

<<ASLAN in TNE>>

A TNE-based Character Generation System for Aslan by Andy Lilly



Note: This system is a supplement to the character generation system presented in the main Traveller: The New Era (TNE) rule book. As such there are frequent references to this rule book as "TNE*n*" where *n* refers to the relevant page of the TNE book. The process is given in the same order as the TNE rule book using the same section headings. The author would like to acknowledge the excellent MegaTraveller supplement "Solomani and Aslan" by Digest Group Publications as the inspiration for this article.

BACKGROUND

The Aslan Hierate spinward of the Great Rift has maintained its strength and largely avoided the effects of the Virus. This was possible due to the isolation provided by the Rift and the advance warning given by the Domain of Deneb. In the Hierate trailward of the Great Rift the Virus spread, albeit more slowly than through Imperial space. Here significant disruption was caused but each group of Aslan clan worlds tended to be more self-sufficient and the overall damage was significantly less than in the Imperium. These worlds are referred to as the 'Clan Worlds' and are regarded as slightly inferior by the surviving Hierate worlds. It is presumed that this refers to the Clan Worlds' lesser ability to cope with the Virus and their independence from the Hierate who now exert little influence in that region. Outside the Hierate a few true Clan Worlds exist but those Aslan who live outside these enclaves are regarded as Outcasts, as per pre-Virus times.

HOMEWORLD

Determine using TNE17-18, using the following translations to get the regional DMs:

Hierate	Regency
Clan Worlds	Pocket Empire
Outcasts	Use the Imperial region within which they are located (e.g. Wilds).

ATTRIBUTES

As per TNE19 except that Strength and Constitution are rolled as 2D+1 and Dexterity as 2D-2 (count 0 as 1). Charisma and Social Standing are with respect to other Aslan rather than aliens. Homeworld effects on attributes are as per TNE19, with a final possible attribute range of 1 to 15.

SOCIAL STANDING

Social Standing of B or C indicates leadership of a family group or small clan; level D is a planetary clan; E indicates leadership of multiple-star systems; F is a Hierate representative. Clan worlders may not exceed E; outcasts may occasionally reach C.

NAMING CHARACTERS

Outcasts and Aslan used to dealing with non-Aslan tend to assume anglic names for ease of use, either a literal translation of their Aslan name (e.g. "Teller of Winding Tales") or a shortened version of it (e.g. Iroioah -> Iro) or a convenient anglic name (e.g. "Long claw" or "Growler").

BACKGROUND SKILLS

By the age of 16, an Aslan will have picked up level 2 skill in 3 of the skills given on TNE23. The following skills are not available: Act/Bluff, Archery, Disguise, Slug Weapon, Streetwise, however, the following are additional possibilities: Dance, High-G Environment, Racial (new skill - see below). All the skills are limited by homeworld as per TNE23.



DEFAULT SKILLS

As per TNE24. Superior eyesight (particularly at night) and sense of smell gives all Aslan an automatic skill of Observation 1.

CAREERS

As per TNE24-28 except that Aslan terms are 8 ftahea (about 7 human years) in length. In addition, at age 16 ftahea (approx. 14 years), all Aslan undergo:

RITES OF PASSAGE (ROP)

This ceremony (Akuaeuhrekhyeh) is conducted when an Aslan reaches the age of 16, prior to deciding their career path.

A male Aslan rolls 2d6. His ROP is equal to the number of characteristics greater than or equal to the roll. For female Aslan the 2d6 roll is compared only to Intelligence, Education, Charisma and Social Standing but the ROP is twice the number of attributes equal to or exceeding the roll.'

The character can opt to use 1 or 2 ROP points per term to affect their progress. ROP points can be added to any of the commission, promotion or special duty rolls, or can be used to gain additional contacts (one per 2 ROP points). Any remaining ROP points at mustering out can be used as ship DMs.

CONTACTS

As per TNE29-31 except that individual Aslan are rarely wealthy unless high in the clan hierarchy, hence 'wealthy' contacts are replaced by 'noble' ones. 'Government' contacts within the Clan Worlds are usually 'nobles'; in the Hierate such a contact may be within the Hierate bureaucracy rather than a local noble.

