

TABLE IV-VIII: QUICK CHARACTER CREATION CHART

1. **Choose one of the following archetypes:** Captain, Corporate Executive, Doctor, Hybrid, Gladiator, Mechanic, Pilot, Robot, Scientist, Slave Girl, Space Pirate, Stowaway, or Super-Intelligent Cat, Dog or Monkey.
2. **Spend Attribute Points.** You have 50 points to split up between your attributes (Brains, Brawn, Balance, and Bravado). All attributes must be between 3 and 20. Remember to meet your archetype's attribute requirements.
3. **Fill in Strength Bonus.** Your Strength Bonus is equal to your BRAWN score.
4. **Fill in Dodge Bonus.** Your Dodge Bonus is equal to double your BALANCE score.
5. **Fill in Move Rate.** Your Move Rate is equal to your BRAWN score + BALANCE score.
6. **Fill in Initiative Bonus.** Consult Table IV-II.
7. **Fill in Maximum Body Score.** Cross-reference your Brawn score on the Body Point chart on page 30 and fill this value on your sheet. (Table IV-III)
8. **Mark down free points for Basic Skills.** The starting value of a Basic skill is equal to twice its linked attribute.
 - Brawn-linked skills: Heave, Endure, Jump
 - Brains-linked: Listen, See, Hide
 - Balance-linked: Climb, Fisticuffs, Sneak, Throw
 - Bravado-linked: Backbone
9. **Mark your fixed Zero Skill.** Each archetype comes with at least one fixed Zero Skill.
10. **Distribute Skill Points.** Consult your archetype for how many skill points you get, and how you can spend them. Take into account any minimums, maximums, and free points particular to your archetype. REMEMBER that during character creation, no skill may be higher than 75, and no combat skill can be higher than 50. The skill list is in Table IV-IV.
11. **Distribute free Skill Points from a high Brains score.** Consult Table IV-V to see if you get any bonus Skill Points and how many.
12. **Assign your Zero Skills.** You get between 1 and 3 additional Zero Skills (after your fixed Zero Skill). Hybrids and Space Pirates get more. Consult Table IV-VI.
13. **Fill in Maximum Zero Dice.** Consult Table IV-VII.
14. **Fill in Perks and Quirks.** Your archetype comes with at least one Perk and possibly some fixed Quirks too. Write them on your sheet. Then make up at least three Personal Quirks for that character. Consult your ZM as to what Quirks are appropriate for your game.
15. **Think of a name, a quote, and some background information.** Try to think of some history for your character, and what makes him tick. Make sure to include appropriate details on your Quirks.
16. **Get your ZM's approval.**

ARCHETYPES

You can choose one of fifteen archetypes for your hero in *Spaceship Zero*.

Captain
Corporate Executive
Doctor
Gladiator
Hybrid
Mechanic
Pilot
Robot
Scientist
Slave Girl
Space Pirate
Stowaway
Super-Intelligent Cat
Super-Intelligent Dog
Super-Intelligent Monkey

NO CAPTAINS ARE BETTER THAN TWO

It's possible that more than one player will want to use the same archetype. Ratifying this is up to the players and the ZM. *Spaceship Zero* is designed to be an adventure game simulating the space opera genre of the 40's and 50's. The original *Spaceship Zero* series, *Tom Corbett: Space Cadet*, *Rocketship X-M*, and *Forbidden Planet* all feature crews made up of a number of professionals, each with a specific job to do. They all work as a team.

Does your group have to work this way? No, of course not. It may well be possible to allow the players to choose whatever archetypes they want, even if more than one of the players choose the same archetype. It will definitely make the group atypical, but it should not be unworkable. Here's a few ideas concerning duplicated archetypes.

If two players both want to be the Captain archetype, it should be emphasized that SpaceCorp has a chain of command. The character with the highest Persuade: Leadership score should be appointed captain, while the other is assigned First Mate duty. Likewise a scientist with the highest Science: Physics score may be the chief scientist and project head, while the other is obviously second fiddle (so to speak). Two pilots would be pilot and co-pilot, two techies would be Chief Engineer and Yeoman Engineer, and so on. Of course this won't work for all archetypes (are you the Chief Super-Intelligent Test Subject?), but simply adding Chief, Senior, Lead or Head to the archetype name will work for most. In the case of three or more identical archetype choices (three Captains for instance), you should only have one Captain and several officers.

