



More Life Events

Add depth to any character by creating the name of the military unit with which he served, the name of the important battles he participated in, or important events.

App 2b Life Events

<City>	City name.
<Gas Giant>	Gas Giant Name.
<Letters>	Any two or three alphabetics.
<MegaCorp>	Megacorporation Name.
<Number 1-digit>	1-digit Number.
<Number 2-digit>	2-digit Number.
<Number 3-digit>	3-digit Number.
<Number 4-digit>	4-digit Number.
<Province>	Province name.
<Satellite>	Satellite Name.
<Star>	Star Name.
<Surname>	Personal Surname.
<World>	World Name.

Players can (and should) enhance the histories of their characters by creating the specific details of their lives. A well-crafted short statement about a character helps create focus and understand motivations.

Interrupting A Citizen's Life

Flux Interruption

- 5 **War.** The homeworld has been devastated by military operations.
- 4 **Natural Disaster.** The homeworld is suffering extensive natural disaster.
- 3 **Environmental Change.** The homeworld is experiencing extensive ecological change.
- 2 **Personal Disaster.** The Citizen has suffered a terrible personal loss.
- 1 **Personal Discontent.** The Citizen is discontent with his personal situation.
- 0 **Personal Mission.** The Citizen has a significant unfilled need.
- +1 **Flight.** The Citizen has witnessed events which prove dangerous to him.
- +2 **Exploration.** The Citizen has decided to abandon his current life
- +3 **Economic Disaster.** The homeworld is suffering from economic upheaval.
- +4 **Social Disgrace.** The Citizen has suffered a significant social embarrassment.
- +5 **Retirement.** The Citizen has fulfilled his personal responsibilities to society on his homeworld.

Research Topic

Flux Topic

- 5 A Preliminary Survey of the Literature of <Major>.
- 4 Aspects of the Elementary Philosophy of <Major>.
- 3 A Detailed Bibliography of <Major>.
- 2 The Impact of Data from <WorldName> on <Major>.
- 1 Toward an Alternate Basic Theory of <Major>.
- 0 The Effects of <Minor> on <Major>.
- +1 Refuting <Professor Name>'s Theory of <Major>.
- +2 Practical <Major> on <WorldName>.
- +3 <Major> and its Impact on the Universe Today.
- +4 Our Evolving Understanding of <Major>.
- +5 Disasters in the Application of <Major>.

Agent Mission

Flux Mission

- 5 To stop piracy.
- 4 To stop counterfeiting.
- 3 To root out bank fraud
- 2 To stop illegal cloning.
- 1 To suppress psionics.
- 0 To uncover corrupt officials and nobles.
- +1 To expose incompetence in the Navy.
- +2 To uncover fraud in the Scout Service.
- +3 To discover spies in the Bureaucracy.
- +4 To discover project secrets at <MegaCorp>.
- +5 To destroy the databanks at <World>.

Rogue Scheme

Flux Scheme

- 5 Promoting a foolproof project to terraform <World>.
- 4 Acquiring control of the major industry on <World>.
- 3 Hijacking the <World> Express.
- 2 Faking a Land Grant to the <World> Copper Mines.
- 1 Selling fake antique portraits of Nobles.
- 0 Selling a powerful but flawed starship armor formula.
- +1 Selling a plan to filter atmosphere taint from <World>.
- +2 Selling weapons in the conflict on <World>.
- +3 Selling battle-dead clones as labor sophontoids.
- +4 Selling war surplus parts repackaged as new.S
- +5 Enticing investors with a promise of nobility.

Rogue Masquerade

Flux Masquerade

- 5 Citizen with family ties to the nobility.
- 4 Scholar with secret research in Artificial Intelligence.
- 3 Entertainer who knows all the bog stars.
- 2 Craftman with access to thousands of masterpieces.
- 1 Scout with the coordinates of the Golden Worlds.
- 0 Spacer veteran of the <Star> anti-pirate campaign.
- +1 Soldier veteran war hero with an SEH.
- +2 Agent tracking down a Rogue on <World>.
- +3 Noble exiled unfairly.
- +4 Star Marine officer once bodyguard to the Emperor.
- +5 Functionary on vacation.

