

## CHARACTER GENERATION CHECKLIST

Use the following sequence to create Traveller characters.

### 1. Basic Characteristics

**(Preliminaries 1).** Roll the six characteristics (2D each): Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Character beginning age is 18 years old.

**2. Basic Details.** Decide on basic details (this step may be delayed until the end of the sequence).

A. Name. Decide on this character's name.

B. Race. Determine the race of the character (characters are assumed under this system to be human). Default is Imperial Human.

C. Gender. Determine gender of the character (default is the same sex as the player).

**3. Birthworld (Worlds).** Determine the character's birthworld.

A. Roll 1D for TL Group and note Starport range.

B. Roll 2D for world trade classes.

C. Roll 1D for starport type.

**4. Homeworld (Worlds).** If player decides that homeworld is not the same as birthworld, determine homeworld.

A. Roll 1D for TL Group and note Starport range.

B. Roll 2D for world trade classes.

C. Roll 1D for starport type.

**5. Homeworld Skills (Worlds).** For each trade classification of the homeworld, roll 1D to determine the specific skill received.

**6. Education.** Determine Educational Background.

A. Planning (Preliminaries 1). Scan the **Schools Prerequisites Table** to determine which prerequisites for education are met (University, Military, Naval, Merchant Academy or Educational Certificate).

B. Education (Schools 1 or Schools 2). Education is optional. If education is pursued, and prerequisites are met, consult the specific Educational Institution and

1) Roll for Admission. If failed, character may immediately attempt admission at any other schools for which the prerequisites are met.

2) Select Major.

3) Officer Training (Optional). Attendees at University or Merchant Academy may attempt to join NOTC or OTC.

4) Roll for Perseverance. If failed, the character spends one half-die in years (1-3 years) in attendance (including for Education Certificate) and receives one skill for each year spent, but does not receive the school's education increase or degree. Re-admission is not possible. Those who have joined OTC or NOTC must enlist in Army or Navy.

5) Increase Education Level.

6) Roll (or choose) skills.

7) Roll for Honors.

8) Receive Degree.

C. Subsequent Schooling (Schools 1 and Schools 2). Scan the **Schools Prerequisites Table** for any other schools for which the prerequisites are met. If so, and that school is desired, roll for admission and return to step 2 above.

**7. Service.** Determine Career Path.

A. Select Career (Preliminaries 2). Analyze career opportunities on the Career Aptitudes Table (but almost any career may be attempted).

B. Resolve Career (Career Page). Consult the specific Career Page and

1) Roll for Enlistment. If unsuccessful, re-application for enlistment is not possible.

a) Apply for enlistment in any other career, or

b) Roll on Random Career Selection Table, or

c) Roll on The Draft.

2) Roll for Injury.

3) Roll for Decoration (if Army, Navy, Marine, or Scout).

4) Roll for Commission (if possible in the career).

5) Roll for Promotion (if possible in the career).

6) Roll for Continuance. If Continuance fails, the career ends at the end of the current term.

7) Determine skill eligibility.

a) Automatic Skills.

b) Allowed Skills. Player chooses which of the six career tables to roll on (each table may be different) and rolls 1D until all currently allowed skills are taken.

8) If player decides to continue and that is possible, *go to step 2*.

**8. Muster Out.** Roll on the Muster Out Cash or the Muster Out Benefits Tables, taking one benefit for each term served, and one benefit if the character held a commission.

A. Cash Tables. A maximum of three of the allowed rolls may be on the Muster Out Cash Table.

B. Benefit Table. Any number of the allowed rolls are permitted on the Muster Out Benefits Table.

**9. Possessions.** If any Muster Out benefits are possessions, note them.

**10. Cold Sleep Weeks (Dates).**

Determine the total number of weeks spent by the character in Cold Sleep during service. Roll 2D on the Low Passage Effects Table for each term served.

**11. Determine Birthdate.**

A. On the Birthdate Table, determine standard birthdate.

B. If any Cold Sleep Weeks, determine true birthdate.

**12. Hit Boxes.** Mark hit boxes available on the Character Card.

**13. Comments.** Mark any comments in the Character Card Comments box.

A. Injury. Note nature of any injuries received in service.

B. Educational Institutions attended.

C. Characteristic Alterations received (note totals).

D. Note if still in service.

E. Entertainer comments.

F. Agent comments.

G. Rogue comments.

H. Military awards.

1) Heroism Awards.

2) Wound Badges.

**14. Skills.** Note skills received.

A. List in alphabetical order.

B. Note Cascade skills received in parentheses behind the specific skill selected.

**15. Aging.** At the end of each term (beginning at age 34), determine the effects of aging on the character.

# PRELIMINARIES 1

## THE CHARACTER

The character is the individual through which the player in **Traveller** performs all activity. Characters are the focus of **Traveller** adventures.

A character has six basic characteristics, a variety of skills, a background based on schooling and education, and a prior career.

**Player Characters (PC).** A PC is a character actively used by a player.

**Non-Player-Characters (NPC).** An NPC is a character manipulated by the game master or referee as it interacts with the player characters. NPCs are often patrons (reasons for adventures).

**Spear-Carriers (SC).** An SC is a nameless, faceless character who adds color to situations without needless detail.

## CHARACTERISTICS

**Strength (Str)** indicates physical power and ability.

**Dexterity (Dex)** indicates body and eye-hand coordination.

**Endurance (End)** indicates personal determination and physical stamina.

**Intelligence (Int)** indicates natural mental ability to think and reason.

**Education (Edu)** indicates an equivalent level of schooling (although not necessarily attendance).

**Social Standing (Soc)** indicates social class and the level of society from which the character comes.

## SKILLS

A character has one or more skills which reflect experience and training during his or her life.

**Recording Skills.** Skills are recorded as Skill-N, where Skill is the name of the skill and N is the skill level, which may range from 0 or 1 to 10 or more.

If a cascade skill is received, record it as Skill-N (Parent), where Parent is the name of the parent cascade skill.

## EDUCATION

A character may attend one or more schools which may provide additions to Education, and new levels of skills.

## CAREERS

A character selects a career, enlists, and resolves one or more terms (of 4 years each), receiving skills and characteristic additions. Eventually the character leaves the career and begins role-playing adventures.

## THE UPP

Endurance Intelligence  
Dexterity Education

**9 A B 5 6 7**

Strength Social Standing

## HEXADECIMAL NUMBERS

Base10 0 1 2 3 4 5 6

Base16 0 1 2 3 4 5 6

Base10 7 8 9 10 11 12 13

Base16 7 8 9 A B C D

Base10 14 15 16 17 18 19 20

Base16 E F G H J K L

Hexadecimal (base 16) numbers express digits greater than 9 using only one space. The table originally went to 15; it was extended to cover higher numbers as the system has evolved. I and O are omitted to avoid confusion with 1 (one) and 0 (zero).

## MENTAL CHARACTERISTIC EQUIVALENTS

Value	Int	Edu
0	-	Instinctual
1	-	Illiterate
2	-	Basic Reading
3	-	Grade School
4	-	Ed Certificate
5	Below Average	High School
6	Average	Associate
7	Average	Bachelors
8	Average	Masters
9	Above Average	-
A	Superior	Doctorate
B	Very Superior	-
C	Gifted	-
D	Very Gifted	-
E	Genius	-
F	-	-

## DETAILS

The player determines the details of name, gender, and race.

**Race.** Characters are Human; race indicates the type of human (default is a generic Imperial Human). Choices include:

Im	Imperial Human.
Vi	Vilani.
So	Solomani.
Zh	Zhodani.
Ge	Geonee.
Su	Suerrat.

**Gender.** Default gender is the same as the player. Available choices are:

M	Male.
F	Female.

**Name.** Names are determined by the player.

## SCHOOLS PREREQUISITES

School	Str	Dex	End	Int	Edu	Soc
ED4	-	-	-	-	3	-
University	-	-	-	8+	5+	-
Merchant*	-	-	-	-	5+	-
Military	-	-	8+	8+	4+	8+
Naval	-	-	8+	9+	5+	8+
OTC/NOTC	-	-	-	-	-	-
OCT**	-	-	9+	9+	-	8+
OFS***	-	9+	-	9+	-	8+
Grad School					BA, BS, BFA, MBA	
Ph.D					MA, MS, MBA, MFA	
Med School				9+	BA, BS	
Tech School				A+		

\* Homeworld must be starport ABC.

\*\* Military Academy only.

\*\*\* Naval Academy only.

## SCHOOLING

**Pre-Requisites.** A character must meet the minimum prerequisites for a school before applying for admission.

**Admission.** A character may apply to any school for which prerequisites are met, and may re-apply once per year. A school (other than Grad School) may only be attended once.

**Perseverance.** A character must persevere in order to graduate and receive a diploma.

**Honors.** The honors roll is optional.

**Major:** Each school (aside from ED4, OCT, OFS, NOTC and OTC) requires specifying a Major. In each year, the character may receive one level of skill in the Major in lieu of rolling on the skill table for that school.

## WAIVERS

In Education, a character may apply for a **waiver**. A Waiver may apply to

**A Pre-Requisite** (which otherwise precludes applying for a school), or

**Most Die Rolls** (after the roll has been made and failed).

**Rolling For Waivers.** To receive a Waiver, roll Soc or less (2D); DM plus number of previous waivers rolled, whether successful or not.

Waivers apply only to Schools and Education (and the Scholar career, but not other careers).

**But Not:** Waivers never apply to injury. A pre-requisite for a degree cannot be waived.

## TITLES

Position	Title
MD or Ph.D	Dr.
Ship Commander	Captain
Ph.D	Professor
Social B or Higher	Sir, Dame
Social C	Baron, Baroness
Social D	Marquis, Marchesa
Social E	Count, Countess
Social F	Duke, Duchess

# PRELIMINARIES 2

## CAREER ROLL SUMMARIES

No	Career	Enlist	DM	DM	Injury	DM	Com	DM	Prom	DM	Cont				
2	Noble	Spl	--	--	11	--	6	- 1	Edu 8+	6	+3 Soc C+	8			
3	Entertainer	5	- 2	End 9+	- 1	Soc 8+	11	--	--	--	--	10			
4	Rogue	6	- 2	Int 9+	- 1	Str 7+	10	--	--	--	--	9			
5	Marines	7	- 2	Str 9+	- 1	End 6+	8	- 2	Poltr*	7	- 1 Edu 6+	6	- 1 Soc 8+**	10	
6	Navy	8	- 2	End 9+	- 1	Soc 7+	9	- 2	Poltr*	8	- 1 Int 9+	9	- 1 Edu 7+**	9	
7	Army	9	- 2	Str 9+	- 1	Dex 8+	8	- 2	Poltr*	8	- 1 Int 8+	9	- 1 Edu 6+**	9	
8	Merchants	8	- 2	Int 9+	--	--	11	--	--	10	- 2	End 9+	4	- Off Rank	9
9	Scout	7	- 2	End 9+	- 1	Int 7+	7	- 2	Poltr*	--	--	--	--	--	11
10	Agent	6	- 2	End 9+	- 1	Edu 6+	10	--	--	--	--	--	--	--	10
11	Scholar	5	- 2	Int A+	--	--	2	--	--	--	--	--	--	--	8
12	The Draft	Special													

\*Poltr: Poltroonery (requires DM -2 on Military Heroism). \*\* DM+3 if Rank O6. DM- is beneficial; DM+ is disadvantageous.

## CAREER APTITUDES

Career	Str	Dex	End	Int	Edu	Soc
Noble	-	-	-	A+	7+	A+
Entertainer	-	-	9+	-	-	8+
Rogue	7+	-	-	9+	-	-
Marines	9+	-	6+	-	6+	8+
Navy	-	-	9+	9+	7+	7+
Army	9+	8+	-	8+	6+	-
Merchant	-	-	9+	8+	-	-
Scout	-	-	9+	7+	-	-
Agent	-	-	9+	-	6+	-
Scholar	-	-	-	A+	-	-

This table shows the characteristics providing the greatest chance of success in each career.

## THE DRAFT

1D	Career	To Enlist
1	Marines	7
2	Navy	8
3	Army	9
4	Merchant	8
5	Scouts	7
6	Rejected	

Use this table when a character is drafted (whether required to submit to, or having volunteered for, the draft). Admission is automatic (the enlistment throw is shown for reference only).

## RANDOM CAREER SELECTION

2D	Career	To Enlist
2	Noble	Special
3	Entertainer	5
4	Rogue	6
5	Marines	7
6	Navy	8
7	Army	9
8	Merchants	8
9	Scout	7
10	Agent	6
11	Scholar	5
12	The Draft	Special

This table randomly determines a career; if used, admission is automatic regardless of prerequisites.

**Nobles:** Nobles produced by this table (who do not have the required Soc) are living the life of an impostor.

## CAREERS

**Pre-Requisites.** A pre-requisite (as stated for Nobles) must be met before attempting to enlist in a career.

**Enlistment.** A character may try to enlist in any number of services, but only once per service. If an enlistment roll is 12 exactly, character **must use** the Draft or Random Career Selection.

**Commission and Promotion.** For those careers with rank, characters begin with rank E1 (unless otherwise noted). They are automatically promoted to 1 level each year for the first four years, and 1 level each term (4 years) thereafter.

If the Commission roll is successful, the character receives rank O1, and remains at that rank until the promotion roll is successful.

**Continuance.** A character may continue career resolution as long as the Continuance Roll is successful. If the Continuance roll is **exactly 2**, the character **MUST** continue in the career for another term.

## MUSTER OUT BENEFITS

A character may roll on the Muster Out Tables once for each term served, and one additional time if he or she has received a commission. A maximum of three rolls on the Cash Table is allowed; the remainder must be made on the benefits table.

**Disability Benefits.** Permanent injury of 3+ points (even if from more than one injury) **requires** a disability discharge. Roll on the Muster Out Tables twice for each term served, and two additional if he or she has received a commission. Up to 6 rolls can be made on the Cash Table; the remainder must be on the Benefits Table.

**Retirement Pay.** A character may retire after 5 terms of service, and receives an annual pension equal to Cr2,000 times terms served.

## INJURY & RECOVERY

Half Die	Injury	Recovery					
		1	2	3			
1	Str	-1	-2	-3	0	1	2
2	Dex	-1	-2	-3	0	1	2
3	End	-1	-2	-3	1	2	3

**If injured,** roll for characteristic injured and for recovery, which cannot exceed initial injury. Unrecovered injury reduces characteristic permanently.

**Service May End.** Permanent injury of 3+ points (even if from more than one injury) **requires** a disability discharge. Roll a half die (1-2-3) for the number of years served in the current term and receive double mustering out benefits.

**Poltroonery.** Army, Navy, Marine, and Scout characters may elect the Poltroonery DM -2 (which reduces the chance of injury).

**Wound Badges.** Army, Navy, Scout, and Marine characters with injuries receive a Wound Badge (WBn) (n is the total number of times a Wound badge has been received).

## MILITARY HEROISM AWARDS

- 2D Award  
 10 Meritorious Conduct Under Fire.  
 11 Medal for Conspicuous Gallantry.  
 12 Starburst for Extreme Heroism.

Army, Navy, Marine and Scout characters who roll 9+ for Injury (even if there is no Injury) can roll on the Military Heroism Awards table (DM -2 if the Poltroonery DM was used for Injury).

## AGING (Roll Once Every 4 Years)

Age	34+	50+	66+
Strength	-1 if 7-	-1 if 8-	-2 if 8-
Dexterity	-1 if 6-	-1 if 7-	-2 if 8-
Endurance	-1 if 7-	-1 if 8-	-2 if 8-
Intelligence	--	--	-1 if 8-
Education	same effect as Int		
Social Standing	unaffected		

Roll every 4 years beginning on 34<sup>th</sup> birthday.

# THE TRAVELLER CHARACTER

The character is the individual through which the player in **Traveller** performs all activity. Each character has six basic characteristics, a variety of skills, a background based on schooling and education, and a prior career. Most characters are human, and the basic character generation procedures in Traveller are for humans.

## THE CHARACTER TYPES

When classified by use in the game, there are three types of characters:

**Player Characters (PC).** A character actively used by a player.

**Non-Player Characters (NPC).** A character manipulated by the game master or referee as it interacts with the player characters. NPCs are often patrons (reasons for adventures).

**Spear-Carriers (SC).** A nameless, faceless character who adds color to situations without needless detail.

## CHARACTERISTICS

**Strength (Str)** indicates physical power and ability.

**Dexterity (Dex)** indicates body and eye-hand coordination.

**Endurance (End)** indicates personal determination and physical stamina.

**Intelligence (Int)** indicates natural mental ability to think and reason.

**Education (Edu)** indicates an equivalent level of schooling (although not necessarily attendance).

**Social Standing (Soc)** indicates social class and the level of society from which the character comes.

## SKILLS

A character has one or more skills reflecting experience and training.

**Recording Skills.** Skills are recorded as Skill-N; Skill is the name of the skill and N is the skill level, which may range from 0 or 1 to 10 or more.

Record cascade skills as Skill-N (Parent), where Parent is the name of the parent cascade skill.

## THE UPP

The basic characteristics for a character are recorded in a six digit string of letters and numbers.

THE UPP					
Endurance		Intelligence			
Dexterity		Education			
Strength					
<b>9 A B 5 6 7</b>					
Social Standing					

## HEXADECIMAL NUMBERS

Base10	0	1	2	3	4	5	6
Base16	0	1	2	3	4	5	6

Base10	7	8	9	10	11	12	13
Base16	7	8	9	A	B	C	D

Base10	14	15	16	17	18	19	20
Base16	E	F	G	H	J	K	L

Hexadecimal (base 16) numbers express digits greater than 9 using only one space. The original concept of hexadecimal extends only to 16; but additional values have been added to cover higher numbers.

I and O are omitted to avoid confusion with 1 (one) and 0 (zero).

## EDUCATION

A character may attend one or more schools which may provide additions to Education, and new levels of skills.

## DETAILS

The player determines the details of name, gender, and race.

**Race.** Characters are Human; race indicates the type of human (default is a generic Imperial Human). Other possible choices include:

Im	Imperial Human.
Vi	Vilani.
So	Solomani.
Zh	Zhodani.
Ge	Geonee.
Su	Suerrat.

**Gender.** Default gender is the same as the player. Available choices are:

M	Male.
F	Female.

**Name.** Names are determined by the player.

## TITLES

Position	Title
MD or Ph.D	Dr.
Ship Commander	Captain
Ph.D	Professor
Social B or Higher	Sir, Dame
Social C	Baron, Baroness
Social D	Marquis, Marchesa
Social E	Count, Countess
Social F	Duke, Duchess
(high social ranks reserved for NPCs)	
Social G	Archduke
Social H	Emperor

## CAREERS

A character selects a career, enlists, and resolves the process. Eventually the character leaves the career and begins role-playing adventures.

Name			UPP	Str	Dex	End	Int	Edu	Soc
Service and Rank			Race						Sex
Enlisted	Discharged	Served	ColdSleep	Birthdate					
Skills			Ht	dm	Birthworld				
			Wt	dm	Homeworld				
Possessions			Money						
			Degrees						
Comments									
Str			Int						
Dex									
End									

Character Card

Form 11

## THE TRAVELLER CHARACTER CARD

Information about characters is recorded on Character Cards (one for each character). This card serves as a ready source of information about the abilities and possessions of a character, and is available to the player and to the game master.

# PLANNING A CAREER

## CAREER ROLL SUMMARIES

No	Career	Enlist	DM	Injury	DM	Com	DM	Prom	DM	Cont	
2	Noble	Spl	--	--	11 -	--	6 -	- 1 Edu 8+	6 -	+3 Soc C+	8 -
3	Entertainer	5 -	- 2 End 9+	- 1 Soc 8+	11 -	--	--	--	--	--	10 -
4	Rogue	6 -	- 2 Int 9+	- 1 Str 7+	10 -	--	--	--	--	--	9 -
5	Marines	7 -	- 2 Str 9+	- 1 End 6+	8 -	- 2 Poltr*	7 -	- 1 Edu 6+	6 -	- 1 Soc 8+**	10 -
6	Navy	8 -	- 2 End 9+	- 1 Soc 7+	9 -	- 2 Poltr*	8 -	- 1 Int 9+	9 -	- 1 Edu 7+**	9 -
7	Army	9 -	- 2 Str 9+	- 1 Dex 8+	8 -	- 2 Poltr*	8 -	- 1 Int 8+	9 -	- 1 Edu 6+**	9 -
8	Merchants	8 -	- 2 Int 9+	--	11 -	--	10 -	- 2 End 9+	4 -	- Off Rank	9 -
9	Scout	7 -	- 2 End 9+	- 1 Int 7+	7 -	- 2 Poltr*	--	--	--	--	11 -
10	Agent	6 -	- 2 End 9+	- 1 Edu 6+	10 -	--	--	--	--	--	10 -
11	Scholar	5 -	- 2 Int A+	--	2 -	--	--	--	--	--	8 -
12	The Draft	Special									

\*Poltr: Poltroonery (requires DM -2 on Military Heroism). \*\* DM+3 if Rank O6. DM- is beneficial; DM+ is disadvantageous.

## CAREER APTITUDES

Career	Str	Dex	End	Int	Edu	Soc
Noble	-	-	-	A+	7+	A+
Entertainer	-	-	9+	-	-	8+
Rogue	7+	-	-	9+	-	-
Marines	9+	-	6+	-	6+	8+
Navy	-	-	9+	9+	7+	7+
Army	9+	8+	-	8+	6+	-
Merchant	-	-	9+	8+	-	-
Scout	-	-	9+	7+	-	-
Agent	-	-	9+	-	6+	-
Scholar	-	-	-	A+	-	-

This table shows the characteristics providing the greatest chance of success in each career.

## THE DRAFT

1D	Career	To Enlist
1	Marines	7 -
2	Navy	8 -
3	Army	9 -
4	Merchant	8 -
5	Scouts	7 -
6	Rejected	

Use this table when a character is drafted (whether required to submit to, or having volunteered for, the draft). Admission is automatic (the enlistment throw is shown for reference only).

## RANDOM CAREER SELECTION

2D	Career	To Enlist
2	Noble	Special
3	Entertainer	5 -
4	Rogue	6 -
5	Marines	7 -
6	Navy	8 -
7	Army	9 -
8	Merchants	8 -
9	Scout	7 -
10	Agent	6 -
11	Scholar	5 -
12	The Draft	Special

This table randomly determines a career; if used, admission is automatic regardless of prerequisites.