AGE

The equivalent Aslan ageing chart is given below:

Term	Age*	Losses				
		Sk**	Str	Agl	Con	Int
1	14-21	6	-	-	-	-
2	21-28	5	-	-	-	-
3	28-35	4	-	-	-	-
4	35-42	3	-	-	-	-
5	42-49	2	-	-	-	-
6	49-56	1	Y	Y	Y	-
7	56-63	1	Y	Y	Y	-
8	63-70	1	Y	Y	Y	-
9	70-77	1	Y	Y	Y	-
10+	77+	1	Y	Y	Y	Y

*Human years. **Skills per term for special duty.

Aslan age far faster than humans and must make 3 rolls (per attribute) per term. Aslan rarely use anagathics but if the player chooses to do so, 3 doses are required per term - a substantial cost in drugs!

SKILL/ATTRIBUTE-DERIVED VALUES

As TNE35.

INITIATIVE

As TNE35-36.

STARTING MONEY AND INITIAL EQUIPMENT

As per TNE36-37 for females and outcast males. Normal males halve the values given on TNE37.

STARSHIPS

As per TNE37-38 except that male Aslan only own a starship in exceptional circumstances (e.g. as a clan noble, a male may have a starship assigned for his use, although it may be owned and run by a clan female). Both sexes acquire starship DMs but males usually

convert this to an award of land, and females may take a share in a corporation. Land is shown in sq. km and may provide income (farming, etc. - a usable profit of perhaps Cr.5d6 per square kilometre). Corp indicates the value (MCr.) of the character's shares in an Aslan corporation. A dividend of 4% of the value is payable per year. DMs may be split between two items, e.g. an Envoy might opt to use half his DMs to try to get a Courier and the other half to get some land.

Roll	Land	Corp	Roll	Land	Corp
2-3	1MP	1MP	13	80	4
4-6	1HP	2HP	14	150	5
7	2HP	3HP	15	300	6
8	4HP	0.3	16	600	7
9	5	0.5	17	1k	8
10	10	1	18	4k	9
11	20	2	19	7k	10
12	40	3	20	10k	12

Notes: Per point over 20, add 10k land or 2 MCr. MP = Medium Passage. HP = High Passage.

STELLAR REGIONS

The following DMs apply to ship DMs (whether used for a ship, land or corporation): Hierate DM 0; Clan-Worlds DM -6; Outcasts use the table on TNE38.

SHIP TYPES

Courier = Ktiyhui-class; Escort = Ekawsiykua-class; Scout = Hraye-class; Seeker = Kteiroa-class; Trader = Eakhau-class. Star ship type may (optionally) be altered by the roll as per TNE39.

EDUCATION

College education is less common among Aslan than among the Vilani and is exceptionally rare among males who can only attend Flight or Military Academy. Females may attend any of the further education institutes. College skills and requirements are as per TNE40-41 except that Hiver Technical Academy is not available.

CAREERS

As per TNE42 except that term skills are as given in the Age table above.

SEX-SPECIFIC SKILLS

The Aslan have very fixed ideas about which sex should be allowed to learn certain skills. Males disdain financial skills, Females tend to avoid physical combat. The skill clusters given in TNE113 are used here but the following list indicates whether each skill is available only to Males (M), Females (F) or either (_). The career skills are listed as:

a, b, c; plus M: d; F: e.

This indicates Males may choose from the skills a, b, c and d; Females may choose from a, b, c or e (i.e. a, b and c are common to both sexes).

Acrobat: Acrobatics -, Climbing -, Stealth M, Thrown Weapon M.

Aircraft: Pilot M, RCV Operations -.

Animal Handling: Riding -, Guard/Hunting Beasts M, Farming F.

Archaic Weapons: Archery M, Thrown Weapons M

Artillery: Archaic Artillery M, Energy Artillery F, Forward Observer F,

Heavy Artillery F, RCV Operations -

Artisan: Carpenter M, Jeweller F, Mason M, Metallurgy F.

Charm: Act/Bluff -, Carousing -, Persuasion -, Recruiting F, Service -

Crime: Forgery F, Intrusion -, Pickpocket -

Determination: Leadership M, Streetwise -, Willpower .