If you're the Zero Meister, you may have to think on your feet to explain the presence of many duplicate archetypes on a single ship. Perhaps there are so many Captains because this was a shakedown cruise for the brass. The second Captain could have been rescued from another ship just as easily as Slave Girls, Gladiators, or Hydronaut Hybrids could. More than one Scientist could be explained because the BTL Drive is so revolutionary; maybe it needs both a physicist and an astrophysicist. Many Super-

Intelligent Pets could be included much the same way monkeys were shot into space in the 60's as test subjects. Space Pirates could have tried to take over the ship. If all else fails, just think up something that sounds workable—or as workable as possible if all your players decide to play the exact same archetype.

CAPTAIN

You're in charge of the ship. It's your job to make sure everything on board runs smoothly. You make sure everyone on board gets along and does what they're supposed to do. If you're a good captain, that is.

Minimum Attributes:

Minimum 12 Bravado

Fixed Zero Skill:

Persuade: Leadership

Skill Points: 250

175 of these points must be spent on Specialty Skills.

Specialty Skills:

Brains

Navigate: Space

Navigate: Surface

Balance

Fisticuffs

Pilot: Air

Pilot: Land

Pilot: Sea

Pilot: Space

Weapon: Ray Gun

Weapon: Tactical

Zero-G Training

Bravado

Backbone

Persuade: Bargain

Persuade: Bluff

Persuade: Leadership

Streetwise

Perks & Quirks: *Pep Talk*—The Pep Talk can only be used once per gaming session. The Captain makes a Persuade: Leadership skill check. If it's successful, the result of that roll may be added to another player's skill score for the duration of one turn. A roll of "00" is still a failure. The Captain must be able to speak to the character he is trying to inspire. In game terms, this is a Dramatic Pose (pg. 65).

Sample Character: Space Captain Glenn Stackhouse

Brawn 11, Brains 12, Balance 10, Bravado 17
Strength Bonus 11, Dodge Bonus 20, Move Rate 21,
Initiative Bonus +0

Max Body Points: 150

Skills: Backbone 34, Climb 20, Fisticuffs 20, Endure 22,
First Aid 12, Heave 22, Hide 24, Jump 37, Listen 24,
Persuade: Bluff 65, Persuade: Charm 20, Persuade:
Leadership 70, Pilot: Space 35, Psychology 45, See 24,
Sneak 20, Technical: Know-How 38, Throw 20, Weapon:
Ray Gun 50, Zero-G Training 20

Zero Skills: Psychology 45, Persuade: Bluff 65, Persuade:
Leadership 70



Max # of Zero Dice: 4

Perks & Quirks: Pep Talk

Personal Quirks: Balding, Always wears lucky red underwear, Loves his wife dearly

Quote: "Can someone tell me what the hell is going on around here?!?"

Background Info: Space Captain Glenn Stackhouse ("Glenn" to his friends) is the quintessential everyman. His rugged good looks and ready smile only aid his strong diplomatic and leadership skills. And he's not so bad at the controls of a spaceship, either. Stackhouse looks forward to this important mission for all the right reasons. He loves his wife and newborn child, and he tries to call his mother every week.

CORPORATE EXECUTIVE

You've been placed on board *Spaceship Zero* by the top brass. Official Observer, Executive Officer, Corporate Lackey—whatever your title, it's your job to make sure everything goes according to the company plan, whatever that may be. You take notes. You interfere. You like your suit pressed and your reports on time. Maybe you want everyone to be your friend, or maybe you want them all under your thumb. Perhaps you were born with a silver spoon in your mouth, or you worked too hard for this job to let a bunch of grunts tell you what to do. Whatever your resume may be, you have a way with words, or you've depended on your authority to get you what you want.





Minimum Attributes:

- Minimum 9 Brains
- Minimum 10 Bravado

Fixed Zero Skill:

Any one Persuade skill

Skill Points: 300

200 of these points must be spent on Specialty Skills.

Specialty Skills:

Brains

- Language & Lore
- Psychology
- Technical: Know-How

Balance

- Sneak
- Zero-G Training

Bravado

- Administration
- Persuade: Bargain
- Persuade: Bluff
- Persuade: Charm
- Persuade: Debate
- Persuade: Intimidate

Perks & Quirks:

Silver Tongue—Once per game session, you have the ability to make anyone believe anything. The lie doesn't even have to be plausible, simply delivered in your most convincing manner. You must make an unopposed Persuade test, applying it to any number of people who are listening. If you succeed, they believe you completely. If you fail, you can try this again later. This effect can even be used in combat (as a Dramatic Pose). The effect lasts only as many minutes as your Bravado, after which the lie becomes obvious.