**Nobles:** Nobles produced by this table (who do not have the required Soc) are living the life of an impostor.

## SCHOOLS PREREQUISITES

School	Str	Dex	End	Int	Edu	Soc
ED4	-	-	-	-	3 -	-
University	-	-	-	8+	5+	-
Merchant*	-	-	-	-	5+	-
Military	-	-	8+	8+	4+	8+
Naval	-	-	8+	9+	5+	8+
OTC/NOTC	-	-	-	-	-	-
OCT**	-	-	9+	9+	-	8+
OFS***	-	9+	-	9+	-	8+
Grad School					BA, BS, BFA, BBA	
Ph.D					MA, MS, MBA, MFA	
Med School					9+ BA, BS	
Tech School					A+	

\* Homeworld must be starport ABC.

\*\* Military Academy only.

\*\*\* Naval Academy only.

## SCHOOLING

**Pre-Requisites.** Minimum pre-requisites must be met before applying.

**Admission.** A character may apply once per year to a school for which prerequisites are met. A school (except Grad School) may be attended only once.

**Perseverance.** A character must persevere in order to graduate and receive a diploma.

**Honors.** The honors roll is optional.

**Major:** Each school (aside from ED4, OCT, OFS, NOTC and OTC) requires a Major. In each year, the character may receive one level of skill in the Major in lieu of rolling on the school skill table.

## WAIVERS

In Schools and Education, a character may apply for a **waiver**.

A Waiver may apply to

**A Pre-Requisite** (which otherwise precludes applying for a school), or **Most Die Rolls** (after the roll has been made and failed).

**Rolling For Waivers.** For a Waiver, roll Soc or less (2D); DM plus number of previous waivers (successful or not).

**But Not:** Waivers never apply to injury. A pre-requisite for a degree cannot be waived.

## CAREERS

**Pre-Requisites.** A pre-requisite (as stated for Nobles) must be met before attempting to enlist in a career.

**Enlistment.** A character may try to enlist in any number of services, but only once per service. If an enlistment roll is 12 exactly, character **must use** the Draft or Random Career Selection.

**Commission and Promotion.** For those careers with rank, characters begin with rank E1 (unless otherwise noted). They are automatically promoted to 1 level each year for the first four years, and 1 level each term (4 years) thereafter.

If the Commission roll is successful, the character receives rank O1, and remains at that rank until the promotion roll is successful.

**Continuance.** A character may continue as long as the Continuance Roll is successful. If the roll is **exactly 2**, the character **MUST** continue in the career for another term.

## INJURY & RECOVERY

Half Die		Injury			Recovery		
		1	2	3	1	2	3
1	Str	-1	-2	-3	0	1	2
2	Dex	-1	-2	-3	0	1	2
3	End	-1	-2	-3	1	2	3

**If injured,** roll for characteristic injured and for recovery, which cannot exceed initial injury. Unrecovered injury reduces characteristic permanently.

**Service May End.** Permanent injury of 3+ points (even if from more than one injury) **requires** a disability discharge. Roll a half die (1-2-3) for the number of years served in the current term; receive 2x muster out benefits.

**Poltroonery.** Army, Navy, Marine, and Scout characters may elect the Poltroonery DM -2 (which reduces the chance of injury).

**Wound Badges.** Army, Navy, Scout, and Marine characters with injuries receive a Wound Badge (WBn) (n is the total number of times a Wound badge has been received).

**PROCEDURE**

1. For Birthworld or Homeworld, roll TL Group and note Starport Range.  
 2. Roll for Starport.  
 3. Trade Classes. Roll for world trade classifications.

**TL EQUIVALENTS**

TL Groups	Title
- 0	NoTech
1 - 3	VLoTech
4 - 6	LoTech
7 - 9	MidTech
10 - 12	HiTech
13 - 15	VHiTech
16 - 18	UHiTech

**TL GROUPS**

1D	Group
1	LoTech (CD)
2	MidTech (ABC)
3	HiTech (CD)
4	HiTech (ABC)
5	HiTech (AB)
6	VHiTech (AB)

**STARPORT**

1D	ABC	AB	CD
1	A	A	C
2	A	A	C
3	B	A	C
4	B	B	D
5	C	B	D
6	C	B	D

For specific type.

**WORLDS**

After determining Birthworld, a player may decide that a character has a different Homeworld.

**WORLD TRADE CLASSIFICATIONS**

2D	1 LoTech (CD)	2 MidTech (ABC)	3 HiTech (CD)	4 HiTech (ABC)	5 HiTech (AB)	6 VHiTech (AB)	2D
2	Na Po	Na Ind Ast HiPop Va	De	De LoPop	Fl	Na Ind Po HiPop	2
3	Ind HiPop	Ag Ri	Na Ast Va	HiPop Fl	LoPop Fl	Ind Wa HiPop	3
4	LoPop Va	Ind HiPop	Ag Ni	Po	Ri	Ni Wa	4
5	Wa LoPop	Wa LoPop	HiPop	Ni Po De	Na Ind HiPop Va	Ni	5
6	Po LoPop	Ni	Po LoPop	Ni	Ast LoPop Va	LoPop Va	6
7	LoPop	Po LoPop	LoPop	LoPop Va	Na Va	LoPop	7
8	Ag Ni	Ag Ni	Ind HiPop	Wa LoPop	Ni Va	Ast LoPop Va	8
9	Ni	LoPop Fl	Na Ni Va	Ni Po	Po De LoPop	Ind HiPop	9
10	Ag	Ag	Ic LoPop Va	Na Ind HiPop	Na Ni Ast Va	Na Va	10
11	Na Ni Po	HiPop	Na Va	Na Ni Po	Ag	Ag Ni Ri	11
12	Ast LoPop Va	Na Ni Po De	Na Ni	Na Po De	Na Po HiPop	Na Po HiPop	12

Trade classifications are determined from the details of specific worlds (and are defined in **Worlds**).

The trade classification Ic provides no specific World skills.

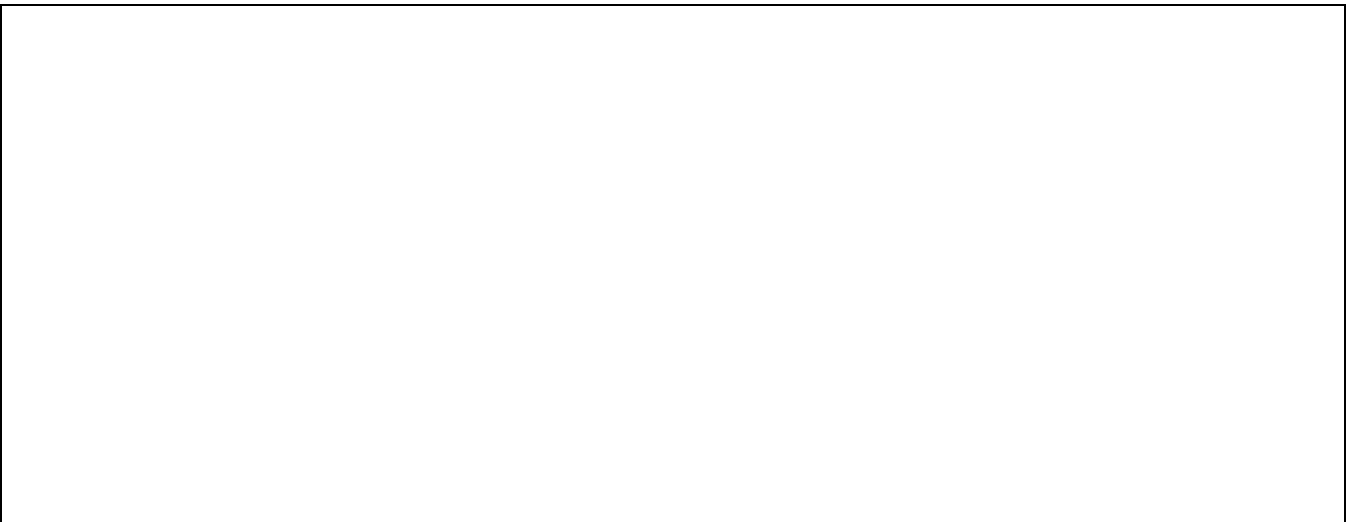
World starport possibilities are shown in parentheses in each column heading. Character must select the starport of his or her World using the Starport table.

**WORLD SKILLS 1**

1D	Agricultural	Non-Agricultural	Industrial	Non-Ind or LoPop	Asteroid Belt	Fluid Ocean	1D
1	Research	Computer	Armorer	Navigation	Astrogation	Research	1
2	Equestrian	Craftsman	Craftsman	Survival	Vac Suit	Survival	2
3	Biology	Electronics	Electronics	Medical	Propsecting	Medical	3
4	Chemistry	Sensors	Gravitics	Survey	Environ Combat	Chemistry	4
5	Mechanics	Communications	Communications	Mechanics	Communications	Communications	5
6	Ground Craft	Ground Craft	Aircraft	Ground Craft	Ship's Boat	Instruction	6

**WORLD SKILLS 2**

1D	Desert	Water World	Rich	Poor	High-Pop	Vacuum	1D
1	Navigation	Navigation	Athletics	Forgery	Administration	Navigation	1
2	Survival	Survival	Gambling	Streetwise	Bureaucracy	Vac Suit	2
3	Recon	Watercraft	Performance	Interrogation	Leadership	Sensors	3
4	Geology	Aircraft	Philosophy	Intimidation	Broker	Environ Combat	4
5	Perception	Aircraft	Aircraft	Psychology	Trader	Communications	5
6	Ground Craft	Grav Craft	Grav Craft	Brawling	Instruction	Ship's Boat	6



Army      Navy      Marine      Rogue      Agent      Scholar      Entertainer      Scout      Merchant      Noble

## THE UNIVERSITY

The foundation of any advanced education is attendance at the University.

**Prerequisite:** Int 8+, Edu 5+.

<b>Admission:</b>	7 -; DM - 1 if Int 9+
<b>Perseverance:</b>	7 -; DM - 1 if Int A+
<b>Honors:</b>	4 -; DM - 3 if Int B+

Academic Skills	Honors Benefits
1 Athletics	Degree carries
2 <b>Technical</b>	the suffix <i>honors</i> .
3 <b>Physical Science</b>	
4 <b>Social Science</b>	
5 <b>Performance</b>	Receive +1 Edu.
6 Language	
Roll once per year or choose from Major.	

**Declared Major:** Indicate one skill within **Physical Science, Social Science, Business, or Performance** as Major.

**Education Increase:** Edu increased to 7.

**Academic Degree:** BS. If character has Computer or Language, BA. If **Performance** major, BFA. If **Business** major, BBA.

**OTC/NOTC:** May attempt enrollment in OTC or NOTC, but may serve in only one.

**Time Served:** 4 years. If Edu 8+, time served is 3 years.

### OTC (Officer's Training Corps)

**Admission:** 7 -; DM - 1 if Str 9+.

**On Graduation:** Receive **Bureaucracy, Tactics.** Automatic enlistment in Army (required) with rank O1. If University Perseverance fails, automatic Army enlistment required with Army rank E1.

### GRADUATE SCHOOL

The first step toward advanced education.

**Prereq (Masters):** BA, BS, BFA, BBA.

**Prereq (PhD):** MA, MS, MFA, MBA.

<b>Admission:</b>	7 -; DM - 1 if Int 9+
<b>Perseverance:</b>	7 -; DM - 1 if Int A+
<b>Honors:</b>	4 -; DM - 1 if Int B+

Academic Skills	Honors Benefits
1 Jack of all Trades	Degree carries
2 <b>Academic</b>	the suffix <i>honors</i>
3 Instruction	
4 <b>Technical</b>	
5 <b>Performance</b>	Receive +1 Edu.
6 Law	
Roll once per year or choose from Major.	

**Declared Major:** Indicate one skill within **Physical Science, Social Science, Business, or Performance** as Major.

**Education Increase:** Edu increased to 8.

**Academic Degree:** **Social Sciences:** MA;

**Physical Sciences:** MS; **Performance:** MFA. **Business, MBA.** Degree not granted unless Major level is 3+ (6+ for Ph.D).

**Doctoral Studies:** Upon second completion of Grad School: PhD. Edu increased to A.

**Time Served:** 2 years (or 3 years).

## THE MERCHANT ACADEMY

The fundamentals of merchant operations are taught at the Merchant Academy.

**Prerequisite:** Edu 5+. Starport A, B, C.

<b>Admission:</b>	6 -; DM - 1 if End 9+
<b>Perseverance:</b>	7 -; DM - 1 if Int A+
<b>Honors:</b>	5 -; DM - 1 if Int B+

Academic Skills	Honors Benefits
1 Computer	Degree carries
2 <b>Technical</b>	the suffix <i>honors</i> .
3 <b>Business</b>	
4 Engineering	
5 Astrogation	Receive +1 Edu.
6 <b>Spacecraft</b>	
Roll once per year or choose from Major.	

**Declared Major: Business.**

**Academic Degree:** BBA.

**Education Increase:** Edu increased to 7.

**OTC/NOTC:** May attempt enrollment in OTC or NOTC, but may serve in only one.

**Time Served:** 4 years. A Merchant Academy graduate receives Merchant rank O1 and automatically enlists in the Merchants when all schooling is complete.

### NOTC (Naval Officer's Training Corps)

**Admission:** 6 -; DM - 1 if Int A+

**On Graduation:** Receive **Bureaucracy, Ship Tactics.** Automatic required enlistment in Navy (or Marines) with rank O1. If University Perseverance fails, automatic Army enlistment required with Army rank E1.

### MEDICAL SCHOOL

The route to becoming a Doctor.

**Prerequisite:** BA or BS, Int 9+.

<b>Admission:</b>	6 -; DM - 1 if Dex 8+
<b>Perseverance:</b>	6 -; DM - 1 if End 9+
<b>Honors:</b>	4 -; DM - 1 if Int B+

Academic Skills	Honors Benefits
1 Jack of all Trades	Degree carries
2 Medical	the suffix <i>Lishun</i>
3 Medical	(meaning <i>Health</i> ).
4 Medical	
5 <b>Physical Sciences</b>	Receive +1 Edu.
6 Computer	
Roll <b>once</b> per year.	

**Declared Major:** Medical.

**Education Increase:** Edu increased to 9

**Academic Degree:** MD. Degree is not granted unless Medical is 6+.

**Automatic Skills:** Medical-1 for each year of attendance (in addition to other skills).

**Time Served:** 5 years.

# SCHOOLS 1

## SKILLS AVAILABLE

### THROUGH EDUCATION

	Academic	Cluster
x Acting	Int, Edu	
Administration	Int, Edu	
Archeology	Edu, Dex	
Armorer	Dex, Int	
x Art	Dex, Int	
Artillery	Int, Str	
Astrogation	Edu, End	
x Athletics	Dex, End	
Biology	Edu, Int	
x Broker	Edu	
<b>Bureaucracy</b>	<b>Cluster</b>	
<b>Business</b>	<b>Cluster</b>	
x Camouflage	Int, Str	
Chemistry	Edu, Int	
Combat Engineering	Int	
x Computer	Edu, Int	
x Craftsman	Dex, End	
x Dance	Dex, Soc	
Demolitions	Dex	
Electronics	Edu, Int	
Engineering	Int, Str	
Fleet Tactics		
Geology	Edu, Int	
Gravitics	Dex, Int	
Ground Craft		
x Heavy Weapons	Dex, Str	
History	Edu, Int	
x Instruction	Int, Edu	
Jack of All Trades	varies	
Language	Int, Edu	
Law	Edu, Int	
Leadership	Int, Soc	
Linguistics	Edu, Int	
Mechanics	Dex, Int	
Medical	Edu, Dex	
<b>Military</b>	<b>Cluster</b>	
x Music	Dex, Edu	
<b>Naval</b>	<b>Cluster</b>	
Naval Architect	Edu, Int	
<b>Performance</b>	<b>Cluster</b>	
x Philosophy	Int, Edu	
<b>Physical Scien</b>	<b>Cluster</b>	
Physics	Edu, Int	
Pilot	Int, Edu	
Psionics	Int, Edu	
x Psychology	Int, Edu	
x Research	Edu, Int	
Robotics	Int, Dex	
Sensors	Int, Edu	
Ship Tactics	Int	
Ship's Boat	Dex, Int	
Strategy		
<b>Social Science</b>	<b>Cluster</b>	
<b>Soldier</b>	<b>Cluster</b>	
<b>Spacecraft</b>	<b>Cluster</b>	
Tactics	Int, Edu	
<b>Technical</b>	<b>Cluster</b>	
x Trader	Int, Edu	
x Vac Suit	Dex	
x Writing	Int, Edu	

# SCHOOLS 2

## CLUSTER SKILLS FROM EDUCATION

### x Academic

- x Instruction Int, Edu
- x Research Edu, Int

### Bureaucracy

- Admin Int, Edu
- Leadership Int, Soc

### x Business

- x Broker Edu
- x Trader Int, Edu

### x Performance

- x Acting Int, Edu
- x Art Dex, Int
- x Dance Dex, Soc
- x Music Dex, Edu
- x Writing Int, Edu

### Soldier

- Armorer Dex, Int
- x Ground Craft Dex, Int
- x Camouflage Int, Str
- Demolitions Dex
- x Heavy Wpns Dex, Str
- Tactics Int, Edu

### Military

- Artillery Int, Str
- Cbt Engineering Int
- x Strategy Int, Edu

### Naval

- Ship Tactics Int
- Astrogation Edu, End
- Engineering Int, Str
- Fleet Tactics Int, Edu

### Physical Science

- Biology Edu, Int
- Chemistry Edu, Int
- Geology Edu, Int
- Medical Edu, Dex
- Physics Edu, Int

### Social Science

- Archeology Edu, Dex
- History Edu, Int
- Linguistics Edu, Int
- x Philosophy Int, Edu
- Psionics Int, Edu
- x Psychology Int, Edu

### Spacecraft

- Pilot Int, Edu
- Ship's Boat Dex, Int

### Technical

- x Craftsman Dex, End
- x Computer Edu, Int
- Electronics Edu, Int
- Gravitics Dex, Int
- Mechanics Dex, Int

**Failed Admission:** If not admitted, no age penalty.

**Failed Perseverance:** If a character flunks out, roll a half-die (results 1-2-3) for the years spent, and receives 1 skill per year.

## THE MILITARY ACADEMY

The Imperial Military Academy at Arpaget provides a trained corps of Army officers for the service of the Imperium.

**Prerequisite:** End 8+, Int 8+, Edu 4+, Soc 8+, Age 19 -.

<b>Admission:</b>	5 -; DM - 2 if Int A+
<b>Perseverance:</b>	8 -; DM - 1 if End 9+
<b>Honors:</b>	5 -; DM - 1 if Int A+

Academic Skills	Honors Benefits
1 Jack of all Trades	Degree carries the suffix <i>honors</i>
2 <b>Bureaucracy</b>	
3 <b>Physical Sciences</b>	
4 <b>Social Sciences</b>	
5 <b>Soldier</b>	Receive +1 Edu.
6 <b>Military</b>	
Roll once per year.	

**Major:** Military.  
**Education Increase:** Edu increased to 7 if not 7 already.  
**Academic Degree:** Military BA.  
**Time Served:** 4 years. A Military Academy graduate receives Army rank O1 and automatically enlists in the Army when all schooling is complete.

### OFFICER COMMANDO TRAINING (OCT)

Military Academy graduates may apply to immediately attend OCT.  
**Prerequisite:** End 9+ Int 9+, Soc 8+.

<b>Admission:</b>	9 -; DM - 1 if End A+
<b>On Graduation:</b>	Receive <b>Bureaucracy</b> , <b>Tactics</b> , <b>Soldier</b> . Automatic Army rank O2.
<b>Time Served:</b>	Add 1 year.

### TECHNICAL INSTITUTE

Technical Institute provides advanced education in technical subjects.  
**Prerequisite:** Int A+

<b>Admission:</b>	7 -; DM - 1 if Int 9+
<b>Perseverance:</b>	9 -; DM - 1 if Int 8+
<b>Honors:</b>	5 -; DM - 2 if Int B+

Academic Skills	Honors Benefits
1 Jack of all Trades	Degree carries the suffix <i>Agidda</i>
2 Robotics	which means
3 Naval Architect	Technology.
4 Sensors	Receive +2 Edu
5 <b>Technical</b>	
6 Any Skill	
Roll <b>twice</b> per year or choose from Major.	
<b>Major:</b> Character may select any skill and designate it as a Major.	
<b>Academic Degree:</b> MT.	
<b>Education Increase:</b> None.	
<b>Time Served:</b> 2 years.	

## THE NAVAL ACADEMY

The Imperial Naval Academy at Starsend provides a trained corps of Navy officers for the service of the Imperium.

**Prerequisite:** End 8+, Int 9+, Edu 5+, Soc 8+, Age 19 -.

<b>Admission:</b>	5 -; DM - 1 if Soc A+
<b>Perseverance:</b>	7 -; DM - 2 if End A+
<b>Honors:</b>	4 -; DM - 1 if Int B+

Academic Skills	Honors Benefits
1 Jack of all Trades	Degree carries the suffix <i>honors</i>
2 <b>Bureaucracy</b>	
3 <b>Physical Sciences</b>	
4 <b>Social Sciences</b>	
5 <b>Spacecraft</b>	Receive +1 Edu.
6 <b>Naval</b>	
Roll once per year.	

**Major:** Naval.  
**Education Increase:** Edu increased to 7 if not 7 already.  
**Academic Degree:** Naval BA.  
**Time Served:** 4 years. A Naval Academy graduate receives Navy rank O1 and automatically enlists in the Navy when all schooling is complete. Graduate may opt to enlist in Marines with rank O1 instead.

### OFFICER FLIGHT SCHOOL (OFS)

Naval Academy graduates may apply to immediately attend OFS.  
**Prerequisite:** Dex 9+, Int 9+, Soc 8+.

<b>Admission:</b>	5 -; DM - 1 if Dex A+
<b>On Graduation:</b>	Receive <b>Spacecraft</b> , <b>Naval</b> , Vac Suit. Automatic Navy rank O2.
<b>Time Served:</b>	Add 1 year.

### EDUCATION CERTIFICATE

Those with deficient education (Edu 3-) may study for a basic certificate.  
**Prerequisite:** Edu 3 or less.

<b>Admission:</b>	automatic
<b>Perseverance:</b>	9 -.
<b>Honors:</b>	none

Academic Skills	Benefits
1 no skill	Receive ED4
2 no skill	Certificate.
3 no skill	
4 no skill	
5 Philosophy	
6 <b>Technical</b>	
Roll twice.	
<b>Major:</b> none.	
<b>Academic Degree:</b> ED4 Certificate.	
<b>Education Increase:</b> To Edu 4.	
<b>Time Served:</b> 2 years.	



## QUICK GENERATING EDUCATION

Based on a raw character at age 18, select the educational degree desired and

1. Increase age to the years shown.
2. Increase Edu to the level shown (if not at that level already).
3. Determine Major subject (select a single skill from within the Cluster as a Major).
4. Select the skills allowed from the indicated table.
5. Record the degree received.