Economics: Admin/Legal F, Marketing F

Engineer: Construction M, Combat Engineer F, Excavation M, Starship Architecture F

Explore: Climbing -, High-G Environment -, Liaison -, Map -, Navigation -, Survival -, Swimming -

Fine Arts: Act/Bluff -, Dance F, Disguise -, Music F, Painting -, Sculpture -, Song F

Gun Combat: Energy Weapon -, Slug Weapon -, Early Firearms -.

Heavy Weapons: Autogun -, Energy Artillery F, Heavy Guns F, Grenade Launcher -, TAC Missile F

Interaction: Bargain F, Instruction -, Interrogation -, Language -, Liaison -, Recruiting -.

Medical: Medical (all) F.

Melee: Armed Martial Arts -, Unarmed Martial Arts _.

Perception: Investigation F, Observation -, Psychology F, Research F, Tracking M

Personal Transport: Grav Belt -, Muscle Transport -, Parachute _.

Physical Science: Biology F, Chemistry F, Farming F, Genetics F, Geology F, Meteorology F, Physics F, Robotics F, Xeno-biology F.

Social Science: History -, Instruction -, Interview -, Persuasion _-, Psychology F, Research F.

Space Hand: Environment Suit, Zero-G Environment.

Space Tech: Communications F, Gravitics F, Gunnery M, RCV Operations F, Screens F, Ship's Engineering F.

Space Vessel: Astrogation F, Pilot (i/f, grav) M, Sensors F, Survey F.

Tactics: Ground Tactics M, Fleet Tactics -, Ship Tactics M.

Technician: Communications F, Computer F, Electronics F, Machinist M, Mechanic -.

Vehicle: Ground Vehicle -, Hovercraft M, Pilot (i/f, grav) M, Riding -.

Vessel: Hovercraft M, Large Watercraft M, Small Watercraft M.

Vice: Bribery F, Disguise -, Streetwise -.

Notes:

Act/Bluff, Disguise - These skills are very rare among Aslan as they are considered dishonourable. If used, they depend on the INT attribute (to outwit the adversary) rather than CHR.

Gambling - Female Aslan understand the value of money and would not waste it gambling; Males rarely gamble and would certainly never have any skill in it!

Unarmed Martial Arts - primarily involves the use of the lethal Aslan dewclaw as a 'natural' weapon, as well as jumping kicks, arm locks and throws.

Low Tech Skills

Where low Homeworld Tech levels are allowed for a career, some skills will not be available. The following replacements are suggested:

Skill	Industrial	Pre-Industrial
Gun Combat	Gun Combat	Archaic Weapons
Armed Martial Arts		
Early Firearms		
Space Hand	AnyVeh*	Animal Handling
Space Tech	Technician	Artisan
Space Vessel	AnyVeh*	Animal Handling
Technician	Technician	Artisan
Engineer		
Explore		

*AnyVeh: Aircraft, Personal Transport, Vehicle or Vessel, as appropriate to the career.

e.g. Pre-Industrial Army is equivalent to Aslan Barbarians; Envoys existed even in these early societies, etc.

Skill Clusters

The new skill cluster Racial includes the skills Independence, Meditation and Tolerance:

Independence (Males only)

Gives the ability to understand monetary concepts; handling finance is considered beneath most males and a 1d10 roll equal to or greater than the character's SOC must be made to retain the skill, otherwise an alternative skill must be taken.

Meditation

Suitable relaxation techniques allow the Aslan to duplicate any of the Self skills except Regeneration, with the same skill level in each and a PSI strength of 1d6 (determined randomly for each of the Self cascade abilities).

Tolerance

This skill reflects experience in dealing with Aslan outside the character's own clan, and non-Aslan. Where a misunderstanding with a non-Aslan would normally require a duel, a successful skill use indicates the Aslan makes an allowance for the alien's ignorance of Aslan ways, and the duel is avoided.

CIVILIAN OCCUPATIONS

Artist

Aslan prize fine artwork and embellishments on all items from clothing to weaponry. It is the Artist who provides these finishing touches to various types of ware.

