

# Premade Archetype Starter Characters

VERSION 3.1.1 (BOOSTER). Copyright Ken Young 2017-2025. All rights reserved. <http://www.roaringrockets.org/>

USE THESE CHARACTER SHEETS TO START OFF BEGINNING PLAYERS WHO ARE NEW TO ROLE-PLAYING GAMES.

THE PLAYERS JUST NAME THE CHARACTERS AND THEY ARE READY TO GO. THEY CAN COLOR THE ARTWORK AND ADD CHARACTER BACKGROUND TO CUSTOMIZE IT LATER.

THEY CAN EITHER PICK OR ROLL TO SELECT THEIR CHARACTER. THERE ARE SIX OF EACH GENDER.

WHEN THEY GAIN EXPERIENCE, CROSS OFF THE PRINTED SKILL VALUES AND WRITE IN THE NEW VALUES.

ALL ARCHETYPES ARE CLASSIFIED AS STEREOTYPE EARTH MEN & EARTH WOMEN.

GIVE THEM THE STARTER EQUIPMENT LIST:

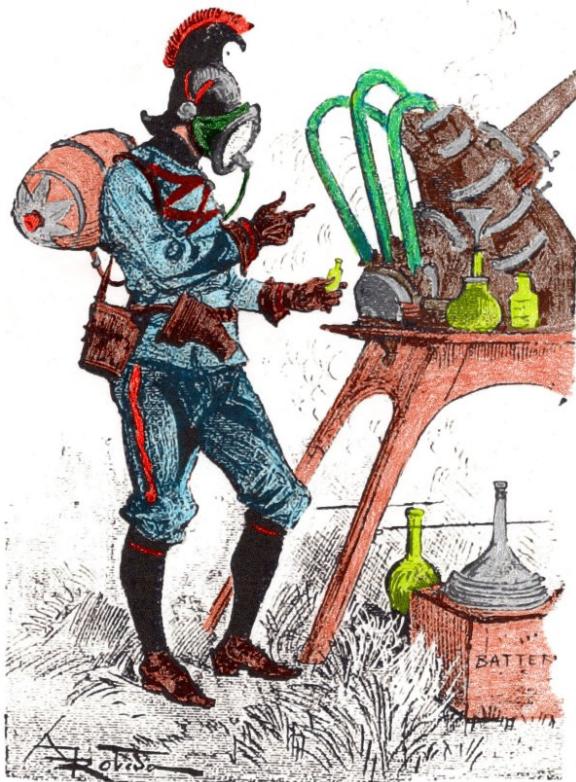
UNIFORMS, SPACE SUIT, HELMET, VEST, POCKET MULTI-TOOL, AND STUN PISTOL.

WOMEN ALSO GET PEPPER SPRAY, MAKEUP, & HAIR STUFF.

SOME CHARACTER ARCHETYPES START WITH EXTRA EQUIPMENT.

**NOTICE:** All of THESE CHARACTERS ARE SPACE CADETS. DO NOT USE THEM IF YOU ARE NOT MAKING A SPACE CADET. THE BACKGROUND GIVEN IS FROM BEFORE THEY BECAME SPACE CADETS, AND PROVIDES A BASELINE SKILLSET.

Each of THESE ARCHETYPES IS LETTER-CODED. THE MATCHING CHARACTER SHEET HAS THE SAME LETTER IN THE UPPER RIGHT CORNER.



## MALE CHARACTERS by ARCHETYPE

	<p>A: Flyboy / pilot (STARTS WITH 3CR AND A ROCKET PACK [flies 30M/TURN, 30 MINUTES OF FUEL])</p>
	<p>B: Soldier (STARTS WITH 3CR, A FIRST-AID KIT, AND A RAY RIFLE [Md kill, Md STUN, OR 2 STUN AUTOFIRE])</p>
	<p>C: MARTIAL ARTIST (STARTS WITH 1CR, A FIRST-AID KIT, A SWORD [Md kill], AND A BATON [Md STUN+1 kill])</p>
	<p>D: ENGINEER (STARTS WITH 3CR, A SLIDE RULE, AND SMALL MECHANICS TOOLBOX)</p>
	<p>E: JACK OF ALL TRADES (STARTS WITH 6CR, A MINI-RADIO, BINOCULARS, A UTILITY KNIFE (1 KILL AS WEAPON), POCKET MULTI-TOOL, AND SMALL MECHANICS TOOLBOX)</p>
	<p>F: 1930S ACTION HERO (STARTS WITH 3CR AND A ROCKET PACK [flies 30M/TURN, 30 MINUTES OF FUEL])</p>

## FEMALE CHARACTERS by ARCHETYPE

	N: SPUNKY REPORTER (STARTS WITH 3CR, SMALL MECHANICS TOOLBOX, SMALL 2-WAY RADIO, AND A PORTABLE FLYWEIGHT TYPEWRITER)
	P: NERDY SMART GIRL (STARTS WITH 3CR AND A SLIDE RULE)
	Q: NURSE (STARTS WITH 3CR, AND A FIRST-AID KIT, AND A DETACHABLE SHOULDER STOCK FOR HER STUN PISTOL)
	R: Model (STARTS WITH 3CR, NICE CLOTHES & UNIFORMS, BIKINI, BIKINI UNDERWEAR, HIGH HEELS, AND A 2-WAY RADIO)
	S: Rich girl (STARTS WITH 30CR, plus a nice-looking space suit with HEELS AND AN INTEGRATED HELMET AND ROCKET PACK)
	T: ANNIE OAKLEY (STARTS WITH 3CR, A STUN RIFLE, A ROPE, A MINIATURE RADIO RECEIVER, AND A RADIO-HAT [A COWGIRL HAT WITH A SHORT-RANGE 2-WAY RADIO IN IT])

# Equipment

## UNIFORMS

### SPACE SUIT

STUN PISTOL (MD STUN)  
POCKET MULTI-TOOL

HELMET (2 POINT ARMOR IF THE ATTACKER ROLLS MAX DAMAGE)  
BALLISTIC VEST (1 POINT ARMOR IF THE ATTACKER ROLLS ABOVE AVERAGE DAMAGE)  
NOTE THAT YOU DO NOT GET PROTECTION FROM BOTH THE VEST AND HELMET AGAINST THE SAME ATTACK.