Degree	Years	Edu	Major	Skills	Honors
ED4 is available to anyone with Edu 3 or less.					
ED4	+1	4	--	2 from ED4 List	none

Bachelor's degrees require Edu 3+ first (Edu 4+ for Military Academy).

BA	+4	7	<b>Social Sciences</b>	4 from University List	+1 Edu
BS	+4	7	<b>Physical Sciences</b>	4 from University List	+1 Edu
BFA	+4	7	<b>Performance</b>	4 from University List	+1 Edu
Naval BA	+4	7	<b>Naval</b>	4 from Military Academy List	+1 Edu
Military BA	+4	7	<b>Military</b>	4 from Naval Academy List	+1 Edu
BBA	+4	7	<b>Business</b>	4 from Merchant Academy List	+1 Edu
BBA	+4	7	Business	4 from University List	+1 Edu

Masters require a Bachelor's Degree first.

MA	+2	8	<b>Social Sciences</b>	2 from Grad School List	+1 Edu
MS	+2	8	<b>Physical Sciences</b>	2 from Grad School List	+1 Edu
MFA	+2	8	<b>Performance</b>	2 from Grad School List	+1 Edu
MT	+2	--	<b>Technical</b>	4 from Technical School List	+1 Edu

Doctorates require a Master's degree first (except MD).

PhD	+2	A	<b>Social Sciences</b>	2 from Grad School List	+1 Edu
PhD	+2	A	<b>Physical Sciences</b>	2 from Grad School List	+1 Edu
PhD	+2	A	<b>Performance</b>	2 from Grad School List	+1 Edu
MD	+5	9	<b>Medical</b>	5 from Medical School List* *and automatic Medical-5	+1 Edu

OTC / NOTC is available to anyone who receives a BA, BS, BFA, or BBA.

OTC				<b>Bureaucracy.</b> Tactics
NOTC				<b>Bureaucracy.</b> Ship Tactics.

OFS is available to anyone with a Naval BA.

OFS	+1			<b>Spacecraft. Naval.</b> Vac Suit.
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OCT is available to anyone with a Military BA.

OCT	+1			<b>Bureaucracy.</b> Tactics. <b>Soldier.</b>
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## EDUCATION SKILL LISTS

University	Graduate School	Medical School	Technical School
Athletics	Jack of All Trades	Jack of All Trades	Jack of All Trades
<b>Technical</b>	<b>Technical</b>	Medical	Robotics
<b>Physical Science</b>	<b>Physical Science</b>	<b>Physical Science</b>	Naval Architect
<b>Social Science</b>	<b>Social Science</b>	x Computer	Sensors
<b>Performance</b>	<b>Performance</b>		<b>Technical</b>
Language	Instruction		(Any Skill)
	<b>Academic</b>		
	x Computer		

Military Academy	Naval Academy	Merchant Academy	ED4
Jack of All Trades	Jack of All Trades	<b>Technical</b>	x Philosophy
<b>Bureaucracy</b>	<b>Bureaucracy</b>	x <b>Business</b>	<b>Technical</b>
<b>Physical Science</b>	<b>Physical Science</b>	Engineering	None
<b>Social Science</b>	<b>Social Science</b>	x Computer	
<b>Soldier</b>	<b>Spacecraft</b>	Astrogation	
<b>Military</b>	<b>Naval</b>	<b>Spacecraft</b>	

## QUICK ED

### CLUSTER SKILLS FROM EDUCATION

#### x Academic

x Instruction	Int, Edu
x Research	Edu, Int

#### Bureaucracy

Admin	Int, Edu
Leadership	Int, Soc

#### x Business

x Broker	Edu
x Trader	Int, Edu

#### x Performance

x Acting	Int, Edu
x Art	Dex, Int
x Dance	Dex, Soc
x Music	Dex, Edu
x Writing	Int, Edu

#### Soldier

Armorer	Dex, Int
x Ground Craft	Dex, Int
x Camouflage	Int, Str
Demolitions	Dex
x Heavy Wpns	Dex, Str
Tactics	Int, Edu

#### Military

Artillery	Int, Str
Cbt Engineering	Int
x Strategy	Int, Edu

#### Naval

Ship Tactics	Int
Astrogation	Edu, End
Engineering	Int, Str
Fleet Tactics	Int, Edu

#### Physical Science

Biology	Edu, Int
Chemistry	Edu, Int
Geology	Edu, Int
Medical	Edu, Dex
Physics	Edu, Int

#### Social Science

Archeology	Edu, Dex
History	Edu, Int
Linguistics	Edu, Int
x Philosophy	Int, Edu
Psionics	Int, Edu
x Psychology	Int, Edu

#### Spacecraft

Pilot	Int, Edu
Ship's Boat	Dex, Int

#### Technical

x Craftsman	Dex, End
x Computer	Edu, Int
Electronics	Edu, Int
Gravitics	Dex, Int
Mechanics	Dex, Int

**Education:** A character may have a high Edu without an associated degree; this reflects a range of experience without formal education at that level.

# 02 NOBLES

The nobles of the Imperium are those of the upper social classes, naturally fitted for government and power.

<b>Enlistment:</b>	automatic if Soc A+
<b>Avoid Injury:</b>	11 -
<b>Knighthood:</b>	6 -; DM - 1 if Edu 8+
<b>Elevation:</b>	6 -; DM +3 if Soc C+.
<b>Continuance:</b>	8 -

## 1. Physical

1	+1 Strength
2	+1 Dexterity
3	+1 Endurance
4	Fencing
5	Athletics
6	Equestrian

## Muster Out Cash

1	Cr 10,000
2	Cr 10,000
3	Cr 50,000
4	Cr 50,000
5	Cr100,000
6	Cr100,000

Maximum 3 rolls.

## 2. Mental

1	+1 Int
2	+1 Edu
3	<b>Bureaucracy</b>
4	<b>Interact</b>
5	Diplomacy
6	First Aid

## Muster Out Benefits

1	Lands
2	+1 Int
3	+1 Edu
4	Low Passage
5	10 High Passages
6	Traveller's Aid Society
7	Yacht

DM +1 or -1 if Soc E+

## 3. Educational

1	Law
2	History
3	Electronics
4	Computer
5	Communications
6	Forgery

## Noble Ranks

Soc B	Knight / Lady
Soc C	Baron / Baroness
Soc D	Count / Countess
Soc E	Marquis / Marquese
Soc F	Duke / Duchess
Soc G	Archduke

## 4. Social

1	<b>Interact</b>
2	Liaison
3	Hunting
4	Gambling
5	Broker
6	Art

## Official Status

Soc	Annual Income
B	24,000
C	36,000
D	48,000
E	60,000
F	100,000

Official Status confers a regular income and occasional assignments.

## 5. Career

1	<b>Bureaucracy</b>
2	<b>Interact</b>
3	<b>Spacecraft</b>
4	Grav Craft
5	<b>Blade Combat</b>
6	<b>Gun Combat</b>

## Skill Eligibility

+1 skill per year.

## 6. Background

1	Naval Architect
2	Vac Suit
3	Mechanics
4	Forgery
5	Grav Craft
6	Ground Craft

## Automatic Skills:

+Interact-1  
+Fencing-1

**Official Status:** At the end of term 4 or later, a Noble may apply for Official Status with the empire (acceptance is automatic). A Noble on Official Status receives an income from the empire and occasional assignments, but foregoes the muster out process.

## QUICK GENERATING NOBLE CHARACTERS

To create a noble character quickly, decide on the noble rank desired and select that row. The character will have the age shown and have served the terms shown.

Pick the number of skills shown from the Available Skills list. If the character is still in service, then there are no muster out benefits; if out of service, then select the number of benefits shown from the Muster Out Tables.

## Character Template

Rank	Age	Terms	Skills	Benefits
Soc B	+ 4	1	4 plus Noble	1
Soc B	+ 8	2	8 plus Noble	2
Soc B	+12	3	12 plus Noble	3
Soc B	+16	4	16 plus Noble	4
Soc B	+20	5	20 plus Noble	5
Soc B	+24	6	24 plus Noble	6
Soc C	+ 4	1	4 plus Noble	1
Soc C	+ 8	2	8 plus Noble	2
Soc C	+12	3	12 plus Noble	3
Soc C	+16	4	16 plus Noble	4
Soc C	+20	5	20 plus Noble	5
Soc C	+24	6	24 plus Noble	6
Soc C	+28	7	28 plus Noble	7
Soc D	+ 4	1	4 plus Noble	1
Soc D	+ 8	2	8 plus Noble	2
Soc D	+12	3	12 plus Noble	3
Soc D	+16	4	16 plus Noble	4
Soc D	+20	5	20 plus Noble	5
Soc D	+24	6	24 plus Noble	6
Soc D	+28	7	28 plus Noble	7
Soc D	+32	8	32 plus Noble	8
Soc E	+ 4	1	4 plus Noble	1
Soc E	+ 8	2	8 plus Noble	2
Soc E	+12	3	12 plus Noble	3
Soc E	+16	4	16 plus Noble	4
Soc E	+20	5	20 plus Noble	5
Soc E	+24	6	24 plus Noble	6
Soc E	+28	7	28 plus Noble	7
Soc E	+32	8	32 plus Noble	8
Soc E	+36	9	36 plus Noble	9

Noble Skill: **Interact**-1, Fencing-1.

## Available Skills

x Art	Dex, Int	<b>Bureaucracy</b>	
x Athletics	Dex, End	Admin	Int, Edu
x Broker	Int, Edu	Leadership	Int, Soc
	Communication	Edu, Int	<b>Interact</b>
x Computer	Edu, Int	x Bribery	Int, Soc
	Electronics	Edu, Int	x Carousing
x Equestrian	Dex, Soc	Diplomacy	Soc
	Fencing	Dex, Soc	Fast Talk
x First Aid	Int, Edu	<b>Spacecraft</b>	
x Forgery	Dex, Int	Pilot	Int, Edu
x Gambling	Int, Dex	Ship's Boat	Dex. Int
x Grav Craft	Dex,	<b>Blade Combat</b>	
x Ground Craft	Dex, Int	x Knife	Dex
	History	Edu, Int	x Sword
	Hunting	End, Dex	<b>Gun Combat</b>
	Law	Edu, Int	x Pistol
	Liaison	Int, Soc	x Rifle
	Mechanics	Dex, Int	x Shotgun
	Naval Architect	Edu, Int	x SMG
x Vac Suit	Dex,		

Cluster and Cascade Skill Headers are in **Bold**.

x Default skills are identified by a bullet.

# 03 ENTERTAINERS

The quest for diversion makes entertainers a valuable part of society.

**Enlistment:** 5 -; DM - 2 if End 9+; DM - 1 if Soc 8+  
**Avoid Injury:** 11 -  
**Commission:** none  
**Promotion:** none  
**Continuance:** 10 -

## 1. Physical

- 1 +1 Strength
- 2 +1 Dexterity
- 3 +1 Endurance
- 4 Athletics
- 5 Fencing
- 6 Dance

## Muster Out Cash

- 1 Cr 10,000
  - 2 Cr 20,000
  - 3 Cr 40,000
  - 4 Cr 80,000
  - 5 Cr 100,000
  - 6 Cr 200,000
- Maximum 3 rolls.

## 2. Mental

- 1 +1 Int
- 2 +1 Edu
- 3 Communications
- 4 Computer
- 5 Electronics
- 6 Administration

## Muster Out Benefits

- 1 Low Passage
- 2 +1 Int
- 3 +1 Edu
- 4 High Passage
- 5 10 High Passages
- 6 Travellers' Aid Society

## 3. Educational

- 1 Philosophy
- 2 Psychology
- 3 Pistol
- 4 Knife
- 5 Research
- 6 First Aid

## Entertainer Ranks

There are no Entertainer ranks.

## Comments:

Upon achieving Acting-9, note "Star Actor" and receive Cr100,000.

## 4. Social

- 1 Carousing
- 2 Perception
- 3 Fast Talk
- 4 Diplomacy
- 5 Language
- 6 **Business**

Upon Writing-9, note "Best-selling author" and receive Cr100,000.  
 Upon Music-9, note "Star Musician" and receive Cr50,000.

## 5. Career

- 1 **Business**
- 2 **Performance**
- 3 Disguise
- 4 Forgery
- 5 Interrogation
- 6 Streetwise

Upon Dance-9, note "Acclaimed Dancer" and receive Cr50,000.

Upon Art-9, note "Brilliant Artist."

## Skill Eligibility

+1 skill per year.  
 +1 skill per term

## 6. Background

- 1 Grav Craft
- 2 Ground Craft
- 3 Bribery
- 4 Liaison
- 5 Vac Suit
- 6 Jack of All Trades

## Automatic Skills:

**+Business-1**  
**+Performance-1**  
**+Performance-1** (at start of term 4)

**Specialty:** Once a character has received a skill within Performance, a character may indicate that skill as his or specialty skill. Thereafter, the character may take that skill in any year (as the skill for that year), provided it does not exceed the highest skill level otherwise held.

## QUICK GENERATING ENTERTAINER CHARACTERS

To create an entertainer character quickly, decide on the entertainer age desired and select that row. The character will have served the terms shown.

Pick the number of skills shown from the **Available Skills** list. If the character is still in service, then there are no muster out benefits; if out of service, then select the number of benefits shown from the **Muster Out Tables**.

## Character Template

Rank	Age	Terms	Skills	Benefits
	+ 4	1	5 +Basic	1
	+ 8	2	10 +Basic	2
	+12	3	15 +Basic	3
	+16	4	20 +Basic. Advanced.	4
	+20	5	25 +Basic. Advanced.	5
	+24	6	30 +Basic. Advanced.	6
	+28	7	35 +Basic. Advanced.	7
	+32	8	40 +Basic. Advanced.	8
	+36	9	45 +Basic. Advanced.	9
	+40	10	50 +Basic. Advanced.	10
	+44	11	55 +Basic. Advanced.	11

Basic Skills: **Business-1. Performance-1.**

Advanced Skills: **Performance-1.**

## Available Skills

	Int, Edu	<b>Business</b>		Edu
Administration			x Broker	
x Athletics	Dex, End		x Trader	Int, Edu
x Bribery	Int, Soc			
x Carousing	Soc, End	<b>Performance</b>	x Acting	Int, Edu
Communications	Edu, Int		x Art	Dex, Int
x Computer	Edu, Int		x Dance	Dex, Soc
x Diplomacy	Soc,		x Music	Dex, Edu
x Disguise	Int,		x Writing	Int, Edu
Electronics	Edu, Int			
x Fast Talk	Int, Edu			
Fencing	Dex, Soc			
x First Aid	Int, Edu			
x Forgery	Dex, Int			
x Grav Craft	Dex,			
x Ground Craft	Dex, Int			
x Interrogation	Int, End			
Jack of All Trades	varies			
x Knife	Dex,			
Language	Int, Edu			
Liaison	Int, Soc			
x Perception	Int,			
x Philosophy	Int, Edu			
x Pistol	Dex,			
x Psychology	Int, Edu			
x Research	Edu, Int			
x Streetwise	Int, End			
x Vac Suit	Dex,			

Cluster and Cascade Skill Headers are in **Bold**.

Default skills are identified by a bullet.

# 04 ROGUES

A rogue is a true individual... dedicated to pursuing his or her own destiny regardless of what society may think.

**Enlistment:** 6 -; DM - 2 if Int 9+; DM - 1 if Str 7+  
**Avoid Injury:** 10 -  
**Commission:** none  
**Promotion:** none  
**Continuance:** 9 -

## 1. Physical

- 1 +1 Strength
- 2 +1 Dexterity
- 3 +1 Endurance
- 4 Athletics
- 5 Equestrian
- 6 Fencing

## Muster Out Cash

- 1 Cr 10,000
  - 2 Cr 20,000
  - 3 Cr 30,000
  - 4 Cr 50,000
  - 5 Cr 90,000
  - 6 Cr 100,000
- Maximum 3 rolls.

## 2. Mental

- 1 +1 Int
- 2 Computer
- 3 Cryptography
- 4 Survival
- 5 Research
- 6 Jack of All Trades

## Muster Out Benefits

- 1 Low Passage
- 2 +1 Int
- 3 Weapon
- 4 High Passage
- 5 10 High Passages
- 6 Travellers' Aid Society

## 3. Educational

- 1 Electronics
- 2 Craftsman
- 3 Computer
- 4 Communications
- 5 Bribery
- 6 Psychology

## Plus and Minus

- 2D Item
- 2 1D \* Cr100,000
- 3 1D \* Cr 50,000
- 4 1D \* Cr 10,000
- 5 Cr10,000
- 6 Masquerade Position
- 7 no effect
- 8 Lost Identity
- 9 10 CS Weeks
- 10 1D \* 10 CS Weeks
- 11 1D \* 50 CS Weeks
- 12 1D \*100 CS Weeks

## 4. Social

- 1 Acting
- 2 Broker
- 3 Carousing
- 4 Diplomacy
- 5 Fast Talk
- 6 Hunting

## 5. Career

- 1 **Clandestine**
- 2 Perception
- 3 Vac Suit
- 4 Ship's Boat
- 5 Interrogation
- 6 Diplomacy

## Rogue Ranks

There are no ranks for Rogues.

## Skill Eligibility

- +1 skill per year.
- +1 skill per term

## 6. Background

- 1 **Blade Combat**
- 2 **Gun Combat**
- 3 **Fighting**
- 4 First Aid
- 5 Concealment
- 6 Grav Craft

## Automatic Skills:

- +**Clandestine**-1
- +Jack of All Trades-1
- +Jack of All Trades-1 (at start of term 4)

**Masquerade.** A Rogue may **masquerade** as an individual in a different profession. After the first term as a Rogue, he or she may select any other career or service and resolve up to 5 terms in that service in place of Rogue. Failure of Continuance while in Masquerade forces a return to Rogue. The final term for a Rogue must be as a Rogue.

## QUICK GENERATING ROGUE CHARACTERS

To create a rogue character quickly, decide on the rogue age desired and select that row. The character will have served the terms shown.

Pick the number of skills shown from the **Available Skills** list. If the character is still in service, then there are no muster out benefits; if out of service, then select the number of benefits shown from the **Muster Out Tables**.

## Character Template

Rank	Age	Terms	Skills	Benefits
	+ 4	1	5 +Basic	1
	+ 8	2	10 +Basic	2
	+12	3	15 +Basic	3
	+16	4	20 +Basic. Advanced.	4
	+20	5	25 +Basic. Advanced.	5
	+24	6	30 +Basic. Advanced.	6
	+28	7	35 +Basic. Advanced.	7
	+32	8	40 +Basic. Advanced.	8
	+36	9	45 +Basic. Advanced.	9
	+40	10	50 +Basic. Advanced.	10
	+44	11	55 +Basic. Advanced.	11

Basic Skills: **Clandestine**-1. Jack of All Trades-1.

Advanced Skills: Jack of All Trades-1.

## Available Skills

x Acting	Int, Edu	<b>Clandestine</b>	
x Athletics	Dex, End	x Disguise	Int
x Bribery	Int, Soc	x Forgery	Dex, Int
x Broker	Int, Edu	x Gambling	Int, Dex
x Carousing	Soc, End	x Intimidation	Str, End
Communication	Edu, Int	x Intrusion	Dex, Int
x Computer	Edu, Int	x Stealth	Dex
Concealment	Dex,	x Streetwise	Int, End
x Craftsman	Dex, End	<b>Blade Combat</b>	
x Cryptography	Int, Edu	x Knife	Dex
x Diplomacy	Soc,	x Sword	Dex, Str
Electronics	Edu, Int	<b>Gun Combat</b>	
x Equestrian	Dex, Soc	x Pistol	Dex
x Fast Talk	Int, Edu	x Rifle	Dex
Fencing	Dex, Soc	x Shotgun	Dex
x First Aid	Int, Edu	x SMG	Dex
x Grav Craft	Dex,	<b>Fighting</b>	
Hunting	End, Dex	x Brawling	Dex, Str
x Interrogation	Int, End	x Melee	Str, End
Jack of All Trades	varies	x Environ Cbt	Dex, Int
x Perception	Int,		
x Psychology	Int, Edu		
x Research	Edu, Int		
Ship's Boat	Dex, Int		
x Survival	Int, Str		
x Vac Suit	Dex,		

Cluster and Cascade Skill Headers are in **Bold**.

x Default skills are identified by a bullet.

# 05 MARINES

Marines are the troop forces which serve aboard naval vessels.

<b>Enlistment:</b>	7 -; DM - 2 if Str 9+; DM - 1 if End 6+
<b>Avoid Injury:</b>	8 -; DM - 2 for Poltroonery (optional).
<b>Promission:</b>	7 -; DM - 1 if Edu 6+
<b>Promotion:</b>	6 -; DM - 1 if Soc 8+. DM +3 if rank O6
<b>Continuance:</b>	10 -

## 1. Physical

- +1 Strength
- +1 Dexterity
- +1 Endurance
- Fighting**
- Athletics
- Blade Combat**

## Muster Out Cash

- Cr 5,000
  - Cr 10,000
  - Cr 20,000
  - Cr 30,000
  - Cr 40,000
  - Cr 50,000
- Maximum 3 rolls.

## 2. Mental

- +1 Int
- Survival
- Cryptography
- Communications
- Recon
- Recruiting

## Muster Out Benefits

- Low Passage
- High Passage
- +1 Int
- Weapon
- 10 High Passages
- Travelers' Aid Society

## 3. Educational

- Navigation
- Instruction
- Ship's Boat
- Survival
- Forward Observer
- First Aid

## Service Ranks

- Recruit
- Private
- Lance Corporal
- Corporal
- Sergeant
- Gunnery Sergeant
- Sergeant First Class
- Master Sergeant
- Sergeant Major

## 4. Social

- Carousing
- Hunting
- Liaison
- Streetwise
- Stealth
- Fencing

- Force Ensign
- Force Lieutenant
- Force Captain
- Major
- Lieutenant Colonel
- Colonel
- Brigadier
- Fleet General
- General

## 5. Career

- Soldier**
- Gun Combat**
- Military**
- Technical**
- Grav Craft
- Battle Dress

## Skill Eligibility

- +1 skill per year.
- +1 skill on commission
- +1 skill per promotion (rank O1+ only).

## 6. Background

- Bureaucracy**
- Gunnery**
- Concealment
- Robotics
- Sensors
- Vac Suit

## Automatic Skills:

- +Cutlass-1
- +Pistol-1 (rank O1)

**Enlisted Promotions:** Characters begin at E1 and are automatically promoted annually during the first term of enlistment. Thereafter, enlisted characters are promoted one rank at the beginning of each term.

**Officer Promotions.** Characters begin at O1. Enlisted characters E7 and above who receive a commission begin at O3. Officers are eligible for promotion once per term.