Prerequisites: AGL 7+.

First Term

Skills:

Artisan 5 OR Fine Arts 5, Charm 1; plus M: Interaction 1, Racial 2; F: Interaction 2, Racial 1

Subsequent Terms

Skills:

Artisan, Charm, Fine Arts, Interaction, Perception, Racial; plus M: Vehicle; F: Economics

All Terms

Special Duty: 7+ for: _s

Melee, Physical Science, Social Science, Technician, Vice; plus M: Determination; F: Forgery

Contacts: One per term, academic, business, trader or wealthy.

Other effects: Double the term cash allowance.

Assassin

The assassin hires himself out to wronged individuals as a private 'enforcer'. Honour requires him to notify his victim and then to outwit any precautions the victim takes in order to duel the wrong-doer face-to-face.

Prerequisites: STR 7+ OR AGL 7+, Pop = Moderate+, Sex = Male.

First Term

Skills: Acrobat 2, Gun Combat 3, Melee 3, Racial 1

Subsequent Terms

Skills: Acrobat, Crime, Determination, Gun Combat, Melee, Racial, Tactics, Vehicle, Vice

All Terms

Special Duty: 8+ for Archaic Weapons, Charm, Heavy Weapons, Interaction, Perception, Space Hand, Space Tech, Space Vessel, Technician

Contacts: One per term, criminal, business or wealthy.

Other effects: 2 DMs per term for Land or a Scout ship. +1 Initiative if more than 1 term served.

Aviator

As per the TNE Military career Air Force, but replace Heavy Weapons with Charm or Interaction (player's choice).



Belter

Asteroid/planet miner.

Prerequisites: INT 6+ OR AGL 7+, Tech = Pre-Stellar+, Sex = Female.

First Term

Skills: Economic 1, Explore 1, Geology 1, Metallurgy 1, Space Hand 2, Space Tech 2, Space Vessel 1

Subsequent Terms

Skills: Engineer, Explore, Geology, Gun Combat, Melee, Metallurgy, Racial, Space Hand, Space Tech, Space Vessel, Technician

All Terms

Special Duty: 8+ for Charm, Determination, Economic, Interaction, Physical Science, Vehicle, Vice

Contacts: One per term, business, criminal or trader.

Other effects: 2 DMs per term for a Belter. At the end of each term, roll a Difficult Geology task to gain a strike worth $2d6 \times Cr.100,000$ (Belters usually convert such gains to additional Ship or Corp DMs).

Envoy

Envoys act as inter-clan diplomats. Within the Hierate these may be attached to the Hierate control structure, solving inter-clan disputes, etc.

Prerequisites: SOC 10+, Pop = Moderate+, Sex = Male.

First Term

Skills: Determination 1, Economic 2, Interaction 3, Racial 2, Vehicle 1

Subsequent Terms

Skills: Charm, Determination, Economic, Interaction, Perception, Racial, Vehicle

All Terms

Special Duty: 8+ for Crime, Explore, Gun Combat, Melee, Space Hand, Vice, +1 SOC (can only be chosen once per special duty).

Contacts: Two per term, government.

Other effects: 3 Ship (Courier) or Land DMs per term.

Explorer

Explorers seek out new lands for Aslan use. In the Hierate, some Explorers are Hierate-controlled and the new lands will be assigned for colonisation to specific clans or individuals as rewards for services rendered. When not Hierate-controlled, Explorers are usually seeking new private land-holdings either for the clan who hired them, or for themselves.

Prerequisites: CON 5+, Tech = Pre-Stellar+, Sex = Female.

First Term

Skills: Determination 1, Explore 3, Gun Combat 1, Melee 1, Physical Science 1, Technician 1, Vehicle 1

Subsequent Terms

Skills: Determination, Explore, Gun Combat, Perception, Physical Science, Racial, Space Hand, Space Tech, Space Vessel, Technician,

Vehicle

All Terms

Special Duty: 9+ for Acrobat, Aircraft, Animal Handling, Charm, Crime, Heavy Weapons, Interaction, Medical, Melee, Personal Transport, Social Science, Tactics, Vessel, Vice

Contacts: One per term, government, military, scout or trader.