Sample Character: Frieda Felodese, Corporate Executive

Brawn 10, Brains 12, Balance 12, Bravado 16
Strength Bonus 10, Dodge Bonus 24, Move Rate 22,
Initiative Bonus +0

Max Body Points: 150

Skills: Administration 30, Hide 24, Language & Lore: Gambling 52, Listen 24, See 24, Climb 24, Fisticuffs 34, Sneak 34, Throw 24, Weapon: Ray Gun 50, Endure 20, Heave 20, Jump 20, Backbone 32, Psychology 20, Science: Social 20, Technical: Know-How 30.

Zero Skills: Sleight of Hand 60, Persuade: Bluff 70, Persuade: Charm 68

Max # Zero Dice: 3

Perks & Quirks: Silver Tongue

Personal Quirks: Lecherous, Paranoid, Vain

Quote: "Relax, I have the situation totally under control."

Background Info: SpaceCorp always protects its investments, and Frieda is one of the tools they use to keep watch on those assets. Officially an observer, Frieda was a watchdog for "The Man," keeping tabs on this motley assortment they call the crew of *Spaceship Zero*. Since there's no one to report to now, Frieda just keeps on going. After all, she was on their side all along, wasn't she? Sure, she was. The profitable side.

DOCTOR

Your big schtick is healing the sick. Whether you're a tribal witch doctor, a brain surgeon, a nurse, or a paramedic, it all comes down to the same thing. It's not all you do, but it is what you do best. Trust me. You're a doctor.

Minimum Attributes:

- Minimum 12 Brains

Fixed Zero Skill:

Medicine

Skill Points: 300

200 of these points must be spent on Specialty Skills.

Specialty Skills:

Brains

- First Aid
- Language & Lore: Alien Physiological Theory
- Medicine
- Psychology
- Science: Biology
- Science: Chemistry
- Technical: Know-How

Balance

- Sleight of Hand
- Zero-G Training

Bravado

- Administration

Perks & Quirks:

Back from the Brink—Once per session, the Doctor may save a patient from the brink of death with a successful Medicine check. When a character reaches -50 Body or below, the Doctor may use this ability to restore health to her lifeless corpse by explaining to the ZM how he will do it. The same explanation shouldn't be used twice, and each one should have some relevance to the cause of death. After all, you can only use the jumper cables on the Space Gladiator's heart once. Note that



this doesn't mean that the resurrected character can immediately go run a marathon, either. At the ZM's discretion, lengthy recuperation time may be required.

Sample Character: Dr. Jettison Cade, Doctor

Brawn 11, Brains 15, Balance 12, Bravado 12
Strength Bonus 11, Dodge Bonus 24, Move Rate 23,
Initiative Bonus +0

Max Body Points: 155

Skills: Hide 30, Language & Lore: Alien Physiological Theory 40, Listen 30, Science: Biology 50, See 60, Climb 24, Fisticuffs 24, Persuade: Debate 20, Science: Chemistry 40, Sneak 24, Technical: Know-How 30, Throw 24, Weapon: Ray Gun 30, Endure 22, Heave 22, Jump 22, Backbone 24, Zero-G Training 20

Zero Skills: First Aid 75, Language & Lore: Earth History 40, Medicine 75

Max # Zero Dice: 2

Perks & Quirks: Back from the Brink

Personal Quirks: Gruff, Considers whisky "medicinal,"
Calls hydronauts "frog men"

Quote: "This won't hurt a bit."

Background Info: Dr. Cade was always at the top of her class at the Space Station Annex of Miskatonic University. She immediately joined SpaceCorp for the adventure and excitement. It was almost worth the years and years she toiled for the 'Corp to get her shot at glory; to make it in the history books; to fly in space and be on the test crew of *Spaceship Zero*; and to actually be present when the BTL Drive is activated for the first time. Huzzah!

GLADIATOR

You learned to fight in the slave pits for the hydronauts' entertainment. Now you're free. It's time to fight the hydronauts for your own entertainment.

Minimum Attributes:

Brawn 12
Balance 12

Fixed Zero Skill:

Weapon: Melee

Skill Points: 250

200 of these points must be spent on Specialty Skills

Specialty Skills:

Brains

Language & Lore: Tribal Customs
Navigate: Surface
Wilderness Survival

Balance

Fisticuffs
Weapon: Bow
Weapon: Melee

Brawn

Heave

Bravado

Animal Handling
Backbone
Persuade: Intimidate

Perks & Quirks:

Grit—Once per gaming session, the gladiator can ignore the effects of aggravated damage (treating it like regular damage). Sometimes he "accidentally" tears his clothes when using this effect.