## QUICK GENERATING MARINE CHARACTERS

Decide on the rank desired and select that row. Determine the age (and add to the character age after education; default = 18). The character has served the terms shown.

Pick skills from the **Marine Available Skills** list. If out of service, select benefits from the **Muster Out Tables**.

## Marine Character Template

Rank	Age	Terms	Skills	Benefits
E1	+ 1	1	1 + Service	1
E2	+ 2	1	2 + Service	1
E3	+ 3	1	3 + Service	1
E4	+ 4	1	4 + Service	1
E5	+ 8	2	8 + Service	2
E6	+12	3	12 + Service	3
E7	+16	4	16 + Service	4
E8	+20	5	20 + Service	5
E9	+24	6	24 + Service	6
O1	+ 4	1	4 + Service. Officer.	2
O2	+ 8	2	8 + Service. Officer.	3
O3	+12	3	12 + Service. Officer.	4
O4	+16	4	16 + Service. Officer.	5
O5	+20	5	20 + Service. Officer.	6
O6	+24	6	24 + Service. Officer.	7

Service Skill: Cutlass-1. Officer Skill: Pistol-1.

## Marine Available Skills

x Athletics	Dex, End	<b>Bureaucracy</b>	
Battle Dress	Dex	Admin	Int, Edu
x Carousing	Soc, End	Leadership	Int, Soc
Communication	Edu, Int	<b>Soldier</b>	
Concealment	Dex	Armorer	Dex, Int
Cryptography	Int, Edu	x Ground Craft	Dex, Int
Fencing	Dex, Soc	x Camouflage	Int, Str
x First Aid	Int, Edu	Demolitions	Dex
Forward Obser	Int, Edu	x Heavy Wpns	Dex, Str
x Grav Craft	Dex,	Tactics*	Int, Edu
Hunting	End, Dex	<b>Military</b>	
x Instruction	Int, Edu	Artillery	Int, Str
Liaison	Int, Soc	Cbt Engineering	Int
x Navigation	Edu, Int	x Strategy*	Int, Edu
x Recon	Dex, End	<b>Technical</b>	
Recruiting	Edu, Int	x Craftsman	Dex, End
Robotics	Int, Dex	x Computer	Edu, Int
Sensors	Int, Edu	Electronics	Edu, Int
Ship's Boat	Dex, Int	Gravitics	Dex, Int
x Stealth	Dex	Mechanics	Dex, Int
x Streetwise	Int, End	<b>Blade Combat</b>	
x Survival	Int, Str	x Knife	Dex
x Vac Suit	Dex	x Cutlass	Str, End
		<b>Gun Combat</b>	
		x Pistol	Dex
		x Rifle	Dex
		x Shotgun	Dex
		x SMG	Dex
		<b>Gunnery</b>	
		Ship's Guns	End, Dex
		Screens	Dex, Edu
		<b>Fighting</b>	
		x Brawling	Dex, Str
		x Melee	Str, End
		Environ Cbt	Dex, Int

\***Strategy.** If rank E9 or less, take Tactics instead.

\***Tactics.** If rank O4 or higher, take Strategy instead.

Cluster and Cascade Skill Headers are in **Bold**.

x Default skills are identified by a bullet.

Marines call Swords Cutlasses.

# 06 NAVY

The navy is the service by which governments control the space between worlds.

<b>Enlistment:</b>	8 -; DM - 2 if End 9+; DM - 1 if Soc 7+
<b>Avoid Injury:</b>	9 -; DM - 2 for Poltroonery (optional)
<b>Commission:</b>	8 -; DM - 1 if Int 9+
<b>Promotion:</b>	9 -; DM - 1 if Edu 7+. DM +3 if rank O6
<b>Continuance:</b>	9 -

## 1. Physical

1	+1 Strength
2	+1 Dexterity
3	+1 Endurance
4	Athletics
5	<b>Fighting</b>
6	Forward Observer

## Muster Out Cash

1	Cr 1,000
2	Cr 5,000
3	Cr 10,000
4	Cr 20,000
5	Cr 50,000
6	Cr100,000

Maximum 3 rolls.

## 2. Mental

1	+1 Int
2	+1 Edu
3	<b>Technical</b>
4	<b>Gunnery</b>
5	Cryptography
6	First Aid

## Muster Out Benefits

1	+1 Int
2	+1 Edu
3	+1 Soc
4	High Passage
5	10 High Passages
6	Travellers' Aid Society

## 3. Educational

1	Grav Craft
2	<b>Spacecraft</b>
3	Communications
4	Instruction
5	Naval Architect
6	<b>Criminology</b>

## Service Ranks

E1	Space Recruit
E2	Spacer Apprentice
E3	Spacer
E4	Able Spacer
E5	Petty Officer 5th Class
E6	Petty Officer 6th Class
E7	Chief Petty Officer
E8	Senior Chief PO
E9	Master Chief PO

## 4. Social

1	Carousing
2	Liaison
3	Hunting
4	Recruiting
5	<b>Naval</b>
6	Fencing

O1	Ensign
O2	SubLieutenant
O3	Lieutenant
O4	Lieutenant Cdr
O5	Commander
O6	Captain
O7	Commodore
O8	Vice Admiral
O9	Admiral

## 5. Career

1	<b>Bureaucracy</b>
2	<b>Naval</b>
3	<b>Spacecraft</b>
4	<b>Technical</b>
5	Sensors
6	<b>Gunnery</b>

## Skill Eligibility

+1 skill per year.  
+1 skill with commission  
+1 skill per promotion (rank O1+).

## 6. Background

1	Vac Suit
2	Survival
3	Medical
4	Robotics
5	<b>Gun Combat</b>
6	<b>Gunnery</b>

## Automatic Skills:

+Naval-1  
+Spacecraft-1 (rank O4+)

**Enlisted Promotions:** Characters begin at E1 and are automatically promoted annually during the first term of enlistment. Thereafter, enlisted characters are promoted one rank at the beginning of each term (to maximum E9).

**Officer Promotions.** Characters begin at O1. Enlisted characters E7 and above who receive a commission begin at O3. Officers are eligible for promotion once per term.

## QUICK GENERATING NAVY CHARACTERS

Decide on the rank desired and select that row. Determine the age (and add to the character age after education; default = 18). The character has served the terms shown.

Pick skills from the **Navy Available Skills** list. If out of service, select benefits from the **Muster Out Tables**.

### Navy Character Template

Rank	Age	Terms	Skills	Benefits
E1	+ 1	1	1 + Basic	1
E2	+ 2	1	2 + Basic	1
E3	+ 3	1	3 + Basic	1
E4	+ 4	1	4 + Basic	1
E5	+ 8	2	8 + Basic	2
E6	+12	3	12 + Basic	3
E7	+16	4	16 + Basic	4
E8	+20	5	20 + Basic	5
E9	+24	6	24 + Basic	6
O1	+ 4	1	5 + Basic	2
O2	+ 8	2	10 + Basic	3
O3	+12	3	15 + Basic	4
O4	+16	4	20 + Basic. Officer.	5
O5	+20	5	25 + Basic. Officer	6
O6	+24	6	30 + Basic. Officer	7
O7	+28	7	35 + Basic. Officer	8

Basic Skill: **Naval-1.**

Officer Skill: **Spacecraft-1**

### Navy Available Skills

x Athletics	Dex, End	<b>Bureaucracy</b>	
x Carousing	Soc, End	Admin	Int, Edu
Communication	Edu, Int	Leadership	Int, Soc
Cryptography	Int, Edu	<b>Criminology</b>	
Fencing	Dex, Soc	Forensics	Int, Edu
x First Aid	Int, Edu	x Interrogation	Int, End
Forward Obser	Int, Edu	x Investigation	Int, Edu
x Grav Craft	Dex,	x Law	Edu, Int
Hunting	End, Dex	<b>Naval</b>	
Instruction	Int, Edu	Ship Tactics*	Int
Liaison	Int, Soc	Astrogation	Edu, End
Medical	Edu, Dex	Engineering	Int, Str
Naval Architect	Edu, Int	Fleet Tactics*	Int, Edu
Recruiting	Edu, Int	<b>Spacecraft</b>	
Robotics	Int, Dex	Pilot*	Int, Edu
x Sensors	Int, Edu	Ship's Boat	Dex. Int
x Survival	Int, Str	<b>Technical</b>	
x Vac Suit	Dex	x Craftsman	Dex, End
		x Computer	Edu, Int
		Electronics	Edu, Int
		Gravitics	Dex, Int
		Mechanics	Dex, Int

**\*Fleet Tactics:** If rank O4 or less (including E1 to E9) take Ship Tactics instead.

**\*Ship Tactics:** If rank O5 or higher, take Fleet Tactic instead.

**\*Pilot.** If rank E1 to E9 take Ship's Boat instead.

### Gunnery

Ship's Guns	End, Dex
Screens	Dex, Edu

### Gun Combat

Pistol	Dex
x Rifle	Dex
x Shotgun	Dex
x SMG	Dex

### Fighting

x Brawling	Dex, Str
x Melee	Str, End
Environ Cbt	Dex, Int

Cluster and Cascade Skill Headers are in **Bold**.

x Default skills are identified by a bullet.

# 07 ARMY

The army is the primary arm of world surface military power for any government.

<b>Enlistment:</b>	9 -; DM - 2 if Str 9+; DM - 1 if Dex 8+
<b>Avoid Injury:</b>	8 -; DM +2 for Poltroonery (optional).
<b>Commission:</b>	8 -; DM - 1 if Int 8+
<b>Promotion:</b>	9 -; DM - 1 if Edu 6+. DM +3 if rank O6
<b>Continuance:</b>	9 -

## 1. Physical

- +1 Strength
- +1 Dexterity
- +1 Endurance
- Fighting**
- Athletics
- Knife

## Muster Out Cash

- |   |    |        |
|---|----|--------|
| 1 | Cr | 2,000  |
| 2 | Cr | 5,000  |
| 3 | Cr | 10,000 |
| 4 | Cr | 10,000 |
| 5 | Cr | 20,000 |
| 6 | Cr | 30,000 |
- Maximum 3 rolls.

## 2. Mental

- +1 Int
- +1 Edu
- Gun Combat**
- Cryptography
- Instruction
- Communications

## Muster Out Benefits

- |   |                         |
|---|-------------------------|
| 1 | +1 Int                  |
| 2 | +1 Edu                  |
| 3 | +1 Soc                  |
| 4 | Gun                     |
| 5 | High Passage            |
| 6 | Travellers' Aid Society |

## 3. Educational

- First Aid
- Sensors
- Vac Suit
- Survival
- Recon
- Navigation

## Service Ranks

- |    |                      |
|----|----------------------|
| E1 | Recruit              |
| E2 | Private              |
| E3 | Private First Class  |
| E4 | Corporal             |
| E5 | Sergeant             |
| E6 | Staff Sergeant       |
| E7 | Sergeant First Class |
| E8 | Master Sergeant      |
| E9 | Sergeant Major       |

## 4. Social

- Carousing
- Hunting
- Recruiting
- Stealth
- Liaison
- Medical

- |    |                    |
|----|--------------------|
| O1 | Second Lieutenant  |
| O2 | First Lieutenant   |
| O3 | Captain            |
| O4 | Major              |
| O5 | Lieutenant Colonel |
| O6 | Colonel            |
| O7 | Brigadier General  |
| O8 | Major General      |
| O9 | General            |

## 5. Career

- Soldier**
- Gun Combat**
- Military**
- Technical**
- Aircraft**
- Bureaucracy**

## Skill Eligibility

- +1 skill per year.
- +1 skill with commission
- +1 skill per promotion (rank O1+ only).

## 6. Background

- Battle Dress
- Gun Combat**
- Grav Craft
- Concealment
- Forward Observer
- Watercraft

## Automatic Skills:

- +Rifle-1
- +SMG-1 (rank O1)
- +Leadership (rank O4)

**Enlisted Promotions:** Characters begin at E1 and are automatically promoted annually during the first term of enlistment. Thereafter, enlisted characters are promoted one rank at the beginning of each term.

**Officer Promotions.** Characters begin at O1. Enlisted characters E7 or above who receive a commission begin at O3. Officers are eligible for promotion once per term.

## QUICK GENERATING ARMY CHARACTERS

Decide on the rank desired and select that row. Determine the age (and add to the character age after education; default = 18). The character has served the terms shown.

Pick the number of skills shown from the **Army Available Skills** list. If character is out of service, then select the number of benefits shown from the **Muster Out Tables**.

### Army Character Template

Rank	Age	Terms	Skills	Benefits
E1	+ 1	1	1 + Service.	1
E2	+ 2	1	2 + Service	1
E3	+ 3	1	3 + Service	1
E4	+ 4	1	4 + Service	1
E5	+ 8	2	8 + Service	2
E6	+12	3	12 + Service	3
E7	+16	4	16 + Service	4
E8	+20	5	20 + Service	5
E9	+22	6	24 + Service	6
O1	+ 4	1	5 + Service, Basic Officer.	2
O2	+ 8	2	10 + Service. Basic Officer	3
O3	+12	3	15 + Service. Basic Officer	4
O4	+16	4	20 + Service. Officer	5
O5	+20	5	25 + Service. Officer	6
O6	+24	6	30 + Service. Officer	7
O7	+28	7	35 + Service. Officer	8

Service Skills: Rifle-1. Basic Officer Skill: SMG-1. Officer Skill: SMG-1, Leadership-1.

### Army Available Skills

x Athletics	Dex, End	<b>Bureaucracy</b>		
Battle Dress	Dex	Admin	Int, Edu	
x Carousing	Soc, End	Leadership	Int, Soc	
Communication	Edu, Int	<b>Soldier</b>		
Concealment	Dex	Armorer	Dex, Int	
Cryptography	Int, Edu	x Ground Craft	Dex, Int	
x First Aid	Int, Edu	x Camouflage	Int, Str	
Forward Obser	Int, Edu	Demolitions	Dex	
x Grav Craft	Dex	x Heavy Wpns	Dex, Str	
Hunting	End, Dex	Tactics*	Int, Edu	
x Instruction	Int, Edu	<b>Military</b>		
x Knife	Dex	Artillery	Int, Str	
Liaison	Int, Soc	Cbt Engineering	Int	
Medical	Edu, Dex	x Strategy*	Edu	
x Navigation	Edu, Int	<b>Technical</b>		
x Recon	Dex, End	x Craftsman	Dex, End	
Recruiting	Edu, Int	x Computer	Edu, Int	
Sensors	Int, Edu	Electronics	Edu, Int	
x Stealth	Dex	Gravitics	Dex, Int	
x Survival	Int, Str	Mechanics	Dex, It	
x Vac Suit	Dex	<b>Aircraft</b>		
x Watercraft	Dex, Int	Helicopter	Dex, Int	
		Jet Plane	Dex, Int	
		Prop Plane	Dex, Int	

\***Strategy.** If rank E9 or less, take Tactics instead.

\***Tactics.** If rank O4 or more, take Strategy instead.

### Gun Combat

- |           |     |
|-----------|-----|
| x Pistol  | Dex |
| x Rifle   | Dex |
| x Shotgun | Dex |
| x SMG     | Dex |

### Fighting

- |             |          |
|-------------|----------|
| x Brawling  | Dex, Str |
| x Melee     | Str, End |
| Environ Cbt | Dex, Int |

Cluster and Cascade Skill Headers are in **Bold**.

x Default skills are identified by a bullet.

# 08 MERCHANTS

Merchants carry trade goods between the stars as they search for profit.

<b>Enlistment:</b>	8 -; DM - 2 if Int 9+
<b>Avoid Injury:</b>	11 -
<b>Commission:</b>	10 -; DM - 2 if End 9+
<b>Promotion:</b>	4 -; DM - Officer Rank
<b>Continuance:</b>	9 -

## 1. Physical

1	+1 Strength
2	+1 Dexterity
3	+1 Endurance
4	Athletics
5	Brawling
6	<b>Blade Combat</b>

## Muster Out Cash

1	Cr 5,000
2	Cr 10,000
3	Cr 20,000
4	Cr 30,000
5	Cr 50,000
6	Cr 90,000

Maximum 3 rolls.

## 2. Mental

1	+1 Int
2	+1 Edu
3	Astrogation
4	Environ Cbt
5	<b>Gunnery</b>
6	Vac Suit

## Muster Out Benefits

1	Low Passage
2	+1 Int
3	High Passage
4	10 High Passages
5	Weapon
6	Travellers' Aid Society
7	Free Trader

DM+1 or -1 if rank O5+

## 3. Educational

1	Mechanics
2	Electronics
3	Gravitics
4	First Aid
5	Engineering
6	Sensors

## Service Ranks

E1	Deck Hand
E2	Cargo Boss
E3	Orderly
E4	Steward
E5	Asst Drive Hand
E6	Drive Hand

## 4. Social

1	Hunting
2	Sensors
3	<b>Business</b>
4	Computer
5	Communications
6	Robotics

O1	4th Officer
O2	3rd Officer
O3	2nd Officer
O4	First Officer
O5	Captain
O6	Senior Captain

## 5. Career

1	<b>Business</b>
2	<b>Spacecraft</b>
3	<b>Bureaucracy</b>
4	<b>Interact</b>
5	<b>Clandestine</b>
6	<b>Gun Combat</b>

## Skill Eligibility

+1 skill per year.
+1 skill when commissioned
+1 skill when promoted (rank O1+ only)

## 6. Background

1	<b>Spacecraft</b>
2	Grav Craft
3	Prospecting
4	Survey
5	Ship Tactics
6	Jack of all Trades

## Automatic Skills:

+Interact-1
+Vac Suit-1
+ <b>Business</b> -1 (rank E4)
+Engineering-1 (rank E5)
+Engineering-1 (rank E6)
+ <b>Business</b> -1 (rank O2)
+ <b>Spacecraft</b> -1 (rank O4)

**Enlisted Promotions:** Characters begin at E1 and are automatically promoted one rank each term at the beginning of each term (rank E2 at the beginning of term 2).

**Officer Promotions.** Characters begin at O1. Officers are eligible for promotion once per term.

## QUICK GENERATING MERCHANT CHARACTERS

To create a Merchant character quickly, decide on the Merchant rank desired and select that row. The character will have the age shown and have served the terms shown.

Pick the number of skills shown from the **Available Skills** list. If the character is still in service, then there are no muster out benefits; if out of service, then select the number of benefits shown from the **Muster Out Tables**.

## Character Template

Rank	Age	Terms	Skills	Benefits
E1	+1	1	1 +Automatic	1
E2	+2	1	2 +Automatic	1
E3	+3	1	3 +Automatic	1
E4	+4	1	4 +Automatic	1
E5	+8	2	8 +Automatic	2
E6	+12	3	12 +Automatic	3
E6	+16	4	16 +Automatic	4
E6	+20	5	20 +Automatic	5
E6	+24	6	24 +Automatic	6
O1	+ 4	1	5 +Automatic	1
O1	+ 8	2	9 +Automatic	2
O2	+ 4	1	6 +Automatic	1
O3	+12	3	15 +Automatic	3
O4	+16	4	16 +Automatic	4
O5	+20	5	20 +Automatic	5
O6	+24	6	24 +Automatic	6

Automatic: Taken from the Automatic Skills table.

## Available Skills

Astrogation	Edu, End	<b>Bureaucracy</b>	
x Athletics	Dex, End	Admin	Int, Edu
x Brawling	Dex, Str	Leadership	Int, Soc
Communication	Edu, Int	<b>Business</b>	
x Computer	Edu, Int	x Broker	Edu
Electronics	Edu, Int	x Trader	Int, Edu
Engineering	Dex, End	<b>Interact</b>	
x Environ Cbt	Dex, Str	x Bribery	Int, Soc
x First Aid	Edu, Int	x Carousing	Soc, End
x Grav Craft	Edu, Int	Diplomacy	Soc
Gravitics	Dex,	Fast Talk	Int, Edu
Hunting	Int, Str	<b>Clandestine</b>	
Jack of All Trad	Int, Edu	x Disguise	Int
Mechanics	Dex, Int	x Forgery	Dex, Int
Prospecting	Int, Edu	x Gambling	Int, Dex
Robotics	Edu, Int	x Intimidation	Str, End
Sensors	Edu, Int	x Intrusion	Dex, Int
Ship Tactics	Int, Soc	x Stealth	Dex
Survey	Dex, Int	x Streetwise	Int, End
x Vac Suit	Edu, Dex	<b>Spacecraft</b>	
		Pilot*	Int, Edu
		Ship's Boat*	Dex, Int

**Pilot:** If rank E1 to E9, take Ship's Boat instead.

**\*Ship's Boat.** If rank O1+, take Pilot instead.

## Blade Combat

x Knife	Dex
x Sword	Dex, Str

## Gun Combat

x Pistol	Dex
x Rifle	Dex
x Shotgun	Dex
x SMG	Dex

## Gunnery

Ship's Guns	End, Dex
Screens	Dex, Edu

Cluster and Cascade Skill Headers are in **Bold**.  
x Default skills are identified by a bullet.



# 09 SCOUTS

The Scout Service serves two purposes: surveys of new worlds, and courier duty for the government.

<b>Enlistment:</b>	7 -; DM - 2 if End 9+; DM - 1 if Int 7+.
<b>Avoid Injury:</b>	7 -; DM +2 for Poltroonery (optional)
<b>Commission:</b>	none
<b>Promotion:</b>	none
<b>Continuance:</b>	11 -

## 1. Physical

- +1 Strength
- +1 Dexterity
- +1 Endurance
- Athletics
- Gun Combat**
- Vac Suit

## Muster Out Cash

- |   |           |
|---|-----------|
| 1 | Cr 10,000 |
| 2 | Cr 20,000 |
| 3 | Cr 30,000 |
| 4 | Cr 50,000 |
| 5 | Cr 90,000 |
| 6 | Cr100,000 |
- Maximum 3 rolls.

## 2. Mental

- +1 Int
- +1 Edu
- Astrogation
- Communications
- Sensors
- Ship Tactics

## Muster Out Benefits

- |   |                         |
|---|-------------------------|
| 1 | Low Passage             |
| 2 | +1 Int                  |
| 3 | +1 Edu                  |
| 4 | High Passage            |
| 5 | 10 High Passages        |
| 6 | Travellers' Aid Society |

## 3. Educational

- Archeology
- Biology
- Geology
- Chemistry
- Prospecting
- Technical**

## Rank

The Scout Service has no rank system.  
A Scout who has served at least 5 terms is called a "Senior Scout."