Other effects: 3 Ship (Scout) or Land DMs per term. +1 Initiative if more than 2 terms of special duty served.

Management

The Aslan bureaucrats, found at every level from clan administrators to corporations to Hierate executives.

Prerequisites: INT or EDU 6+, Homeworld Tech = Industrial+, Pop = Moderate+, Sex = Female.

First Term

Commission: 9+, DM +1 if SOC 9+, DM +1 if female, DM +1 if EDU 7+.

A commission moves the character from work floor management to a more senior office-based job.

Skills:

Economic 5, Racial 2, Technician 1, Vehicle 1

Subsequent Terms

Commission: As above.

Skills:

Charm, Determination, Economic, Engineer, Interaction, Perception, Racial, Technician, Vehicle

All Terms

Special Duty: 9+ for Crime, Gun Combat, Melee, Physical Science, Social Science, Vice

Promotion: 9+, DM +1 if SOC 10+, DM +1 if female, DM +1 if INT 7+. +1 SOC per promotion, to maximum of SOC 11.

Contacts: One per term, business or government.

Other effects: 1 Ship (Trader) or 2 Corp DMs per term.

Merchant Marine

As per the TNE Military career Navy, but replace Artillery skill with either Vessel or Technician (player's choice).

Medic

Prerequisites: INT 6+ OR AGL 7+, Tech = Industrial+, Sex = Female.

First Term

Skills: Interaction 1, Medical 4, Physical Science 3, Racial 1

Subsequent Terms

Skills: Interaction, Medical, Perception, Physical Science, Racial, Vehicle

All Terms

Special Duty: 8+ for Aircraft, Gun Combat, Melee, Personal Transport, Technician, Vessel

Contacts: Two per term, one being academic or medical, the other being of the player's choice - a medic may be required to treat all sorts of people who may feel grateful to her in later life.

Other effects: The highest attribute from SOC, EDU and AGL is used for calculating each term's monetary income.

Outcast

Outcasts outside the Aslan worlds typically drift between 'human' careers (as per TNE 43-55). Outcasts within the Aslan worlds have to fight for their survival, having no clan to protect them. Occasionally they may manage to enter a lowly military career or gain sufficient skills to become an Assassin or Pirate.

Prerequisites: SOC 5-.

First Term

Skills:

Explore 2, Gun Combat 2, Melee 2, Racial 1, Technician 1, Vehicle_1

Subsequent Terms

Skills:

Charm, Determination, Explore, Gun Combat, Melee, Perception, Racial, Technician, Vehicle

All Terms

Special Duty: 7+ for Crime, Economic, Interaction, Space Hand, Vice

Contacts: One per term, any type, typically non-Aslan.

Other effects: Term cash income is reduced to one quarter normal. Two secondary skills are allowed per term (as the outcast drifts from job to job to keep fed and housed).

Pirate

Aslan pirates may be Corsairs or Privateers. Corsairs are privately-run greed-orientated pirate/smugglers (often consisting solely of outcasts). Privateers are a clan-run unofficial navy (raiding rival clan shipping where enmity exists but a full-scale war has not been declared). This latter case is regarded by many clans as an honourable career equal to or exceeding a standard military career. Low Tech (Industrial or lower) Pirates are assumed to be aircraft or sea-vessel based.

Prerequisites: STR 5+, Homeworld Pop = Moderate+.

First Term

Commission: 9+, DM +1 if STR 9+, DM +1 if INT 8+. A commission makes the character an officer. All others are enlisted.

Skills:

Explore 1, Gun Combat 2, Melee 2, Racial 1, Space Hand 1; plus M: Space Vessel 1, Tactics 1; F: Space Tech 2

Subsequent Terms

Skills:

Gun Combat, Melee, Racial, Space Hand, Space Vessel, Vehicle; plus M: Tactics; F: Interaction, Space Tech, Technician

All Terms

Special Duty: 8+ for:

Charm, Crime, Explore, Interaction, Perception, Vice; plus F:

Artillery, Engineer, Heavy Weapons, Medical

Contacts: One per term, criminal.