Primitive—When the Gladiator makes a default attribute check (see pg. 17) for the Technical: Know-How or Pilot skill, the difficulty is always Tough (x 1/2) or Very Tough (x 1/4).



**Sample Character:
Karok the Undefeated, Gladiator**

Brawn 15, Brains 8, Balance 14, Bravado 13
Strength Bonus 15, Dodge Bonus 28, Move Rate 29,
Initiative Bonus +1
Max Body Points: 175
Skills: Backbone 50, Climb 28, Fisticuffs 50, Endure 60,
First Aid 10, Heave 50, Hide 16, Jump 30, Language &
Lore: Hydronaut Customs 25, Language & Lore: Tribal
Customs 35, Listen 16, Persuade: Intimidate 20, See 16,
Sneak 62, Throw 28

Zero Skills: Weapon: Melee: 50, Weapon: Ray Gun 50
Max # of Zero Dice: 3

Perks & Quirks: Grit, Primitive

Personal Quirks: Soft spot for the weak and helpless,
Scars on back, Names his weapons

Quote: "Let me show you what I am capable of doing! I
am Karok!"

Background Info: It took a lifetime to escape the clutches
of his hydronaut captors. Now that Karok is free, he
loves it. He figures his best bet is to tag along with the
Chosen One and his crew. They look like they could use
his help.

HYBRID

As a genetic crossbreed between two species, you share
traits of both. You have the strength and gills of a hydronaut
combined with the resourcefulness and ingenuity of a
human. Originally, the hybrids were bred by the hydronauts
as interpreters to communicate with their human slaves, as
the human language couldn't be replicated by hydronaut
vocal chords. You're a mongrel and a misfit, spurned by the
purebred hydronauts and feared by most humans. Whether
you fled from the tyrannical hydronauts or were cast out by
them, your only home now is with these new humans and
their flying machine. They're the only sentient creatures
who accept you.

Minimum Attributes:

Minimum 14 Brawn

Maximum Attributes:

Maximum 16 Balance

Maximum 18 Bravado

Fixed Zero Skill: Swimming

BONUS Fixed Zero Skill:

Language & Lore: Hydronaut Customs

Skill Points: 250

175 of these points must be spent on Specialty Skills

Specialty Skills:

Brains

Language & Lore: Hydronaut Customs

Balance

Fisticuffs

Weapon: Melee

Zero-G Training

Brawn

Swimming

Bravado

Backbone

Persuade: Intimidate

Perks & Quirks:

Gills—Hybrids breathe water as easily as they do air, and
they suffer no ill effects from doing so.

Translator—Hybrids can speak both the hydronaut and
human tongues.

Aquatic—Hybrids have a swimming Move Rate equal to
their normal Move Rate.

Ugly and Surly—Hybrids are not known for their charm.
Persuade: Charm has a cap of 35.

Noisy—The heavy, sloshy tread of the hydronaut hybrid
results in a Sneak Skill Cap of 70.

Sample Character: Grathnor, Hybrid

Brawn 18, Brains 8, Balance 12, Bravado 12
Strength Bonus 18, Dodge Bonus 24, Move Rate 30,
Initiative Bonus +0

Max Body Points: 190

Skills: Backbone 22, Climb 24, Endure 36, Fisticuffs 29,

Heave 36, Hide 16, Jump 36, Listen 16, Persuade:

Intimidate 30, Pilot: Space 20, Sneak 24, See 16,

Technical: Know-How 20, Throw 49, Weapon: Ray Gun 40

Zero Skills: Weapon: Melee 50, Swimming 75, Language &
Lore: Hydronaut Customs 75

Max # Zero Dice: 2

Perks & Quirks: Gills, Translators, Aquatic, Ugly & Surly,
Noisy

Personal Quirks: Arrogant, Sensitive about his looks,
Doesn't understand Earth humor

Quote: "Yet still it crossed the road? How curious."

Background Info: Grathnor was a lowly third-level
ore-processing supervisor when the crew of the *Zero*
introduced him to his human heritage. Realizing that
there was more to life than intimidating human slaves
with his bulk, Grathnor rebelled against his hydronaut
masters and set out to find himself.