## 4. Social

- Interact**
- Clandestine**
- First Aid
- Hunting
- Bow Combat
- Jack of All Trades

## 5. Career

- Engineering
- Exploration**
- Spacecraft**
- Aircraft**
- Grav Craft
- Ground Craft

## Skill Eligibility

+1 skill per year.  
+1 skill per term

## 6. Background

- Gun Combat**
- Blade Combat**
- Battle Dress
- Demolitions
- Ship's Guns
- Screens

## Automatic Skills:

+**Spacecraft**-1  
+**Exploration**-1  
+**Exploration**-1  
(at start of term 5)

**Detached Duty Option:** At the end of term 4 or later, a Scout may apply for Detached Duty (acceptance is automatic). The Scout foregoes the Muster Out process and instead receives a Scout/Courier ship and occasional assignments from the Scout Service.

## QUICK GENERATING SCOUT CHARACTERS

Decide on the age desired and select that row. Determine the age (and add to the character age after education; default = 18). The character has served the terms shown.

Pick the number of skills shown from the **Scout Available Skills** list. If character is out of service, then select the number of benefits shown from the **Muster Out Tables**.

### Character Template

Rank	Age	Terms	Skills	Benefits
	+ 4	1	5 + Basic	1
	+ 8	2	10 + Basic	2
	+12	3	15 + Basic	3
	+16	4	20 + Basic	4
	+20	5	25 + Basic. Senior.	6
	+24	6	30 + Basic. Senior.	7
	+28	7	35 + Basic. Senior.	8
	+32	8	40 + Basic. Senior.	9
	+36	9	45 + Basic. Senior.	10
	+40	10	50 + Basic. Senior.	11

Basic Skills: **Spacecraft**-1, **Exploration**-1.  
Senior: **Exploration**-1.

### Available Skills

Archeology	Edu, Dex	<b>Interact</b>	
Astrogation	Edu, End	x Bribery	Int, Soc
x Athletics	Dex, End	x Carousing	Soc, End
Battle Dress	Dex,	Diplomacy	Soc
Biology	Edu, Int	Fast Talk	Int, Edu
x Bow Combat	Dex,	<b>Clandestine</b>	
Chemistry	Edu, Int	x Disguise	Int
Communications	Edu, Int	x Forgery	Dex, Int
Demolitions	Dex,	x Gambling	Int, Dex
Engineering	Int, Str	x Intimidation	Str, End
x First Aid	Int, Edu	x Intrusion	Dex, Int
Geology	Edu, Int	x Stealth	Dex
x Grav Craft	Dex,	x Streetwise	Int, End
x Ground Craft	Dex, Int	<b>Exploration</b>	
Hunting	End, Dex	x Navigation	Edu, Int
Jack of all Trades		x Recon	Dex, End
Prospecting	End, Int	Survey	Edu, Int
Screens	End, Dex	x Survival	Int, Str
Sensors	Int, Edu	<b>Spacecraft</b>	
Ship Tactics	Int,	Pilot	Int, Edu
Ship's Guns	Dex, End	Ship's Boat	Dex. Int
x Vac Suit	Dex,	<b>Technical</b>	
		x Craftsman	Dex, End
		x Computer	Edu, Int
		Electronics	Edu, Int
		Gravitics	Dex, Int
		Mechanics	Dex, It
		<b>Aircraft</b>	
		Helicopter	Dex, Int
		Jet Plane	Dex, Int
		Prop Plane	Dex, Int
		<b>Blade Combat</b>	
		x Knife	Dex
		x Sword	Dex, Str
		<b>Gun Combat</b>	
		x Pistol	Dex
		x Rifle	Dex
		x Shotgun	Dex
		x SMG	Dex

Cluster and Cascade Skill Headers are in **Bold**.  
x Default skills are identified by a bullet.

# 10 AGENTS

An agent is a person who acts on behalf of another... in business, in government, in life.

**Enlistment:** 6 -; DM - 2 if End 9+; DM - 1 if Edu 6+.  
**Avoid Injury:** 10 -  
**Commission:** none  
**Promotion:** none  
**Continuance:** 10 -

## 1. Physical

- 1 +1 Strength
- 2 +1 Dexterity
- 3 +1 Endurance
- 4 Athletics
- 5 Equestrian
- 6 Fencing

## Muster Out Cash

- |   |    |         |
|---|----|---------|
| 1 | Cr | 10,000  |
| 2 | Cr | 20,000  |
| 3 | Cr | 40,000  |
| 4 | Cr | 80,000  |
| 5 | Cr | 160,000 |
| 6 | Cr | 320,000 |
- Maximum 3 rolls.

## 2. Mental

- 1 +1 Int
- 2 +1 Edu
- 3 Astrogation
- 4 Computer
- 5 Communications
- 6 Jack of All Trades

## Muster Out Benefits

- |   |                         |
|---|-------------------------|
| 1 | Low Passage             |
| 2 | +1 Int                  |
| 3 | Weapon                  |
| 4 | High Passage            |
| 5 | 10 High Passages        |
| 6 | Travellers' Aid Society |

## 3. Educational

- 1 Liaison
- 2 Sensors
- 3 Watercraft
- 4 First Aid
- 5 Ground Craft
- 6 Research

## Agent Ranks

There are no ranks for Agents.

## 4. Social

- 1 **Interact**
- 2 **Clandestine**
- 3 **Criminology**
- 4 Hvy Weapons
- 5 Hunting
- 6 Demolitions

## 5. Career

- 1 **Clandestine**
- 2 **Criminology**
- 3 **Business**
- 4 Vac Suit
- 5 Perception
- 6 **Spacecraft**

## Skill Eligibility

+1 skill per year.  
 +1 skill per term

## 6. Background

- 1 **Blade Combat**
- 2 **Gun Combat**
- 3 **Fighting**
- 4 Prospecting
- 5 Concealment
- 6 Grav Craft

## Automatic Skills:

+**Clandestine**-1  
 +**Criminology**-1

**Assumed Identities.** On any even numbered term as an agent (2, 4, 6, 8, 10), an Agent may serve in any other service at a rank appropriate to age and time in service, and receive skills from within that service.

## QUICK GENERATING AGENT CHARACTERS

To create an agent character quickly, decide on the agent rank desired and select that row. The character will have the age shown and have served the terms shown.

Pick the number of skills shown from the **Available Skills** list. If the character is still in service, then there are no muster out benefits; if out of service, then select the number of benefits shown from the **Muster Out Tables**.

## Character Template

Rank	Age	Terms	Skills	Benefits
	+ 4	1	5 +Basic	1
	+ 8	2	10 +Basic	2
	+12	3	15 +Basic	3
	+16	4	20 +Basic	4
	+20	5	25 +Basic.	5
	+24	6	30 +Basic.	6
	+28	7	35 +Basic.	7
	+32	8	40 +Basic.	8
	+36	9	45 +Basic.	9
	+40	10	50 +Basic.	10
	+44	11	55 +Basic.	11

Basic Skills: **Clandestine**-1. **Criminology**-1.

## Available Skills

Astrogation	Edu, End	<b>Business</b>	
x Athletics	Dex, End	x Broker	Edu
Communications	Edu, Int	x Trader	Int, Edu
x Computer	Edu, Int	<b>Interact</b>	
Concealment	Dex,	x Bribery	Int, Soc
Demolitions	Dex,	x Carousing	Soc, End
x Equestrian	Dex, Soc	Diplomacy	Soc
Fencing	Dex, Soc	Fast Talk	Int, Edu
x First Aid	Int, Edu	<b>Clandestine</b>	
x Grav Craft	Dex,	x Disguise	Int
x Ground Craft	Dex, Int	x Forgery	Dex, Int
x Heavy Wpns	Dex, Str	x Gambling	Int, Dex
Hunting	End, Dex	x Intimidation	Str, End
Jack of All Trades	varies	x Intrusion	Dex, Int
Liaison	Int, Soc	x Stealth	Dex
x Perception	Int,	x Streetwise	Int, End
Prospecting	End, Int	<b>Criminology</b>	
x Research		Forensics	Int, Edu
Sensors		x Interrogation	Int, End
x Vac Suit		x Investigation	Int, Edu
x Watercraft		x Law	Edu, Int
		<b>Spacecraft</b>	
		Pilot	Int, Edu
		Ship's Boat	Dex, Int
		<b>Blade Combat</b>	
		x Knife	Dex
		x Sword	Dex, Str
		<b>Gun Combat</b>	
		x Pistol	Dex
		x Rifle	Dex
		x Shotgun	Dex
		x SMG	Dex
		<b>Fighting</b>	
		x Brawling	Dex, Str
		x Melee	Str, End
		Environ Cbt	Dex, Int

**Other Skills.** Because of assumed identities in the agent career, other skills are also possible.

Cluster and Cascade Skill Headers are in **Bold**.

x Default skills are identified by a bullet.

# 11 SCHOLAR

Scholars are the teachers, professors, and researchers who seek out lost knowledge and new principles.

**Enlistment:** 5 -; DM - 2 if Int A+  
**Avoid Injury:** 11 -  
**Commission:** none  
**Promotion:** none  
**Continuance:** 8 -

## 1. Physical

- 1 +1 Strength
- 2 +1 Dexterity
- 3 +1 Endurance
- 4 Athletics
- 5 Athletics
- 6 Vac Suit

## Muster Out Cash

- 1 Cr 10,000
  - 2 Cr 10,000
  - 3 Cr 10,000
  - 4 Cr 30,000
  - 5 Cr 30,000
  - 6 Cr 80,000
- Maximum 3 rolls.

## 2. Mental

- 1 +1 Int
- 2 +1 Edu
- 3 FastTalk
- 4 Perception
- 5 Sensors
- 6 First Aid

## Muster Out Benefits

- 1 Low Passage
  - 2 +1 Int
  - 3 +1 Edu
  - 4 High Passage
  - 5 Grant
  - 6 Travellers' Aid Society
  - 7 Lab Ship
- DM +1 if Ph.D.

## 3. Educational

- 1 Communications
- 2 Computer
- 3 Mechanics
- 4 Gravitics
- 5 Electronics
- 6 Naval Architect

## Scholar Ranks

- BA, BS, BFA  
 MA, MS, MFA  
 MT  
 MD

Scholar ranks are obtained only through attendance at an educational institution (see **Going Back To School** below).

## 4. Social

- 1 Carousing
- 2 **Academic**
- 3 **Physical Sciences**
- 4 **Social Sciences**
- 5 Liaison
- 6 Law

## Waivers:

A Scholar may use waivers during career resolution, but not for injury.

## 5. Career

- 1 **Academic**
- 2 **Bureaucracy**
- 3 **Exploration**
- 4 **Physical Sciences**
- 5 **Social Sciences**
- 6 Language

## Skill Eligibility

- +1 skill per year.  
 +1 skill upon achieving Edu B  
 +1 skill upon achieving Edu C

## 6. Background

- 1 Shotgun
- 2 Pistol
- 3 Grav Craft
- 4 Ground Craft
- 5 Craftsman
- 6 Jack of All Trades

## Automatic Skills:

- +**Academic-1**  
 +**Social Science-1** or  
 +**Physical Science-1** or  
 +**Performance-1**.

**Major:** A scholar must declare a major upon becoming a Scholar. Each year, the Scholar may take skill in the major instead of rolling on a table... provided the Major skill is not higher than the highest other skill held.

**Going Back To School:** A Scholar may substitute attendance at a school for years in the Scholar career.

## QUICK GENERATING SCHOLAR CHARACTERS

Decide on the age desired and select that row. Determine the age (and add to the character age after education; default = 18). The character has served the terms shown.

Pick the number of skills shown from the **Scholar Available Skills** list. If character is out of service, then select the number of benefits shown from the **Muster Out Tables**.

## Scholar Character Template

Rank	Age	Terms	Skills	Benefits
	+ 4	1	5 + Basic. Scholar.	1
	+ 8	2	10 + Basic. Scholar.	2
	+12	3	15 + Basic. Scholar.	3
	+16	4	20 + Basic. Scholar.	4
	+20	5	25 + Basic. Scholar.	5
	+24	6	30 + Basic. Scholar.	6
	+28	7	35 + Basic. Scholar.	7
	+32	8	40 + Basic. Scholar.	8
	+36	9	45 + Basic. Scholar.	9
	+40	10	50 + Basic. Scholar.	10
	+44	11	55 + Basic. Scholar.	11

Basic: **Academic-1**.

Scholar: **Social Science-1**  
 or **Physical Science-1**  
 or **Performance-1**.

**Associated University.** Any scholar with a masters or a doctorate is associated with a university for the purposes of teaching assignments, research grants, and other connections. The world on which this university is located is determined using the Worlds chart (if the world is LoTech, the character may reject that world and reroll on the Worlds tables).

## Scholar Available Skills

		<b>Academic</b>	
x Athletics	Dex, End		
x Carousing	Soc, End	x Instruction	Int, Edu
Communications	Edu, Int	x Research	Edu, Int
x Computer	Edu, Int	<b>Bureaucracy</b>	
x Craftsman	Dex, End	Admin	Int, Edu
Electronics	Edu, Int	Leadership	Int, Soc
x Fast Talk	Int, Edu	<b>Exploration</b>	
x First Aid	Int, Edu	x Navigation	Edu, Int
x Grav Craft	Dex,	x Recon	Dex, End
Gravitics	Dex, Int	Survey	Edu, Int
x Ground Craft	Dex, Int	x Survival	Int, Str
Jack of All Trades	varies	<b>Physical Science</b>	
Language	Int, Edu	Biology	Edu, Int
Law	Edu, Int	Chemistry	Edu, Int
Liaison	Int, Soc	Geology	Edu, Int
Mechanics	Dex, Int	Medical	Edu, Dex
Naval Architect	Edu, Int	Physics	Edu, Int
x Perception	Int,	<b>Social Science</b>	
x Pistol	Dex,	Archeology	Edu, Dex
Sensors	Int, Edu	History	Edu, Int
x Shotgun	Dex,	Linguistics	Edu, Int
x Vac Suit	Dex,	x Philosophy	Int, Edu
		Psionics	Int, Edu
		x Psychology	Int, Edu

Cluster and Cascade Skill Headers are in **Bold**.  
 Default skills are identified by a bullet.

# 12 FUNCTIONARY

Functionaries are individual responsible employees of governments, businesses, educational institutions, or other organizations. They are officials, bureaucrats, civil servants, or administrators with authority and some degree of power.

<b>Enlistment:</b>	5 -; DM - 2 if Int A+
<b>Avoid Injury:</b>	11 -
<b>Commission:</b>	none
<b>Promotion:</b>	none
<b>Continuance:</b>	8 -

## 1. Physical

- 1 +1 Strength
- 2 +1 Dexterity
- 3 +1 Endurance
- 4 Athletics
- 5 Athletics
- 6 Vac Suit

## Muster Out Cash

- 1 Cr 10,000
  - 2 Cr 10,000
  - 3 Cr 10,000
  - 4 Cr 30,000
  - 5 Cr 30,000
  - 6 Cr 80,000
- Maximum 3 rolls.

## 2. Mental

- 1 +1 Int
- 2 +1 Edu
- 3 FastTalk
- 4 Perception
- 5 Sensors
- 6 First Aid

## Muster Out Benefits

- 1 Low Passage
  - 2 +1 Int
  - 3 +1 Edu
  - 4 High Passage
  - 5 Grant
  - 6 Travellers' Aid Society
  - 7 Lab Ship
- DM +1 if Ph.D.

## 3. Educational

- 1 Communications
- 2 Computer
- 3 Mechanics
- 4 Gravitics
- 5 Electronics
- 6 Naval Architect

## Scholar Ranks

- BA, BS, BFA
- MA, MS, MFA
- MT
- MD

Scholar ranks are obtained only through attendance at an educational institution (see **Going Back To School** below).

## 4. Social

- 1 Carousing
- 2 **Academic**
- 3 **Physical Sciences**
- 4 **Social Sciences**
- 5 Liaison
- 6 Law

## Waivers:

A Scholar may use waivers during career resolution, but not for injury.

## 5. Career

- 1 **Academic**
- 2 **Bureaucracy**
- 3 **Exploration**
- 4 **Physical Sciences**
- 5 **Social Sciences**
- 6 Language

## Skill Eligibility

- +1 skill per year.
- +1 skill upon achieving Edu B
- +1 skill upon achieving Edu C

## 6. Background

- 1 Shotgun
- 2 Pistol
- 3 Grav Craft
- 4 Ground Craft
- 5 Craftsman
- 6 Jack of All Trades

## Automatic Skills:

- +**Academic-1**
- +**Social Science-1** or
- +**Physical Science-1** or
- +**Performance-1**.

**Major:** A scholar must declare a major upon becoming a Scholar. Each year, the Scholar may take skill in the major instead of rolling on a table... provided the Major skill is not higher than the highest other skill held.

**Going Back To School:** A Scholar may substitute attendance at a school for years in the Scholar career.

## QUICK GENERATING FUNCTIONARY CHARACTERS

Decide on the age desired and select that row. Determine the age (and add to the character age after education; default = 18). The character has served the terms shown.

Pick the number of skills shown from the **Scholar Available Skills** list. If character is out of service select the number of benefits shown from the **Muster Out Tables**.

## Scholar Character Template

Rank	Age	Terms	Skills	Benefits
+ 4	1	1	5 + Basic. Scholar.	1
+ 8	2	2	10 + Basic. Scholar.	2
+12	3	3	15 + Basic. Scholar.	3
+16	4	4	20 + Basic. Scholar.	4
+20	5	5	25 + Basic. Scholar.	5
+24	6	6	30 + Basic. Scholar.	6
+28	7	7	35 + Basic. Scholar.	7
+32	8	8	40 + Basic. Scholar.	8
+36	9	9	45 + Basic. Scholar.	9
+40	10	10	50 + Basic. Scholar.	10
+44	11	11	55 + Basic. Scholar.	11

Basic: **Academic-1**.

Scholar: **Social Science-1**

or **Physical Science-1** or **Performance-1**.

## FUNCTIONARY EQUIVALENTS

Business	Administrator. Middle Management.
Education	Administrator. Bureaucrat.
Government	Clerk. Civil Servant. Official. Judge.
Organization	Clerk. Administrator. Official.

## FUNCTIONARY EMPLOYER

<b>Business</b>	<b>Education</b>
<b>Government</b>	<b>Organization</b>

## Scholar Available Skills

	Dex, End	Soc, End	Edu, Int	Academic	Int, Edu
x Athletics					
x Carousing				x Instruction	Int, Edu
Communications				x Research	Edu, Int
x Computer				<b>Bureaucracy</b>	
x Craftsman				Admin	Int, Edu
Electronics				Leadership	Int, Soc
x Fast Talk				<b>Exploration</b>	
x First Aid				x Navigation	Edu, Int
x Grav Craft				x Recon	Dex, End
Gravitics				Survey	Edu, Int
x Ground Craft				x Survival	Int, Str
Jack of All Trades				<b>Physical Science</b>	
Language				Biology	Edu, Int
Law				Chemistry	Edu, Int
Liaison				Geology	Edu, Int
Mechanics				Medical	Edu, Dex
Naval Architect				Physics	Edu, Int
x Perception				<b>Social Science</b>	
x Pistol				Archeology	Edu, Dex
Sensors				History	Edu, Int
x Shotgun				Linguistics	Int, Edu
x Vac Suit				x Philosophy	Int, Edu
				Psionics	Int, Edu
				x Psychology	Int, Edu

Cluster and Cascade Skill Headers are in **Bold**.

Default skills are identified by a bullet.

# 13 CITIZEN

Functionaries are individual responsible employees of governments, businesses, educational institutions, or other organizations. They are officials, bureaucrats, civil servants, or administrators with authority and some degree of power.

<b>Enlistment:</b>	5 -; DM - 2 if Int A+
<b>Avoid Injury:</b>	11 -
<b>Commission:</b>	none
<b>Promotion:</b>	none
<b>Continuance:</b>	8 -

## 1. Physical

- 1 +1 Strength
- 2 +1 Dexterity
- 3 +1 Endurance
- 4 Athletics
- 5 Athletics
- 6 Vac Suit

## Muster Out Cash

- 1 Cr 10,000
  - 2 Cr 10,000
  - 3 Cr 10,000
  - 4 Cr 30,000
  - 5 Cr 30,000
  - 6 Cr 80,000
- Maximum 3 rolls.

## 2. Mental

- 1 +1 Int
- 2 +1 Edu
- 3 FastTalk
- 4 Perception
- 5 Sensors
- 6 First Aid

## Muster Out Benefits

- 1 Low Passage
  - 2 +1 Int
  - 3 +1 Edu
  - 4 High Passage
  - 5 Grant
  - 6 Travellers' Aid Society
  - 7 Lab Ship
- DM +1 if Ph.D.

## 3. Educational

- 1 Communications
- 2 Computer
- 3 Mechanics
- 4 Gravitics
- 5 Electronics
- 6 Naval Architect

## Scholar Ranks

- BA, BS, BFA
- MA, MS, MFA
- MT
- MD

Scholar ranks are obtained only through attendance at an educational institution (see **Going Back To School** below).

## 4. Social

- 1 Carousing
- 2 **Academic**
- 3 **Physical Sciences**
- 4 **Social Sciences**
- 5 Liaison
- 6 Law

## Waivers:

A Scholar may use waivers during career resolution, but not for injury.

## 5. Career

- 1 **Academic**
- 2 **Bureaucracy**
- 3 **Exploration**
- 4 **Physical Sciences**
- 5 **Social Sciences**
- 6 Language

## Skill Eligibility

- +1 skill per year.
- +1 skill upon achieving Edu B
- +1 skill upon achieving Edu C

## 6. Background

- 1 Shotgun
- 2 Pistol
- 3 Grav Craft
- 4 Ground Craft
- 5 Craftsman
- 6 Jack of All Trades

## Automatic Skills:

- +**Academic-1**
- +**Social Science-1** or
- +**Physical Science-1** or
- +**Performance-1**.

**Major:** A scholar must declare a major upon becoming a Scholar. Each year, the Scholar may take skill in the major instead of rolling on a table... provided the Major skill is not higher than the highest other skill held.

**Going Back To School:** A Scholar may substitute attendance at a school for years in the Scholar career.

## QUICK GENERATING CITIZEN CHARACTERS

Decide on the age desired and select that row. Determine the age (and add to the character age after education; default = 18). The character has served the terms shown.

Pick the number of skills shown from the **Scholar Available Skills** list. If character is out of service select the number of benefits shown from the **Muster Out Tables**.

## Scholar Character Template

Rank	Age	Terms	Skills	Benefits
+ 4	1	1	5 + Basic. Scholar.	1
+ 8	2	2	10 + Basic. Scholar.	2
+12	3	3	15 + Basic. Scholar.	3
+16	4	4	20 + Basic. Scholar.	4
+20	5	5	25 + Basic. Scholar.	5
+24	6	6	30 + Basic. Scholar.	6
+28	7	7	35 + Basic. Scholar.	7
+32	8	8	40 + Basic. Scholar.	8
+36	9	9	45 + Basic. Scholar.	9
+40	10	10	50 + Basic. Scholar.	10
+44	11	11	55 + Basic. Scholar.	11

Basic: **Academic-1**.

