotion	80+
Promotion	80+
Close Friends With Another Pilot	0+

Skills	
Astronaut	1
Astrogation	1
Gunnery	1
Technical	1
Piloting	1

Cost By Profession

Bystander: 31
 Criminal: 36
 Explorer: 31
 Pilot: 27
 Soldier: 35
 Technician: 31

Navy:

Time to Acquire: 24 Months

Special	
Promotion	80+
Promotion	80+
Promotion	80+
Promotion	80+
Close Friends with another recruit	0+

Skills:	
Astronaut	1
Technical	3
Gunnery	2

Cost By Profession

Bystander: 43
 Criminal: 49
 Explorer: 43
 Pilot: 37
 Soldier: 50
 Technician: 32

Military Officer

Qualifier: Infantry, Marine or Navy

Time to Acquire: 24 Months

Special	
One Handed Energy Weapon +10	70+
Promotion	80+
Promotion	80+
Promotion	80+
Promotion	80+
Close friends with another officer	0+

Skills	
Influence	2
Boxing	1
General Knowledge	1

Cost By Profession

Bystander: 19
 Criminal: 48
 Explorer: 19
 Pilot: 22
 Soldier: 20
 Technician: 27

Technician

Certification: Taking this package once makes the character an Apprentice, taking it twice makes them a Journeyman, taking it three times makes them a Master.

Time to Acquire: 24 Months

Special:

Close friends with another technician	40+
Diagnostic Equipment +10	70+
Useful technical contact	0+

Skills:

Engineer	2
Technical	3

Cost By Profession

Bystander: 39
Criminal: 43
Explorer: 40
Pilot: 35
Soldier: 50
Technician: 20

Navigator

Special:

One Handed Energy Weapon +10	70+
Close friends with another navigator	0+

Astronaut	1
Astrogation	1
Piloting	1

Cost By Profession

Bystander: 21
Criminal: 23
Explorer: 20
Pilot: 18
Soldier: 21
Technician: 27