Promotion: 8+, DM +1 if INT 7+.

Other effects: Corsairs: -1 SOC per term, 3 Ship (Corsair) or Land DMs per term. Land thus gained will be held by force and is liable to attack by clan or Hierate forces. Privateers: 2 Ship (Corsair) or Land DMs per term. In either career, at the end of each term roll 1d10; if greater than the character's INT, the next term is spent as a Prisoner (see TNE50). +1 Initiative if more than 2 terms served.

Scientist

Prerequisites: INT 7+ OR EDU 7+, Tech = Industrial+, Pop = Moderate+, Sex = Female.

First Term

Skills: Racial 1, Perception 2, Physical Science 4 OR Social Science 4,

Technician 2

Subsequent Terms

Skills: Interaction, Perception, Physical Science, Racial, Social Science, Technician, Vehicle

All Terms

Special Duty: 9+ for Charm, Determination, Engineer, Explore, Gun Combat, Melee, Space Hand, Space Tech, Space Vessel

Contacts: One per term, business, government, specialist (in a Physical or Social Science) or wealthy.

Other effects: 2 Ship (Laboratory) DMs per term.



Teacher

Prerequisites: INT 5+, Tech = Industrial+, Pop = Moderate+, Sex = Male.

First Term

Skills: Physical Science 4 OR Social Science 4, Racial 3, Technician 2

Subsequent Terms

Skills: Charm, Determination, Interaction, Physical Science, Racial, Social Science, Technician

All Terms

Special Duty: 8+ for Economic, Gun Combat, Melee, Perception, Vehicle

Contacts: Two per term, academic, specialist (in a Physical or Social Science) or government.

Other effects: 1 Land DM per term.

Technician

Prerequisites: Tech = Industrial+, Sex = Female.

First Term

Skills: Engineer 2, Physical Science 1, Racial 1, Technician 5

Subsequent Terms

Skills: Engineer, Interaction, Perception, Physical Science, Racial, Technician, Vehicle

All Terms

Special Duty: 7+ for Charm, Determination, Economic, Explore, Melee, Space Hand, Space Tech

Contacts: One per term, business or specialist (technical).

Other effects: 2 secondary skills per term.

MILITARY CAREERS

Army

The Aslan ground-based military.

Prerequisites: CON 6+, Pop = Moderate+, Atmos = Thin+.

First Term

Commission: 9+, DM +1 if SOC 7+, DM +1 if female, DM +1 if EDU 8+. Minimum SOC of 5. SOC 10+ receives automatic commission. A commission makes the character an officer; all other characters are enlisted.

Skills:

Officers: Determination 1, Gun Combat 2, Melee 1, Racial 1; plus M: Ground Tactics 2, Vehicle 2; F: Artillery 1 OR Heavy Weapons 1, Engineer 1, Interaction 1, Technician 1

Enlisted: Acrobat 1, Determination 1, Gun Combat 2, Racial 1; plus M: Melee 2, Vehicle 2; F: Artillery 2 OR Heavy Weapons 2, Technician 2

Subsequent Terms

Commission: 9+, DM +2 if EDU 8+, DM +2 if female. Minimum SOC 5.

Skills:

Officers: Charm, Determination, Gun Combat, Interaction, Melee, Racial; plus M: Vehicle; F: Artillery, Engineer, Technician

Enlisted: Acrobat, Gun Combat, Melee, Racial, Vehicle; plus M: Determination; F: Artillery, Engineer, Heavy Weapons.

All Terms

Special Duty: 8+ for: Charm, Crime, Explore, Interaction, Perception, Personal Transport, Space Hand, Vice; plus: M: Aircraft, Vessel; F: Medical, Physical Science, Screens.

Promotion: 8+, DM +1 if INT 8+ OR EDU 8+, DM +1 if female.

Contacts: One per term, military.

Other effects: 1 Land DM per term as an officer. +1 Initiative if more than 1 term served.

Air Force

Prerequisites: AGL 7+, Tech = Industrial+, Sex = Male.

First Term

Commission: 10+, DM +1 if AGL 9+, +1 if INT 8+, +1 if SOC 8+. A commission makes the character an officer. All others are enlisted.

