Players can enhance the histories of their characters by creating the names of their service units and any battle or campaigns in which they served. Nobles can create the name of any intrigues in which they are involved.

<World>	World name.
<Province>	Province name.
<Satellite>	Satellite Name.
<Star>	Star Name.
<Surname>	Personal Surname.
<Element>	Chemical Element Name
<Company>	Company Name.
<Writer>	A talented Author.
<Entertainer>	A talented Entertainer.
<Material>	A construction or crafting material.
<Language>	A language.

Scholar

Flux	Description
-5	A reference to an unobtainable scholarly paper.
-4	A sample from a long-ago field expedition.
-3	A report on the biology of life on <World>.
-2	Chemical samples from <World>.
-1	The secret handwritten memoirs of Cleon I.
0	A detailed Anglic-<Language> vocabulary.
+1	The <World> Book of Wisdom.
+2	Detailed readings predicting flare timing for <Star>.
+3	A planetquake predictor.
+4	The secret location of the <World> Psionic Institute.
+5	Computer access codes for University of <World>.

Scout

Flux	Description
-5	Co-ordinates for a world beyond the frontier.
-4	The location of a First Empire advanced depot.
-3	A high quality communicator.
-2	Orbit details for a comet in the <Star> system.
-1	The suppressed report on the Disaster at <World>.
0	Location of a wrecked battleship.
+1	Location of a permanent storm on <World>.
+2	A technique that increases Power Plant output 20%.
+3	The only copy of a report on faulty Scout ship drives.
+4	Scout Service bulletin interdicting <Star> System.
+5	A simple device that disables Maneuver drives.

Entertainer

Flux	Description
-5	A previously unknown script by a famous playwright.
-4	A book banned by the Imperial bureaucracy.
-3	The fabled never-released epic video by <Writer>.
-2	Handwritten Ultimate Melody (some wrong notes?).
-1	The location of <Entertainer's> secret mansion.
0	Samples of a paint of intense color.
+1	Smell Artist <Name>'s private recipe book.
+2	Studio notes for the Image Artist <Name>.
+3	Samples of sound responsive paint.
+4	A subliminal influence projector.
+5	A detailed operations plan for a Touring Company.

Merchant

Flux	Description
-5	A blank certificate for <skill>
-4	Encryption key creation formulas for <Merchant>.
-3	A face image of a pirate from <Subsector>.
-2	A bearer bank account number on <World>
-1	A cargo shipment storage claim number.
0	A ship share certificate marked "Special".
+1	A clicker that seems to open every ship it visits.
+2	An image of <World> starport before its renovation.
+3	A wafer marked <Date> <World>
+4	Detailed plans for the <World> Starport.
+5	Confidential ship schedules for <Company>.

Craftsman

Flux	Description
-5	A key and a map.
-4	<Sourceworld> for an anti-corrosive finish.
-3	A list of Masterpieces in an Imperial warehouse.
-2	An Imperial Credit printed on ordinary paper.
-1	A finely crafted Target Rifle.
0	Packet of seeds marked "Fountain of Youth" Plant.
+1	An AAB Archive Access code.
+2	A detailed 4NA scan of a sophont species.
+3	The location of a grove of <material> trees.
+4	A wafer with knowledge to construct a Jump-6 drive.
+5	A sample of a super glue.

Spacer

Flux	Description
-5	A gun imager from a Zhodani fighter.
-4	A prototype hull breach patch.
-3	Precise performance specifications on Jump Drives.
-2	Secret bulletin on naval patrols in <Subsector>.
-1	A component stock number not in the central catalog.
0	Co-ordinates of a rogue world in deep space.
+1	Images of atrocities committed on <World>
+2	An Aslan warrior's personal dagger.
+3	A Vargr officer's uniform cap.
+4	A captured corsair banner.
+5	The navigation module from a Zhodani frigate.