Scholar: **Social Science-1**

or **Physical Science-1** or **Performance-1**.

## FUNCTIONARY EQUIVALENTS

- Business Administrator. Middle Management.
- Education Administrator. Bureaucrat.
- Government Clerk. Civil Servant. Official. Judge.
- Organization Clerk. Administrator. Official.

## FUNCTIONARY EMPLOYER

- Business**                      **Education**
- Government**                **Organization**

## Scholar Available Skills

		<b>Academic</b>	
x Athletics	Dex, End		
x Carousing	Soc, End	x Instruction	Int, Edu
Communications	Edu, Int	x Research	Edu, Int
x Computer	Edu, Int	<b>Bureaucracy</b>	
x Craftsman	Dex, End	Admin	Int, Edu
Electronics	Edu, Int	Leadership	Int, Soc
x Fast Talk	Int, Edu	<b>Exploration</b>	
x First Aid	Int, Edu	x Navigation	Edu, Int
x Grav Craft	Dex,	x Recon	Dex, End
Gravitics	Dex, Int	Survey	Edu, Int
x Ground Craft	Dex, Int	x Survival	Int, Str
Jack of All Trades	varies	<b>Physical Science</b>	
Language	Int, Edu	Biology	Edu, Int
Law	Edu, Int	Chemistry	Edu, Int
Liaison	Int, Soc	Geology	Edu, Int
Mechanics	Dex, Int	Medical	Edu, Dex
Naval Architect	Edu, Int	Physics	Edu, Int
x Perception	Int,	<b>Social Science</b>	
x Pistol	Dex,	Archeology	Edu, Dex
Sensors	Int, Edu	History	Edu, Int
x Shotgun	Dex,	Linguistics	Edu, Int
x Vac Suit	Dex,	x Philosophy	Int, Edu
		Psonianology	Int, Edu
		x Psychology	Int, Edu

Cluster and Cascade Skill Headers are in **Bold**.  
Default skills are identified by a bullet.

## BIRTHDATE DETERMINATION

### 1-2-3 First Half Of Year

1	1	2	3	4	5	6
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	-	-	-	-	-	-

2	1	2	3	4	5	6
1	31	32	33	34	35	36
2	37	38	39	40	41	42
3	43	44	45	46	47	48
4	49	50	51	52	53	54
5	55	56	57	58	59	60
6	-	-	-	-	-	-

3	1	2	3	4	5	6
1	61	62	63	64	65	66
2	67	68	69	70	71	72
3	73	74	75	76	77	78
4	79	80	81	82	83	84
5	85	86	87	88	89	90
6	-	-	-	-	-	-

4	1	2	3	4	5	6
1	91	92	93	94	95	96
2	97	98	99	100	101	102
3	103	104	105	106	107	108
4	109	110	111	112	113	114
5	115	116	117	118	119	120
6	-	-	-	-	-	-

5	1	2	3	4	5	6
1	121	122	123	124	125	126
2	127	128	129	130	131	132
3	133	134	135	136	137	138
4	139	140	141	142	143	144
5	145	146	147	148	149	150
6	-	-	-	-	-	-

6	1	2	3	4	5	6
1	151	152	153	154	155	156
2	157	158	159	160	161	162
3	163	164	165	166	167	168
4	169	170	171	172	173	174
5	175	176	177	178	179	180
6	-	-	-	-	-	-

### 4-5-6 Second Half of Year

1	1	2	3	4	5	6
1	181	182	183	184	185	186
2	187	188	189	190	191	192
3	193	194	195	196	197	198
4	199	200	201	202	203	204
5	205	206	207	208	209	210
6	-	-	-	-	-	-

2	1	2	3	4	5	6
1	211	212	213	214	215	216
2	217	218	219	220	221	222
3	223	224	225	226	227	228
4	229	230	231	232	233	234
5	235	236	237	238	239	240
6	-	-	-	-	-	-

3	1	2	3	4	5	6
1	241	242	243	244	245	246
2	247	248	249	250	251	252
3	253	254	255	256	257	258
4	259	260	261	262	263	264
5	265	266	267	268	269	270
6	-	-	-	-	-	-

4	1	2	3	4	5	6
1	271	272	273	274	275	276
2	277	278	279	280	281	282
3	283	284	285	286	287	288
4	289	290	291	292	293	294
5	295	296	297	298	299	300
6	-	-	-	-	-	-

5	1	2	3	4	5	6
1	301	302	303	304	305	306
2	307	308	309	310	311	312
3	313	314	315	316	317	318
4	319	320	321	322	323	324
5	325	326	327	328	329	330
6	-	-	-	-	-	-

6	1	2	3	4	5	6
1	331	332	333	334	335	336
2	337	338	339	340	341	342
3	343	344	345	346	347	348
4	349	350	351	352	353	354
5	355	356	357	358	359	360
6	361	362	363	364	365	-

## LOW PASSAGE EFFECTS

Career	1	2	3	4	5	6	7	8	9	10	11	12
Noble	-	-	-	-	-	-	-	-	-	-	1	2
Entertainer	-	-	-	-	-	-	1	1	2	2	3	3
Rogue	-	-	-	-	1	1	2	2	3	3	4	9
Marines	-	-	-	-	-	1	2	3	5	7	11	13
Navy	-	-	-	-	1	2	4	8	12	16	20	24
Army	-	-	-	-	-	1	2	2	3	4	5	6
Merchants	-	-	-	-	-	-	-	-	1	1	1	2
Scout	-	-	-	-	-	1	1	2	2	3	4	6
Agent	-	-	-	-	-	-	1	1	2	2	3	9
Scholar	-	-	-	-	-	-	-	-	1	2	3	4

Table result is in weeks spent in Cold Sleep per term.

Each character should consult the Low Passage Effects Table to determine how much of his or her life has been spent in Cold Sleep.

## DATES

Express dates using the numbered day of the year and the year number.

**Day of the Year.** Each day of the year has its own number from 001 to 365. Because there can be so many different year lengths on different worlds, an arbitrary year length of 365 days is used.

**Year Number.** Years are numbered starting with 0.

### DETERMINING DATES

For record-keeping purposes and for background, it is helpful to know a character's birthdate. Birthdate is determined by the date of the adventuring campaign.

**Default Beginning Campaign Year.** The default Traveller campaign date is the current year minus 1900 (thus, 1998-1900 = 098). The day is the last day of the year.

**Birth Date.** Subtract character age from the current year.

**Birthday.** Randomly determine the day (from 1 to 365) of birth.

### DATE DETERMINATION

1. Roll 1D to find if the date was in the first half of the year or the second half of the year.

2. Roll 1D to find numbered table within the half year.

3. Roll 1D for the row and 1D for the column to find the numbered day of the year which is the date.

4. If the entry is blank, roll again within the half year.

5. Apply Cold Sleep Weeks (below).

### IMPORTANT DATES

Date Event

001 Holiday. First Day Of Year.

009 School Year Starts

090 Armed Forces Day

181 Mid-Year Break.

271 Thanksgiving

328 School Year Ends (Graduation)

356 Year End Break (to 365) varies

The Emperor's Birthday.

Date are typical for the Imperium.

Roll 2D on the Low Passage Effects

Table (once for each term served) to determine weeks spent in cold sleep (DM -1 if rank O1+; Army, Navy, Marines only).

Count back from the determined birthdate by the Cold Sleep Weeks to determine true birthdate.

## THE TRAVELLER CHARACTER CARD

Each character should be recorded on a **Traveller Character Card**. This page details which items of information are called for and where they should be noted.

**Name:** Enter the character's full name, including any noble rank. The player makes up or otherwise decides the name of a PC. The referee names an NPC.

**Service and Rank:** Enter the service or career pursued by the character. Enter the highest rank held in the service or career the character pursued. If no rank, leave blank.

**Enlisted:** Enter the date career or service was started.

**Discharged:** Enter the date career or service was ended.

**Served:** Enter the total length of service of the character.

**Cold Sleep:** Enter the total weeks spent in cold sleep.

Chronological age minus cold sleep weeks equals physical age.

**Skills:** Enter all skills and levels held (write each skill in the format skill-N, where N is the level). Underline all cluster and cascade skills.

**Possessions:** Indicate all major possessions (those of high value, or of other importance) and all mustering out benefits.

**Comments:** Indicate any notes or remarks of importance in understanding the character.

Name				UWP	Sex	Race	Ed	Int	Ed	Sex
Service and Rank				Race						Sex
Enlisted	Discharged	Served	ColdSleep	Birthdate						
Skills				Birthworld						
				Homeworld						
Possessions				Money						
				Degrees						
Comments										
Str				Int						
Dex										
End										

Character Card

Form 11

**Universal Personality Profile (UPP):** Enter the character's values for Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Use the hexadecimal notation to keep each to one digit.

**Birthdate:** Enter the day and year determined as the character's birthdate. Current date minus birthdate equals chronological age.

**Money:** Show current cash balance.

**Degrees:** Show all academic degrees received by the character.

**Race:** Enter the race of the character (default is Imperial Human).

**Sex:** Enter the sex of the character (default is the sex of the player).

**Height and Weight:** Enter the height and weight of the character; note the Ht and Wt dms called for by the Secondary Characteristics tables.

**Birthworld:** Indicate the world on which the character was born, using either the full name and UWP of the world, or using its trade classifications.

**Homeworld:** Indicate the character's homeworld, using either the full name and UWP of the world, or its trade classifications.

**Hit Boxes:** Count off one hit box for each point of Strength and blacken the remainder. Do the same for Dexterity, Endurance, and Int.

Name				UWP	Sex	Race	Ed	Int	Ed	Sex
Service and Rank				Race						Sex
Enlisted	Discharged	Served	ColdSleep	Birthdate						
Skills				Ht	dm	Birthworld				
				Wt	dm	Homeworld				
Possessions				Money						
				Degrees						
Comments										
Str				Int						
Dex										
End										

Character Card

Form 11

**2. Details:** Named Aia Resteff, this character is female; her race in Imperial Human (both are defaults).

**6. Service:** Random Career Selection (11=Scholar) makes enlistment automatic. Aia automatically receives Physical Science (Medical-1) and Academic (Instruction-1).

**Term 1.** Aia rolls to avoid injury (rolls 12), and fails, Strength (half die=1) drops by 2 points (half die=2). She recovers (half die=3) completely.

She takes 4 skills. She rolls on tables 4 (2=Instruction), 4 (3=Biological), 5 (4=Biological), and 5 (5=Psionicology). She rolls to continue (=2) and succeeds.

**Term 2.** Aia rolls for and avoids injury (=3).

Not meeting the Int prerequisite for University; she applies for a waiver (=4 (+1 for 1 previous waiver)) and it is granted. Admitted (=5), she perseveres (=6). She ignores the honors roll. With a declared major of Biology, she takes Biology-4 and graduates with a BS and Edu 7. She is allowed to continue (=7).

**Term 3.** She avoids injury (=8) and takes 4 skills. She rolls on tables 6 (6=Jack of all trades), 2 (1=+1 Int), 2 (2=+1 Edu), 3 (3=+1 End). She can continue (=8) but elects not to.

**9. Cold Sleep Weeks:** Aia rolls 9, 10, and 11 on the Low Passage Effects Table; totalling 6 weeks.

**13. Skills.** Enter all skills and levels held. Aia has:

Biology-6 (Phys Sci),  
Communications-1,  
Ground Craft-1,  
Instruction-2,  
Jack of All Trades-2  
Medical-1 (Physical Sci),  
Psionicology-2 (Soc Sci)  
Ship's Boat-1.

## AIA RESTEFF, Starfarer

This is the detailed chronicle of the character generation process for Aia Resteff, Starfarer.

Aia is an unusual person characterized by die rolls that cycle through a predictable set of numbers. A half die starts at 1 and cycles through 3 before repeating; a single die cycles from 1 to 6; two dice cycle from 2 to 12. When the player behind Aia can make a decision, she does, but when a die roll is called for, the results for Aia are pre-ordained.

By examining the text and the character generation charts, the process by which Aia Resteff progressed can be seen. Remember, choices are possible, but all die rolls are pre-ordained for this example.

Name			HPD	Str	Dex	End	Int	Edu	Sex
Service and Rank			Race						
Enlisted	Discharged	Served	ColdSleep	Birthdate					
Skills				Birthworld					
				Homeworld					
Possessions				Money					
				Degrees					
Comments				Str □□□□ □□□□ □□□□					
				Dex □□□□ □□□□ □□□□					
				End □□□□ □□□□ □□□□					

Character Card

Form 11

**10. Dates:** Starting at age 18, plus 12 years as a scholar, Aia is 304 years old. The current date is 365-098 (98-34= birthyear of 068). The date chart provides a birthdate of 051. Cold Sleep weeks alter this to 009. Her birthdate is 009-068.

**Start and End Dates:** After graduating from basic education on 328-086, she became a scholar sometime during the next year (087). She most recently ended her activities as a scholar sometime in 098.

**8. Possessions:** Aia's possessions at this point are her muster out benefits: one High Passage, a research Grant, and membership in the Travellers' Aid Society.

Name			HPD	Str	Dex	End	Int	Edu	Sex
Aia Resteff				2	3	5	8	7	7
Service and Rank			Race						
ex-Scholar			Im						F
Enlisted	Discharged	Served	ColdSleep	Birthdate					
087	098	12 years	6 weeks	126-064					
Skills				Birthworld					
Biology-6, Commo-1, Ground Craft-1				C Ag Ni					
Instruction-2, JOT-2, Medical-1, Psionicology-2, Ship's Boat-1.				Homeworld					
				D Na Ni Va					
Possessions				Money					
High Passage, Research Grant, Travellers' Aid Society member.				Cr30,000					
				Degrees					
				BS (Biology)					
Comments				Str □□□□ □□□□ □□□□					
Attended University (B Na Po HiPop).				Dex □□□□ □□□□ □□□□					
				End □□□□ □□□□ □□□□					

Character Card

Form 11

**11. Hit Boxes:** Count off one hit box for each point of Strength and blacken the remainder. Do the same for Dexterity and Endurance.

**12. Comments:** Indicate any remarks of importance in understanding the character. Note that she attended (5=HiTech (AB); 6=B) (12=Na Po HiPop) the University of Na Po HiPop (B).

**1. Initial Characteristic Generation.** The player rolled 2D for each of the six characteristics, and the results were, in order, 2, 3, 4, 5, 6, and 7. In hexadecimal notation, this becomes 234567.

The UPP may change during the character generation process.

**5. Degree:** Aia does not meet the Starport prerequisite for Merchant Academy and applies for a waiver, rolls 10, and is not granted a waiver. She elects to proceed directly to career resolution.

**3. Birthworld:** Aia rolls 1D for TL Group (1=LoTech CD). She rolls 2D for row (8=Ag Ni). She rolls 1D for Starport Type (2=C). She is from an Agricultural Non-Industrial birthworld (Starport C).

**7. Muster Out.** Aia receives 3 benefits. She takes 3 from the benefits table (4=High Passage) (5=Grant) (6=Travellers' Aid Society).

**4. Homeworld:** Aia rolls TL Group (3=HiTech CD), row (9=Na Ni Va) and Starport Type (4=D). Her homeworld is Non-Agricultural Non-Industrial Vacuum world (Starport D). Consulting the Homeworld Skills Chart for Na (5=Commo), Ni (6=Ground Craft), and Va (1=Ship's Boat), she notes the homeworld skills received.



## ENERI DINSHA, Starfarer

**2. Details:** The player names this character Eneri Dinsha because of its exotic sound combinations. Gender is male; race in Imperial Human (both are defaults).

**6. Service:** Eneri automatically joins the Army (rank O1) because he was in OTC. He receives automatic skills Rifle-1 and SMG-1.

**Term 1.** Eneri avoids injury. He is promoted (to rank O2). He is eligible for six skills this term (1 per year, 1 for commission, and 1 when promoted). He rolls (=3) once on each of the six tables, and receives: +1 End, Gun Combat (he takes SMG), Vac Suit, Recruiting, Artillery (Military), and Grav Craft. He can continue.

**Term 2.** Eneri is promoted (to rank O3). He is eligible for five skills this term. He rolls (=3) once on each table except for Social, and receives: +1 End, Gun Combat (SMG again), Vac Suit, Artillery (Military), and Grav Craft. He can continue in service, but chooses not to.

**9. Cold Sleep Weeks:** Eneri rolls 7 (DM-1 for rank O1+ = 6) on the Low Passage Effects Table and receives 1; he does this for each term served. He notes 2 Cold Sleep Weeks.

**13. Skills:** Enter all skills and levels held (write each skill in the format skill-N, where N is the level). Indicate cascade skills in parenthesis behind the skill). Eneri has received:

Admin-1,  
Archeology-4,  
Artillery-2,  
Biology-2,  
Grav Craft-2,  
Medical-1,  
Recruiting-1,  
Rifle-1 (Gun Combat)  
SMG-3 (Gun Combat)  
Tactics-1,  
Vac Suit-2,

This is the detailed chronicle of the character generation process for Eneri Dinsha, Starfarer.

Eneri is an average person, characterized by the fact that every die roll he makes results in a 3 on one die, a 7 on two dice, and a 2 on a half-die. When the player behind Eneri can make a decision, he does, but when a die roll is called for, the results for Eneri are strangely pre-ordained.

By examining the text and the character generation charts, the process by which Eneri Dinsha progressed can be seen. Remember, choices are possible, but all die rolls are fixed for this example.

Name Eneri Dinsha				UPP	7	7	9	7	8	9
Service and Rank ex-Army Captain				Race	Im					Sex M
Enlisted 349-090	Discharged 349-098	Served 8 years	ColdSleep 2 weeks	Birthdate 061-066						
Skills Admin-1, Archeo-4, Artillery-2, Biology-2 Grav Craft-2, Medical-1, Recruit-1, Rifle-SMG-3, Tactics-1, Vac Suit-2.				Birthworld C LoPop						
Possessions				Homeworld C LoPop (same)						
				Money Cr10,000						
				Degrees BS (Arche), MS						
Comments				Str □□□□ □□□□ □□□□ Dex □□□□ □□□□ □□□□ End □□□□ □□□□ □□□□						

Character Card

Form 11

**10. Dates:** Starting at age 18, plus 4 years at University, 2 years in Grad School, and 8 years in the Army, Eneri is 32 years old. The current date is 365-098 (98-32= birthyear of 066). The date chart provides a birthdate of 075. Cold Sleep weeks alter this to 061. His birthdate is 061-066.

**Enlistment and Discharge Dates:** After graduating on 328-090, he joins the Army within 6D days (=21) on 349-090. He is discharged on 349-098.

**8. Possessions:** Eneri's possessions at this point would be his physical muster out benefits; he has none.

Name Eneri Dinsha				UPP	7	7	9	7	8	9
Service and Rank ex-Army Captain				Race	Im					Sex M
Enlisted 349-090	Discharged 349-098	Served 8 years	ColdSleep 2 weeks	Birthdate 061-066						
Skills Admin-1, Archeo-4, Artillery-2, Biology-2 Grav Craft-2, Medical-1, Recruit-1, Rifle-SMG-3, Tactics-1, Vac Suit-2.				Birthworld C LoPop						
Possessions				Homeworld C LoPop (same)						
				Money Cr10,000						
				Degrees BS (Arche), MS						
Comments				Str □□□□ □□□□ □□□□ Dex □□□□ □□□□ □□□□ End □□□□ □□□□ □□□□						

Character Card

Form 11

**11. Hit Boxes:** Count off one hit box for each point of Strength and blacken the remainder. Do the same for Dexterity and Endurance.

**12. Comments:** Indicate any notes or remarks of importance in understanding the character. Note that he attended University, Grad School, and NOTC.

**1. Initial Characteristic Generation.** The player rolled 2D for each of the six characteristics, and the results were, in order, 7, 7, 7, 7, 7, 7. In hexadecimal notation, this becomes 777777.

The UPP is changed by advances during the character generation process.

**5. Degree:** Eneri does not meet the Int prerequisite for University; he applies for a waiver, rolls 7, and the prerequisite is waived. He applies at the University and is accepted. He perseveres but does not achieve honors. He rolls twice for skill and receives Biology-2. He then selects a major of Social Science (Archeology) and graduates with a BS and Archeology-2, and Edu stays at 7.

He also enrolls in OTC and receives Admin-1 (Bureaucracy) and Tactics-1 (he must join the Army when he finishes his education).

Eneri applies for Grad School, is accepted and perseveres, but again does not receive honors. He continues his major (Social Science /Archeology), takes Archeology-2, advances to Edu 8, and receives an MS.

**3. Birthworld:** Eneri rolls 1D for TL Group (3= HiTech CD). He rolls 2D for row (7=LoPop). He notes he is from a LoPop birthworld (Starport C)

**7. Muster Out.** Eneri receives 3 benefits. He takes two from the benefit table: +1 Soc and +1 Soc. He takes one from the Cash Table: Cr10,000.

**4. Homeworld:** Eneri's birthworld is also his homeworld. He notes this on his card. Consulting the Homeworld Skills Chart for LoPop (3=Medical) he notes his homeworld skill.

## MARK LEONARD, Starfarer

**2. Details:** The player names this character Mark Leonard. Gender is male; race in Imperial Human (both are defaults).

**6. Service:** Mark decides to become an Entertainer. He auto-matically joins the Army (rank O1) because he was in OTC. He receives automatic skills Rifle-1 and SMG-1.

**Term 1.** Eneri avoids injury. He is promoted (to rank O2). He is eligible for six skills this term (1 per year, 1 for commission, and 1 when promoted). He rolls (=3) once on each of the six tables, and receives: +1 End, Gun Combat (he takes SMG), Vac Suit, Recruiting, Artillery (Military), and Grav Craft. He can continue.

**Term 2.** Eneri is promoted (to rank O3). He is eligible for five skills this term. He rolls (=3) once on each table except for Social, and receives: +1 End, Gun Combat (SMG again), Vac Suit, Artillery (Military), and Grav Craft. He can continue in service, but chooses not to.

**9. Cold Sleep Weeks:** Eneri rolls 7 (DM-1 for rank O1+ = 6) on the Low Passage Effects Table and receives 1; he does this for each term served. He notes 2 Cold Sleep Weeks.

**13. Skills:** Enter all skills and levels held (write each skill in the format skill-N, where N is the level). Indicate cascade skills in parenthesis behind the skill). Eneri has received:

Admin-1,  
Archeology-4,  
Artillery-2,  
Biology-2,  
Grav Craft-2,  
Medical-1,  
Recruiting-1,  
Rifle-1 (Gun Combat)  
SMG-3 (Gun Combat)  
Tactics-1,  
Vac Suit-2,

This is the detailed chronicle of the character generation process for Mark Leonard, Starfarer.