Skills:

Officer: Aircraft 3, Gun Combat 1, Interaction 1, Racial 1, Tactics 3

Enlisted: Aircraft 4, Heavy Weapons 2, Racial 1, Technician 2

Subsequent Terms

Commission: 9+, DM +1 if AGL 9+, DM +1 if INT 8+.

Skills:

Officer: Aircraft, Determination, Gun Combat, Interaction, Perception, Racial

Enlisted: Aircraft, Charm, Heavy Weapons, Melee, Racial, Technician

All Terms

Special Duty: 7+ for:

Officer: Charm, Engineer, Gun Combat, Melee, Personal Transport, Space Hand, Space Vessel, Vehicle

Enlisted: Gun Combat, Melee, Personal Transport, Space Hand, Space Tech, Vehicle, Vice

Promotion: 7+, DM +1 if EDU 7+ OR INT 7+.

Contacts: One per term, military.

Other effects: 1 DM per term for Land as an officer.

Mariner

Prerequisites: Tech = Pre-Industrial+, Pop = Moderate+, Hydro = Dry World+.

First Term

Commission: 10+, DM +1 if CON 7+, +1 if EDU 8+, +1 if SOC 8+, +1 if Female. Minimum SOC of 5. A commission makes the character an officer; all other characters are enlisted.

Skills:

Officer: Gun Combat 1, Racial 1; plus M: Determination 2, Melee 1, Tactics 2, Vessel 2; F: Artillery 3, Interaction 2, Technician_2

Enlisted: Gun Combat 1, Racial 1; plus M: Melee 2, Vessel 4; F: Artillery 2, Heavy Weapons 2, Technician 2

Subsequent Terms

Commission: 10+, DM +1 if CON 7+, +2 if INT 8+ OR EDU 8+.

Skills:

Officer: Determination, Explore, Gun Combat, Interaction, Racial; plus M: Tactics, Vessel; F: Artillery, Technician

Enlisted: Explore, Gun Combat, Melee, Racial; plus M: Vessel; F: Artillery, Heavy Weapons, Technician

All Terms

Special Duty: 7+ for Charm, Engineer, Interaction, Personal Transport, Vehicle, Vice

Promotion: 8+, DM +1 if EDU 7+, +1 if INT 7+.

Contacts: One per term, military.

Other effects: 1 Land DM per term for officers.

Space

The Aslan (space) Navy.

Prerequisites: INT or EDU 7+, Homeworld Tech = Stellar+, Pop = Moderate+.

First Term

Commission: 11+, DM +1 if SOC 7+, DM +1 if female, DM +1 if INT 8+.

Minimum SOC of 6. SOC 10+ receives automatic commission. A commission makes the character an officer; all other characters are enlisted.

Skills:

Officers: Determination 1, Gun Combat 1, Racial 1, Space Hand 1; plus M: Space Tech 1, Space Vessel 3, Tactics 1; F: Interaction_1, Space Tech 3, Space Vessel 1

Enlisted: Gun Combat 1, Racial 1, Space Hand 2, Space Tech 2; plus M: Melee 1, Space Vessel 1, Tactics 1; F: Interaction 1, Technician 2

Subsequent Terms

Commission: 11+, DM +2 if INT 8+, DM +2 if female. Minimum SOC of 6.

Skills:

Officers: Determination, Gun Combat, Melee, Racial, Space Hand, Space Tech, Space Vessel; plus M: Tactics; F: Engineer, Technician

Enlisted: Determination, Gun Combat, Melee, Racial, Space Hand, Space Tech; plus F: Space Vessel, Technician

All Terms

Special Duty: 8+ for:

M: Acrobat, Charm, Crime, Explore, Interaction, Perception, Vehicle, Vice; plus M: Aircraft; F: Artillery, Medical, Physical Science.

Promotion: 8+, DM +1 if SOC 8+, DM +1 if female.

Contacts: One per term, military.

Other effects: 2/4 Ship (Scout, Courier or Warship) DMs per term, OR 1/2 Land DMs per term, as a spacehand/officer.