Mark is an above average person, characterized by the fact that every die roll he makes comes out as average -2: this results in a 1 on one die, a 5 on two dice, and a 1 on a half-die. When the player behind Mark can make a decision, he does, but when a die roll is called for, the results for Mark are strangely pre-ordained.

By examining the text and the character generation charts, the process by which Mark Leonard progressed can be seen. Remember, choices are possible, but all die rolls are fixed for this example.

Name			UDD	Str	Day	End	Int	Edu	Soc
Service and Rank			Race						Sex
Enlisted	Discharged	Served	ColdSleep	Birthdate					
Skills				Birthworld					
				Homeworld					
Possessions				Money					
				Degrees					
Comments				Str <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
				Dex <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
				End <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					

Character Card

Form 11

**10. Dates:** Starting at age 18, plus 4 years at University, 2 years in Grad School, and 8 years in the Army, Eneri is 32 years old. The current date is 365-098 (98-32= birthyear of 066). The date chart provides a birthdate of 075. Cold Sleep weeks alter this to 061. His birthdate is 061-066.

**Enlistment and Discharge Dates:** After graduating on 328-090, he joins the Army within 6D days (=21) on 349-090. He is discharged on 349-098.

**8. Possessions:** Eneri's possessions at this point would be his physical muster out benefits; he has none.

Name			UDD	Str	Day	End	Int	Edu	Soc
Eneri Dinsha				7	7	9	7	8	9
Service and Rank			Race						Sex
ex-Army Captain			Im						M
Enlisted	Discharged	Served	ColdSleep	Birthdate					
349-090	349-098	8 years	2 weeks	061-066					
Skills				Birthworld					
Admin-1, Archeo-4, Artillery-2, Biology-2				C LoPop					
Grav Craft-2, Medical-1, Recruit-1, Rifle-SMG-3, Tactics-1, Vac Suit-2.				Homeworld					
				C LoPop (same)					
Possessions				Money					
				Cr10,000					
				Degrees					
				BS (Arche), MS					
Comments				Str <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
				Dex <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
				End <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					

Character Card

Form 11

**11. Hit Boxes:** Count off one hit box for each point of Strength and blacken the remainder. Do the same for Dexterity and Endurance.

**12. Comments:** Indicate any notes or remarks of importance in under-standing the character. Note that he attended University, Grad School, and NOTC.

**1. Initial Characteristic Generation.** The player rolled 2D for each of the six characteristics, and the results were, in order, 5, 5, 5, 5, 5, 5. In hexadecimal notation, this becomes 555555.

The UPP is changed by advances during the character generation process.

**5. Degree:** Mark meets the prerequisites for University and applies (8= not-admitted). He applies for a waiver (8= Soc) and it is granted; he is admitted. He rolls for perseverance (8= failure). He attends for half die=3 three years but does not graduate. While at University, he selects Performance as his major, and receives Writing-3.

**3. Birthworld:** Mark rolls 1D for TL Group (1= LoTech CD). He rolls starport (=C). He rolls 2D for row (5=Wa LoPop). He notes he is from a Wa LoPop birthworld (Starport C)

**7. Muster Out.** Eneri receives 3 benefits. He takes two from the benefit table: +1 Soc and +1 Soc.

He takes one from the Cash Table: Cr10,000.

**4. Homeworld:** Eneri's birthworld is also his homeworld. He notes this on his card. Consulting the Homeworld Skills Chart for LoPop (1=Navigation) and Wa (1=Navigation); he notes his homeworld skills.



**SPACE CADET  
CHARACTER GENERATION  
CHECKLIST**

**1. Roll Basic Characteristics.**

A. **Characteristics.** Roll the five personal characteristics (2D each): Strength, Dexterity, Endurance, Intelligence, and Social Standing.

B. **Education.** Roll Education (1D).

C. **Age.** Roll 1D and add to 12 for age. Add the same number to Edu for current Education.

**2. Basic Details.** Decide on basic details (this step may be delayed until the end of the sequence).

A. **Name.** Name the character..

B. **Race.** Determine character race (assumed under this system to be human). Default is Imperial Human.

C. **Gender.** Determine gender (default is the same sex as the player).

**3. Birthworld (Worlds).** Determine the character's birthworld.

A. roll 1D for TL Group and note Starport range.

B. Roll 2D for world trade classes.

C. Roll 1D for starport type.

**4. Homeworld (Worlds).** If player decides that homeworld is not the same as birthworld, determine homeworld.

A. Roll 1D for TL Group and note Starport range.

B. Roll 2D for world trade classes.

C. Roll 1D for starport type.

**5. Homeworld Skills (Worlds).** For each trade classification of the homeworld, roll 1D to determine the specific skill received.

**6. Possessions.** Determine possessions from the Possessions Table based on homeworld trade classifications.

**7. Determine Birthdate.**

A. On the Birthdate Table, determine standard birthdate.

**8. Hit Boxes.** Mark hit boxes available on the Character Card.

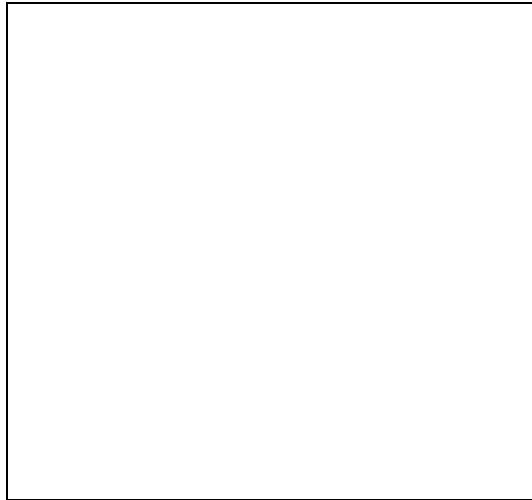
**9. Comments.** Mark any comments in the Character Card Comments box.

**10. Skills.** Note skills received.

A. List in alphabetical order.

B. Note Cascade skills received in parentheses behind the specific skill selected.

# SPACE CADETS



**Space Cadets** are adolescents between the ages of 13 and 18 who are members of youth groups (run by the Interstellar Scout Service) which provide an opportunity to sample the joys and responsibilities of space travel.

**Space Cadet Squads.** Space Cadets best travel and function in groups (called squads) of 3-6 individuals of varying ages attached to an adult group which takes ultimate responsibility for them.

**SPECIAL ABILITIES**

Roll	Ability	Points
1 <sup>st</sup>	Luck	3D Luck Points
2 <sup>nd</sup>	Charisma	3D Charisma Points
3 <sup>rd</sup>	Insight	3D Insight Points

All cadets each roll 2D at the same time; ties re-roll until there are none on the table. The lowest roll receives **Luck**; the second lowest receives **Charisma**; the third lowest receives **Insight**. All others receive nothing this session; all points not used by the end of the session are lost.

**Insight.** The cadet can see (or puzzle out) correct action, which usually expresses itself as a question: "Why don't we try (blank)?" Insight points are spent

**Charisma.** The cadet can move others to help, usually by making friends easily.

Charisma points are used to modify the reactions table.

**Luck.** The cadet is naturally lucky, able to succeed in tasks which would not normally be possible.

Luck points are used to modify task die rolls.

**DEFAULT SKILLS**

x Acting	Int, Edu
x Art	Dex, Int
x Athletics	Dex, End
x Bow Combat	Dex
x Brawling	Dex, Str
x Bribery	Int, Soc
x Broker	Edu
x Camouflage	Int, Str
x Carousing	Soc, End
x Computer	Edu, Int
x Craftsman	Dex, End
x Dance	Dex, Soc
x Diplomacy	Soc
x Disguise	Int
x Environment Cbt	Dex, Int
x Equestrian	Dex, Soc
x Fast Talk	Int, Edu
<b>x Fighting</b>	<b>Cascade</b>
x First Aid	Int, Edu
x Forgery	Dex, Int
x Gambling	Int, Dex
x Grav Craft	Dex
x Ground Craft	Dex, Int
<b>x Gun Combat</b>	<b>Cascade</b>
x Heavy Weapons	Dex, Str
x Instruction	Int, Edu
x Interrogation	Int, End
x Intimidation	Str, End
x Intrusion	Dex, Int
x Investigation	Int, Edu
x Knife	Dex
x Melee	Str, End
x Music	Dex, Edu
x Navigation	Edu, Int
x Perception	Int
x Philosophy	Int, Edu
x Pistol	Dex
x Psychology	Int, Edu
x Recon	Dex, End
x Research	Edu, Int
x Rifle	Dex
x Shotgun	Dex
x Stealth	Dex
x Steward	Int
x Streetwise	Int, End
x Submachinegun	Dex
x Survival	Int, Str
x Sword	Dex, Str
x Throwing	Dex, Str
x Trader	Int, Edu
x Vac Suit	Dex
x Watercraft	Dex, Int
x Writing	Int, Edu

A default skill may be used by any character at level- 0 (zero) and the associated characteristic in the task halved (round fractions up).

# MUSTER OUT

**Mustering Out** is the process of completing service in a career and obtaining any available benefit for having served.

## MUSTER OUT BENEFITS

The following benefits are possible:

**+1 Edu.** The individual's Edu is increased by 1.

**+1 Int.** The individual's Int is increased by 1.

**10 High Passages.** The individual receives a travel allowance in the form of ten High Passage tickets (each has an approximate value of Cr10,000).

**Grant.** The individual receives a research grant (as a lump sum, from the scholar's associated university) in support of scholarly work.

**Gun.** The individual receives a Gun as a souvenir or trophy for service (it may be a Pistol, Rifle, Shotgun, or Submachinegun). If this benefit is received more than once, additional receipts are levels of skill in the gun.

**High Passage.** The individual receives a travel allowance in the form of one High Passage tickets (each has an approximate value of Cr10,000).

**Lands.** The individual receives a grant of lands from the empire, and is eligible for income from it. A character may receive more than one grant of lands.

**Low Passage.** The individual receives a travel allowance in the form of one Low Passage ticket (each has an approximate value of Cr1,000).

**Ship: Free Trader.** The individual receives possession of a Merchant Free Trader (Type A).

**Ship: Lab Ship.** The individual receives possession of a Scholar Lab Ship (Type L)

**Ship: Yacht.** The individual receives possession of a Yacht (Type Y)

**Travellers' Aid Society.** The individual receives membership in the Travellers' Aid Society.

**Weapon.** The individual receives a Weapon ((it may be a Pistol, Rifle, Shotgun, or Submachinegun, Sword or Knife, or Bow) as a souvenir or trophy for service. A Marine must take Cutlass the first time this benefit is received. If this benefit is received more than once, additional receipts are taken as levels of skill in the weapon.

## PASSAGES

The ticketing system for interstellar travellers involves Passages... tickets good for one journey (one jump) between two worlds.

**High Passage** is first class or luxury accommodations for the journey and costs Cr10,000.

**Middle Passage** is ordinary class accommodations and costs Cr8,000. Holders of Middle Passages may be bumped or pre-empted by holders of High Passages.

**Low Passage** involves transportation for the journey in Cold Sleep, which has a chance of fatality. Low Passage costs Cr1,000.

## CHANGING CAREERS

A character may pursue more than one career. After mustering out, a character may attempt enlistment at any other career for which enlistment has not been previously attempted. All rolls (with the exception of Injury) are made with DM +2.

## POST CAREER EDUCATION

At the end of any career, a character may apply to any Educational institution for which pre-requisites are met. Post career education may be attempted after mustering out of a career and before attempting a second career.

## RESEARCH GRANTS (SCHOLARS)

A Scholar receiving a research grant receives a stipend of Cr10,000 x 3D. It must be spent within two years of receipt. The grant is made by the scholar's associated university.

## NOBLE LANDS

A Noble who receives Noble Lands receives control of one or more hexes of territory on various worlds.

**Maintenance.** Until claimed and improved, the empire pays the holder of the lands Cr1,000 per hex per year.

Soc	Hexes	Where?
B	1	homeworld.
C	2	same subsector.
D	4	same subsector.
E	16	same sector.
F	256	same sector.
G	480	adjacent sectors.
H	4,800	adjacent sectors.

The first hex is on the character's homeworld. All subsequent hexes are randomly allocated (consult the Worlds Charts).

# AGING

## AGING (Roll Once Every 4 Years)

Age	34+	50+	66+
Strength	-1 if 7-	-1 if 8-	-2 if 8-
Dexterity	-1 if 6-	-1 if 7-	-2 if 8-
Endurance	-1 if 7-	-1 if 8-	-2 if 8-
Intelligence	--	--	-1 if 8-
Education	same effect as Int		
Social Standing	unaffected		

Roll every 4 years beginning on 34<sup>th</sup> birthday.

**Cold Sleep.** Low Berth Passage and Cold Sleep push back the physical birthday for a character one week for each week spent in Cold Sleep.

**The Aging Crisis.** If a character fails the aging throw, he or she reduces the indicated characteristic by the amount shown.

**Incapacitation.** If any characteristic is reduced to zero, the character becomes incapacitated for the purposes of adventuring.

## EXPERIENCE

The completion of the character generation process does not end the accumulation of skills. Characters receive one skill level every year.

**Experience Points (EP).** An experience point is expressed as a skill and a point (such as Pistol-1\*). It is followed by an asterisk to distinguish it from a skill level.

**Procedure.** At the end of every game session, the game master awards EPs. After evaluating the game activities, the game master awards one EP to each character, based on the skill which was best or most effectively used by the character during that session. Each player records the EP for his or her character.

On the character's birthday, EPs are examined. The EP with the highest level of usage is converted to one level of skill and awarded to the character. All other Experience Points are lost.

**Aging Bonus.** In addition to normal experience skill increases, each time the character consults the aging table (on his or her birthday), the character may receive one level of skill in any skill listed on a Life Pursuit card (alternatively, the second highest level of Experience Points is converted to a skill level for the character).

**Restrictions.** Because Experience Points can only be awarded in terms of skills actually used, they can only be awarded in skills already held by the character, or in default skills. The only ways of acquiring non-default skills not already held by a character is through education (through formal education or instruction by another character), or from an Aspiring Life Pursuit..

Jack-Of-All-Trades cannot be learned through the experience process.

### **SPECIAL CAREER DETAILS**

**Detached Duty Scouts.** At the end of term 4+, a Scout may apply for Detached Duty (acceptance is automatic), foregoing Muster Out and instead receiving possession (but not owning) a Scout/Courier ship and occasional assignments from the Scout Service.

**Official Status Nobles.** At the end of term 4+, a Noble may apply for Official Status with the empire (acceptance is automatic), foregoing Muster Out, receiving an income from the empire and occasional assignments.

**Masquerade for Rogues.** A Rogue may masquerade in a different profession. On term 2+, an agent may select any other career and resolve up to 5 terms in that service in place of Rogue. Failure of Continuance forces a return to Rogue, and the last term must be as a Rogue.

**Assumed Identities For Agents.** On any even numbered term (2, 4, 6, 8, 10), an Agent may serve in any other service at a rank appropriate to age and time in service, and receive skills from within that service.

**Scholar School Attendance:** A Scholar may substitute attendance at a school for years in the Scholar career.

A scholar must declare a major upon becoming a Scholar. Each year, the Scholar may take skill in the major instead of rolling on a table... *provided the Major skill is not higher than the highest other skill held.*

# MUSTER OUT

**Mustering Out** is the process of completing service in a career and obtaining any available benefit for having served.

## MUSTER OUT BENEFITS

The following benefits are possible:

**+1 Edu.** The individual's Edu is increased by 1.

**+1 Int.** The individual's Int is increased by 1.

**10 High Passages.** The individual receives a travel allowance in the form of ten High Passage tickets (each has an approximate value of Cr10,000).

**Grant.** The individual receives a research grant (as a lump sum, from the scholar's associated university) in support of scholarly work.

**Gun.** The individual receives a Gun as a souvenir or trophy for service (it may be a Pistol, Rifle, Shotgun, or Submachinegun). If this benefit is received more than once, additional receipts are levels of skill in the gun.

**High Passage.** The individual receives a travel allowance in the form of one High Passage tickets (each has an approximate value of Cr10,000).

**Lands.** The individual receives a grant of lands from the empire, and is eligible for income from it. A character may receive more than one grant of lands.

**Low Passage.** The individual receives a travel allowance in the form of one Low Passage ticket (each has an approximate value of Cr1,000).

**Ship: Free Trader.** The individual receives possession of a Merchant Free Trader (Type A).

**Ship: Lab Ship.** The individual receives possession of a Scholar Lab Ship (Type L)

**Ship: Yacht.** The individual receives possession of a Yacht (Type Y)

Ship: Scout.

Ship: Patrol Frigate.

**Travellers' Aid Society.** The individual receives membership in the Travellers' Aid Society.

**Weapon.** The individual receives a Weapon ((it may be a Pistol, Rifle, Shotgun, or Submachinegun, Sword or Knife, or Bow) as a souvenir or trophy for service. A Marine must take Cutlass the first time this benefit is received. If this benefit is received more than once, additional receipts are taken as levels of skill in the weapon.

## SHIPS AS BENEFITS

Free Trader  
Scout  
Lab Ship  
Yacht  
Patrol Frigate

## PASSAGES

The ticketing system for interstellar travellers involves Passages... tickets good for one journey (one jump) between two worlds.

**High Passage** is first class or luxury accommodations for the journey and costs Cr10,000.

**Middle Passage** is ordinary class accommodations and costs Cr8,000. Holders of Middle Passages may be bumped or pre-empted by holders of High Passages.

**Low Passage** involves transportation for the journey in Cold Sleep, which has a chance of fatality. Low Passage costs Cr1,000.

## POST CAREER EDUCATION

At the end of any career, a character may apply to and attend any educational institution (which has not yet been attended; and for which prerequisites are met).

Post career education may be attempted after mustering out of a career and before attempting a second career.

## RESEARCH GRANTS (SCHOLARS)

A Scholar receiving a research grant receives a stipend of Cr10,000 x 3D. It must be spent within two years of receipt. The grant is made by the scholar's associated university.

## NOBLE LANDS

A Noble who receives Noble Lands receives control of one or more hexes of territory on various worlds.

**Maintenance.** Until claimed and improved, the empire pays the holder of the lands Cr1,000 per hex per year.

Soc	Hexes	Where?
B	1	homeworld.
C	2	same subsector.
D	4	same subsector.
E	16	same sector.
F	256	same sector.
G	480	adjacent sectors.
H	4,800	adjacent sectors.

The first hex is on the character's homeworld. All subsequent hexes are randomly allocated (consult the Worlds Charts under Prelim).

## SPECIAL CAREER DETAILS

The following special situations apply to specific careers.

**Detached Duty Scouts.** At the end of term 4+, a Scout may apply for Detached Duty (acceptance is automatic), foregoing Muster Out and instead receiving possession (but not owning) a Scout/Courier ship and occasional assignments from the Scout Service.

**Official Status Nobles.** At the end of term 4+, a Noble may apply for Official Status with the empire (acceptance is automatic), foregoing Muster Out, receiving an income from the empire and occasional assignments.

**Masquerade for Rogues.** A Rogue may masquerade in a different profession. On term 2+, an agent may select any other career and resolve up to 5 terms in that service in place of Rogue. Failure of Continuance forces a return to Rogue, and the last term must be as a Rogue.

**Assumed Identities For Agents.** On any even numbered term (2, 4, 6, 8, 10), an Agent may serve in any other service at a rank appropriate to age and time in service, and receive skills from within that service.

**Scholar School Attendance: A** Scholar may substitute attendance at a school for years in the Scholar career.

A scholar must declare a major upon becoming a Scholar. Each year, the Scholar may take skill in the major instead of rolling on a table... *provided the Major skill is not higher than the highest other skill held.*





# LIFE PURSUITS

Careers are **formal** ways in which a player character can acquire skills and experience. Life pursuits are **informal** ways in which player characters choose to express themselves. Life Pursuits are best understood as specializations, vocations, or hobbies. For example, a career naval officer might have a Life Pursuit of Astrogator (which reflects a career specialization) and another Life Pursuit of Acting (which is a hobby).

Each Life Pursuit represents one area in which the character has an interest and some level of accomplishment or skill. Life Pursuits are defined in terms of a specific description and a required skill, required characteristic, and a required S+C value. In addition, there may be non-skill prerequisites. A character may have any number of Life Pursuits (but most limit themselves to two or three). New Life Pursuits can be established or acquired at any time.

**Certification.** Life Pursuits can also serve as Certifications of ability. In this role, they represent resumes or the results of competency testing. A character with a Life Pursuit of Astrogation is qualified to be an Astrogator (any potential employers should accept a Life Pursuit of Astrogation as evidence of capability of doing the job of Astrogator).

**Aspirations.** A character may aspire to a Life Pursuit even if he or she does not meet the requirements; it means he or she "wishes" he or she could do that particular thing. A character may have **one** Aspiring Life Pursuit at a time. The Experience rules allow a character to take any skill listed on an Aspiring Life Pursuit as a Term Experience Skill (if the skill is otherwise possible or available).

**S+C.** The base S+C value is the value required to assure success 100% of the time in a Difficult task (usually 12).

**For Reference.** A player may inquire about a particular Life Pursuit (asking, "What's involved in being a Concert Pianist?"). The Game Master can complete a Life Pursuit card and mark it "For Reference." Players may then consider whether they want to pursue that particular Life Pursuit.

Life Pursuit	Primary Skill (Char)- S+C	Secondary Skill (Char)- S+C
<b>Free Lance Military</b>		
Mercenary		
Corsair		
Bandit		
<b>Professions</b>		
Doctor	Medical	
Surgeon	Medical (Dex)-18	Medical (Edu)-18
EMT	First Aid	Dex
Teacher	Instruction	Edu
<b>The Trades</b>		
Mechanic	Mechanical (Dex)-18	
Carpenter	Mechanical (Dex)-18	Craftsman (Dex)-18
Electronicist	Electronics	
Hacker	Computer	
<b>Starship</b>		
Engineer	Engineering	
Astrogator	Astrogation	
Pilot	Pilot	
Gunner	Gunnery	
Steward	Steward	
<b>Other</b>		
Cryptographer	Cryptography	
Miner		
Athlete		
Prospector		

Life Pursuit		Competency	
Prerequisite		<input type="checkbox"/> Base <input type="checkbox"/> Master	
Description Served 1+ term in Marines or Army Served 1+ term in Navy.			
Primary Skill (Characteristic)		Base S+C	Master S+C
Secondary Skill (Characteristic)		Base S+C	Master S+C
Prerequisites		Status <input type="checkbox"/> Aspiring <input type="checkbox"/> Actual <input type="checkbox"/> For Reference	
Other Requirements and Comments			

Life Pursuit Card		Form 34	
Life Pursuit		Competency	
		<input type="checkbox"/> Base <input type="checkbox"/> Master	
Description			
Primary Skill (Characteristic)		Base S+C	Master S+C
Secondary Skill (Characteristic)		Base S+C	Master S+C
Prerequisites		Status <input type="checkbox"/> Aspiring <input type="checkbox"/> Actual <input type="checkbox"/> For Reference	
Other Requirements and Comments			

Life Pursuit Card

Form 34

# PHYSICAL CHARACTERISTICS

STRENGTH	
Str	Equivalent
0	Incapacitated.
1	Almost Incapacitated.
2	Very Weak.
3	Somewhat Weak.
4	Weak.
5	Below Average.
6	Average.
7	Average.
8	Average.
9	Above Average.
A	Strong.
B	Quite Strong.
C	Very Strong.
D	Remarkable
E	Extraordinary
F	Superhuman

**Strength** is the ability to apply physical force. Loads with Strength are calculated in kilograms.

**1 x Str** = Can be carried all day.

**2 x Str** = Can be carried until collapse. This is **Double Burden**.

**3 x Str** = Can be carried until collapse. This is **Triple Burden**.

**5 x Str** = Load which may be carried for under 7 (or End x) minutes no more than once per hour.

**10 x Str** = Load lifted (not carried) for under one minute.

**15 x Str** = Load dragged for under 7 (or End x) minutes.

**Double Burden.** When carrying a 2x load, reduce Strength, Dexterity, and Endurance by -1 until half an hour after the load is shed.

**Triple Burden.** When carrying a 3x load, reduce Strength, Dexterity, and Endurance by -2 each until half an hour after the load is shed.

**Burden Modifiers.** Some pieces of equipment (and some weapons) have burden modifiers.

## Gravity Effects

Size	G	Multiplier	Comment
0	0.01	10.0	micro
1	0.12	8.0	
2	0.25	4.0	
3	0.37	2.7	
4	0.50	2.0	half-G
5	0.62	1.6	
6	0.75	1.3	
7	0.87	1.1	
8	1.00	1.0	standard
9	1.12	0.9	
10	1.25	0.8	
11	1.37	0.7	
12	1.50	0.6	

A Str 6 person on a Size 3 world can carry a load (2.7 x 6) of 16 kg.

Strength is defined in terms of 1G (which is standard for a size 8 world).

DEXTERITY	
Dex	Equivalent
0	Paralyzed/ Immobile
1	Extremely Clumsy
2	Very Clumsy.
3	Clumsy
4	Unhandy
5	Below Average
6	Average
7	Average.
8	Average
9	Above Average
A	Adroit
B	Dexterous
C	Very Dexterous
D	Remarkable
E	Extraordinary
F	Superhuman

**Dexterity** indicates body and eye-hand coordination, and reflects an ability to manipulate objects and to throw accurately.

## BALANCE

In a circumstance in which a character risks losing his or her balance, roll two dice: if the result is greater than the character's Dex, the character falls or trips.

## ACCURACY

In a circumstance in which eye-hand coordination is called for, throw two dice: if the result is greater than the character's Dex, the effort fails.

## DEXTERITY ALTERNATIVES

Some non-human races are defined in terms of Agility or Grace instead of Dexterity. In most cases, the three characteristics are interchangeable.

ENDURANCE	
End	Equivalent
0	Comatose
1	Very Poor Stamina
2	Poor Stamina
3	Very Easily Fatigued
4	Easily Fatigued.
5	Below Average
6	Average
7	Average.
8	Average
9	Above Average
A	Above Average
B	Great Stamina
C	Very Great Stamina.
D	Remarkable
E	Extraordinary
F	Superhuman

**Endurance** is a measure of personal determination and physical stamina.

## BASIC ENDURANCE

**1 x End +9** = Number of waking hours until fatigue begins.

**(1 x End +9) + End** = Number of waking hours until collapse (Endurance becomes 0).

A character with End 7 typically starts feeling tired after 16 hours, and collapses from fatigue after 24 hours.

A low endurance person should consider naps during the day.

## FATIGUE

A character is fatigued after 9 plus 1 x End waking hours. Once fatigued, -1 from End after each hour.

**Collapse:** If End reaches 0, character collapses and must sleep.

**Rest.** Undertaking no tasks (cat-napping) in a 2 hour period halts loss of End and regains 1 point. One to 3 hours sleep returns End to one-half normal, but fatigue restarts immediately. Four to 7 hours sleep resets the fatigue clock to normal.

## PHYSICAL VS. MENTAL VS. SOCIAL

Each character has three Physical, two Mental, and one Social Characteristic.

Physical	Mental	Social
Strength	Intelligence	
Dexterity or Grace or Agility	Education or Instinct	Social or Charisma or Caste
Endurance or Stamina		

## ENDURANCE ALTERNATIVES

Some non-human races are defined in terms of Stamina instead of Endurance. In most cases, the two characteristics are interchangeable.

# MENTAL AND SOCIAL CHARACTERISTICS

INTELLIGENCE		EDUCATION		SOCIAL STANDING	
Int	Equivalent	Edu	Equivalent	Soc	Equivalent
0	Instinctual	0	Instinctual.	0	
1	Very Low	1	Illiterate.	1	
2	Very Low	2	Basic Reading.	2	Dregs of Society
3	Very Low	3	Grade School.	3	Lower Low Class
4	Low	4	Education Certificate.	4	Middle Low Class
5	Below Average.	5	High School.	5	Upper Low Class
6	Average.	6	Associate (2 years).	6	Lower Middle Class
7	Average.	7	Bachelor's Degree.	7	Middle Class
8	Average.	8	Master's Degree.	8	Upper Middle Class
9	Above Average.	9	Advanced Work	9	Lower Upper Class
A	Superior.	A	Doctorate.	A	Middle Upper Class
B	Gifted.	B	Independent Research	B	Upper Upper Class
C	Very Gifted.	C	Independent Research	C	Remarkable
D	Genius.	D	Independent Research	D	Extraordinary
E	Extraordinary	E	Independent Research	E	Extreme
F	Superhuman	F	Independent Research	F	

**Intelligence** indicates natural mental ability to think and reason, and reflects the basic processing skills of the character's brain.

## USING INTELLIGENCE

There are times when a **player** has a **character** who is smarter than he is (or a **player** has a **character** who is less intelligence than he is). Intelligence is used to resolve what the character is capable of.

**Solving Puzzles.** When a character is confronted with a puzzle, the throw to solve it is Int or less. The game master manipulates this basic process to reflect harder puzzles, simpler situations, or other complications.

**Understanding Situations.** When a character comes upon a situation, the throw to understand it is Int or less. The game master manipulates this basic process to reflect more complex or simpler situations, or other complications.

**Education** indicates an equivalent level of schooling (although not necessarily attendance at an educational institution).

## A SUPPLEMENT TO INTELLIGENCE

Education is a supplement or an alternative to Intelligence. In **Traveller**, they are decoupled: they are unrelated, and it is possible for a very intelligent person to have a low Education (or a very high Education person to have a low intelligence).

**Solving Puzzles Based On Education.** Characters have no need to resolve typical situations such as reading or writing because the character is assumed to be able to do so (very low Edu characters can't do some of these activities, which adds to the interest in role-playing them). There do come times when the character faces a challenging intellectual problem: scientific problems, questions of historical knowledge, or even understanding details of philosophy.

The key to the player understanding the situation is Education. The character rolls two dice to resolve the puzzle or understand the answer. If the dice roll is equal to or less than the character's Education, then the character understands.

**The Game Master's Call.** When it is unclear which characteristic (Int or Edu) governs, the game master may declare which one (or either) may be used to resolve the puzzle. The game master may declare that one characteristic governs and the other may be used with a negative modifier. For example, Education may govern, but Intelligence may be used with a subtraction of -2 (or -3 or -4).

## EDUCATION ALTERNATIVES

Some non-human races are defined in terms of **Instinct** instead of **Education**.

**Social Standing** indicates social class and the level of society from which the character comes. At high levels it indicates nobility.

## NOBLE TITLES

The Imperium issues noble titles which are reflected in personal social standing.

- B Knight.
- C Baron.
- D Marquis.
- E Count.
- F Duke.

There are ranks above F, but the system generally reserves them for non-player characters.

- G Archduke
- H Emperor

## SUPPORT

Social standing determines the cost to that individual for basic living.

**Cr250 x Soc** = Typical cost of monthly support (food, clothes, lodging, basic entertainment).

**Retainers.** A noble often has one or more retainers who act as servants, bodyguards, or advisors.

## SOCIAL SUPERIORITY

Social Standing is an indicator of relative social superiority.

## STANDING ALTERNATIVES

Some non-human races are defined in terms of **Charisma** or **Caste** instead of **Social Standing**.

# ALTERNATE (NON-HUMAN) CHARACTERISTICS

## AGILITY

Agi	Equivalent
0	Paralyzed/ Immobile
1	Extremely Clumsy
2	Very Clumsy.
3	Clumsy
4	Unhandy
5	Below Average
6	Average
7	Average.
8	Average
9	Above Average
A	Adroit
B	Agile
C	Very Agile
D	Remarkable
E	Extraordinary
F	Superhuman

**Agility** indicates body and eye-limb coordination and is often associated with **flyers**. **Agility** is similar to **Dexterity**.

## GRACE

Gra	Equivalent
0	Paralyzed/ Immobile
1	Extremely Clumsy
2	Very Clumsy.
3	Clumsy
4	Unhandy
5	Below Average
6	Average
7	Average.
8	Average
9	Above Average
A	Adroit
B	Graceful
C	Very Graceful
D	Remarkable
E	Extraordinary
F	Superhuman

**Grace** indicates body and eye-limb coordination and is often associated with **swimmers**. **Grace** is similar to **Dexterity**.

## STAMINA

Sta	Equivalent
0	Comatose
1	Very Poor Stamina
2	Poor Stamina
3	Very Easily Fatigued
4	Easily Fatigued
5	Below Average
6	Average
7	Average.
8	Average
9	Above Average
A	Above Average
B	Great Stamina
C	Very Great Stamina.
D	Remarkable
E	Extraordinary
F	Superhuman

**Stamina** is a measure of personal determination and physical endurance. **Stamina** is similar to **Endurance**.

## INSTINCT

Ins	Equivalent
0	Basic.
1	Illiterate.
2	Basic Reading.
3	Grade School.
4	Education Certificate.
5	High School.
6	Associate (2 years).
7	Bachelor's Degree.
8	Master's Degree.
9	Advanced Work
A	Doctorate.
B	Independent Research
C	Independent Research
D	Independent Research
E	Independent Research
F	Independent Research

**Instinct** indicates an equivalent level of schooling (although not necessarily attendance at an educational institution).

## EDUCATION AND EXPERIENCE

A character with Instinct can still acquire the equivalent of some basic education and training in the course of life. When an Education value is required, use  $\text{Int}/2$  (round fractions up). Refer to the Education characteristic values for benchmarks concerning ability (literacy, basic facts, and such).

### When Education is Required.

Tasks normally requiring Edu use  $\text{Int}/2$  (half Intelligence; round fractions up) instead.

All default skills resolve tasks using full characteristic (rather than half).

## WHEN TO USE INSTINCT

Instinct is the natural or genetic ability to respond to situations. Instinct allows a character to respond to situations automatically without conscious thought. Instinctual reaction in intelligent beings includes the ability to react to technological or social challenges.

**Reactions.** When a character is first confronted with a task which requires Int or Edu, he (or she or it) may attempt to react instinctually.

Roll Ins or less: if successful, the task is accomplished. If the Ins roll fails, the character may not roll using Ins again.

**Instinctual Prohibitions:** A character cannot roll a task if it cannot be successful. Some characters are moved to try in the hopes that they will have Spectacular Success even though an ordinary success is not possible (and this is not permitted).

## CASTE

Cas	Equivalent
	Queen
	Drone
	Leader
	Worker-1
	Worker-2
	Worker-3
	Healer
	Sport
	Fighter
	Bearer
	Warrior

**Caste** indicates a rigorously defined position (usually genetically determined) within the social structure of a racial community. It determines the occupation of the individual.

## CHARISMA

Cha	Equivalent
0	Basic.
1	
2	
3	
4	
5	
6	
7	
8	
9	
A	
B	
C	
D	
E	
F	

**Charisma** indicates a position within the hierarchy of a racial community. Those with higher values have dominance over those with lower value.

# SECONDARY CHARACTERISTICS

The physical height and weight of a character can be determined from the physical characteristics in the UPP.

## BEING HEIGHT & WEIGHT

	kg	cm	pounds	inches
Weight	Height	Weight	Height	
- 18	13	8	20	5
- 17	15	16	25	8
- 16	17	24	30	11
- 15	19	32	35	14
- 14	21	40	40	17
- 13	23	48	45	20
- 12	25	56	50	23
- 11	27	64	55	26
- 10	29	72	60	29
- 9	31	80	65	32
- 8	33	88	70	35
- 7	35	96	75	38
- 6	37	104	80	41
- 5	39	112	85	44
- 4	41	120	90	47
- 3	43	128	95	50
- 2	45	135	99	53
- 1	47	143	103	56
0	49	150	108	59
1	51	158	112	62
2	53	165	117	65
3	56	168	123	66
4	59	170	130	67
5	62	173	136	68
6	65	175	143	69
7	68	178	150	70
8	73	180	161	71
9	78	183	172	72
10	83	185	183	73
11	88	188	194	74
12	94	190	207	75
13	100	193	220	76
14	106	198	233	78
15	113	203	249	80
16	120	208	264	82
17	127	213	279	84
18	135	218	297	86
19	143	223	315	88
20	151	228	332	90
21	159	233	350	92
22	167	238	367	94
23	175	243	385	96
24	183	248	403	98
25	191	253	420	100
26	199	258	438	102
27	207	263	455	104
28	215	268	473	106
29	223	273	491	107
30	231	278	508	109
31	239	283	526	111
32	247	288	543	113
35	271	303	596	119

Weight is in kilograms. Height is in centimeters (for convenience, weight is also shown in pounds and height in inches). Determine height and weight separately using the **average** of Strength, Dexterity, and Endurance +D -D, and using all available DMs and modifications.

**Weight vs Mass.** Technically, the value shown is **mass**.

## Homeworld/ Birthworld Effects

Ag	+1	(better nutrition)
Ast	+4	(lesser gravity)
De	-1	(world size 2+)
Fl	+1	(larger world size 8+)
lc	-1	(smaller world size 5-)
Ind	-1	(poorer environment)
Na	-1	(smaller world size 8-)
Po	-1	(poorer nutrition)
Ri	+1	(better nutrition)
Va	-1	(smaller world size 5-)

Increase or decrease die roll.

## Tech Level Direct Effects

NoTech	-3	(poorest nutrition)
VLoTech	-2	(poorer nutrition)
LoTech	-1	(poor nutrition)
HiTech	+1	(better nutrition)

Change weight by this effect in kilograms; change height by this effect in 3 centimeter increments.

## Gravity Effects

Size	G	Ht	Wt	Comment
0	0.01	+8	-6	micro
1	0.12	+6	-5	
2	0.25	+5	-4	
3	0.37	+4	-3	
4	0.50	+3	-2	half-G
5	0.62	+2	-1	
6	0.75	+1	-	
7	0.87	-	-	
8	1.00	-	-	standard
9	1.12	-1	+1	
10	1.25	-2	+2	
11	1.37	-3	+3	
12	1.50	-4	+4	

Change weight by this effect in kilograms; change height by this effect in 3 centimeter increments.

## LIMB GROUPS

Height is based on the human standard of two limb groups. If the individual has a different number of limb groups height must be adjusted.

Groups	Effect
0	Height +5 (=Length)
1	Height +3
2	no change
3	Height -5
4	Height -9

## FOR EXAMPLE

An average 777777 character with average die rolls is 68 kg and 178 cm.

**Homeworld Effects:** If from an Ag world, he or she would be 73 kg and 180 cm.

**Tech Level Effects.** If from a HiTech world, he or she would be 69 kg and 181 kg.

**Grav Effects.** If from a half-G world, he or she would be 66 kg and 187 cm.

## FOR EXAMPLE

The average character (777777) has an average Physical Characteristic (Str + Dex + End) of 7.

**Determining Height.** To determine the character's height, the player takes the average of Str + Dex + End (which is 7), rolls one die and adds that to the average, and then rolls one die and subtracts that from the average. Assuming the + Die is 3 and the - Die is 5, the result is  $7 + 3 - 5 = 5$ . Reading the height table, this character is 1.73 meters (68 inches or about 5' 8" tall).

This height would be further adjusted by -1 if the character is from an Industrial birthworld, making him 1.70 meters (5' 7") tall.

**Determining Weight:** To determine the character's weight, the player takes the average of Str + Dex + End (which is 7), rolls one die and adds that to the average, and then rolls one die and subtracts that from the average. Assuming the + Die is 6 and the - Die is 2, the result is  $7 + 6 - 2 = 1$ . Reading the height table, this character is 88 kilograms (or 194 pounds).

This weight would be further adjusted by -1 if the character is from an Industrial birthworld, making him weigh 49 kilograms (108 pounds).

**The Purpose of Knowing Height and Weight:** Height and Weight add interest and dimension to a character; they help the player visualize him (or her) in his mind. It also helps if someone else has to carry this character.

## NON-HUMAN CHARACTERISTICS

If the character has **Stamina**, count it as double when computing the average of Physical Characteristics. A 777777 character with Stamina has an average Physical Characteristic of 9 ( $(7 + 7 + 14 / 3) = 9.3$ )

If the character has **Grace** or **Agility**, count it as half when computing the average of Physical Characteristics. A typical 777777 character with Grace has an average Physical Characteristic of 6 ( $(7 + 3.5 + 7) / 3 = 5.8$ ).

# RATE YOUR SELF

Some players want to know what their own personal UPP would be in the Traveller rating system. This system allows individual players to rate themselves using the UPP system. The game master should administer this test.

## STRENGTH

Subject holds an 8-pound weight (a gallon jug of water weighs about 8 pounds) in one hand with the arm extended fully, and parallel to the floor.

Score on the Time Elapsed Table.

## DEXTERITY

Tester holds a 12 inch ruler 2 - 3 inches above subjects thumb and forefinger. Drop the ruler three times: discard high and low readings. Dexterity is reading in inches minus 15.

## ENDURANCE

Subject holds his or her breath. Score on the Time Elapsed Table.

## TIME ELAPSED

Time Elapsed	Score
to 1 second	2
to 5 seconds	3
15 seconds	4
30 seconds	5
45 seconds	6
60 seconds	7
75 seconds	8
90 seconds	9
2 minutes	10
3 minutes	11
4 minutes	12
5 minutes	13
6 minutes	14
7 minutes	15

**Strength/Endurance Bonus:** If the player takes the tests for Strength and Endurance simultaneously (holding breath while lifting the weight) allow a +1 to both Strength and Endurance.

## INTELLIGENCE

Intelligence includes sharpness and perceptivity (not necessarily knowing many facts; which is closer to Education).

Subject's Intelligence level begins at 3, plus points from correct answers to the following questions (answers on page XX).

1. What is 2+2?
2. What is the title of this book?
3. What is the largest number you can make with three digits?
4. Complete the following series:  
O T T F F S S E?

Alternative:  
T F S S M T

Alternative  
O B A F G K

5. What is your favorite game?
6. Who is your favorite **Traveller** game master?

## SOCIAL STATUS

Indicate level of household income.

Annual Household Income	Score
Below \$1,000	1
\$1,000 to \$5,000	2
\$5,000 to \$10,000	3
\$10,000 to \$15,000	4
\$15,000 to \$20,000	5
\$20,000 to \$30,000	6
\$30,000 to \$50,000	7
\$50,000 to \$75,000	8
\$75,000 to \$100,000	9
\$100,000 to \$500,000	10
\$500,000	11

Do you have any currently famous relative (in politics, TV/movies, in the news, etc.)? Yes +1

Have you ever been...

On television or in a movie? +1

Honored nationally +1

Do you play Traveller? Yes +1

## EDUCATION

Note the highest level of education completed.

Level	Score
No Schooling	0
Preschool	1
Elementary School (Grade 6)	2
Junior High (Grade 8)	3
High School/GED certification	4
High School Graduate (Grade 12)	5
Some College	6
College Graduate	7
Master Degree	8
Ph.D.	10
Graduated with Honors (HS)	+1
Graduated with Honors (College)	+2

Average pages read in a month (fiction, non-fiction, classic literature, magazine, etc.)

500-1,000	+1
1,000+	+2
Just (or mostly) comic books	-1
Just (or mostly) National Inquirer	-1

Do you/Have you read...  
Newspaper everyday, or +1  
Encyclopedia beginning to end +1  
Traveller, any edition, start to end +1

## PSIONICS

Tester flips a coin 15 times and records the number of correct guesses by the subject. Psi is number of correct guesses (0 to 15).

## SKILL EVALUATION

Skill determination is subjective. A player can select (after justifying each to the game master) one skill or skill level from the Skill List for each year of age after age 18.

A player under age 18 can select (after justifying each to the game master) one skill or skill level for each year of age over 13, but no skill can exceed level-1.

**Game Master**

When administering this test, make it an event rather than just reading off the items. Test everything but Intelligence with all players present. Test Intelligence individually so that players cannot learn the answers.

Complete a character card for each player recording true name and other characteristics.

**Intelligence Test:** The answers to the Intelligence Test are provided on page XX.

**Game Master's Discretion.** The Game Master must approve selection of skills or other personal details based on reasonable justification by the player. The purpose of "Rate Your Self" is not to produce a powerful character, but to produce a realistic reflection of a real person.

**Homeworld.** All character come from the same homeworld: Terra G887965-8

**INTELLIGENCE ANSWERS**

- 1. 4 +1
- 2. Appropriate answer +2
- 3. F^F^F (4.17 x10^264) +5
- 9^9^9 (1.96 x10^77) +3
- 999 +1
- 4. N for Nine. +4
- (O is One, T is Two, T is Three, F for Four and so on).
- E would seem a logical member of the sequence and is worth +1.
- Alternative: W for Wednesday: +4
- (T for Thursday, F for Friday, S for Saturday, and so on).
- Alternative: M +4
- (O B A F G K M is the sequence is spectral types for stars).
- 5. Traveller (any edition) +1
- 6. Whoever is giving this test. +1

Name		HP	St	De	Ed	Int	Ed	Sex
Service and Rank		Race						Sex
Enlisted	Discharged	Served	ColdSleep	Birthdate				
Skills				Birthworld Terra G887965-8				
				Homeworld Terra G887965-8				
Possessions				Money				
				Degrees				
Comments								
Str		□□□□	□□□□	□□□□	Int		□□□□	□□□□
Dex		□□□□	□□□□	□□□□				
End		□□□□	□□□□	□□□□				

Character Card

Form 11