STARCLUSTER 2

STARCLUSTER   ROLE PLAYING GAME   VERSION 2.0
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STARCLUSTER
ROLE PLAYING GAME

VERSION 2.0

Everyone knows about the slow-boats - multi-ton
metal encased habitats hurtling through voids
at speeds that shift their colors into the nearly ultra-violet
shades of doppler-blue. The voids they traveled through
are so vast they might as well have been flies stuck in amber.
Everyone knows about the slow-boats.
Everyone knows that Rome could have risen and fallen
before they found the sanctuary of their distant suns.

And everyone knows about the Diaspora.
Escape. Transition. Exodus.
Humanity exploding like shrapnel across a sea of stars so big
that the center of the galaxy is a hole in space
itself far vaster than the solar-system that birthed us.
Everyone knows about the Exodus.
Everyone knows about leaving The Garden.
It's our oldest story and like any old story it gets told
over and over and over.
Everybody knows.

But then there's the Cluster.
And maybe you *don't* know about the Cluster.
A tiny stain of stars on the expansive fabric of the Milky Way
and the even larger cloth of universe itself.
The Cluster--if every Exodus has its Promised Land,
for some of the fragments of humanity this was it.
And it's yours.

This is the Cluster.
Over a hundred suns
over five hundred worlds

The cluster is an aggregation
of races, species, societies, peoples --
a place bigger than any city,
any nation,
any single *world* you can imagine.
It's teeming with trade. It's bursting with possibilities.
It'll surprise you. And if you take it too lightly, it'll kill you.
But it's everything--
everything those sleepers on their slowboats could've hoped for.

Lucky you. You're there first.

MARCO CHACON

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER ROLE PLAYING GAME VERSION 2.0

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

STARCLUSTER - TABLE OF CONTENTS

INTRODUCTION

STARCLUSTER INTRODUCTION

PREFACE

In the year 2250, life was good in the Solar system. Mars and Venus had been terraformed and well settled, Jupiter's and Saturn's moons had thriving colonies, the asteroid belt was well developed, and even the nearer stars had been colonized. The Centauri colony was bustling, and the Wolf and Barnard's Star colonists were on their way. Earth had finally achieved peace under the Aegis of the UN, but each nation retained it's peculiar laws and social customs. There was plenty for all, for the populations had declined markedly from their 21st century highs while productivity and leisure time both soared. It was a Golden Age, and everyone acknowledged it so.

Then came the thunderbolt.

A disaster loomed, the scientists explained. The sun would be vaporized, and with it, all life within 60 light years would be destroyed. Everything man had ever seen, created, become would be as nothing. But there would be time to prepare. No-one now alive would die in this cataclysm - the disaster was at least 300 years in the future. They didn't know exactly when, but as time went by they would be able to predict it more exactly. The peoples of the world heaved a sigh of relief that it would not happen in their time.

The far sighted began to make plans. The colony ship destined for the Ross 154 system was refurbished, reconstructed with far greater fuel capacity, and redirected to a system well beyond the 60 light year radius - almost 300 LY distant, where the scientists felt the colonists would be safe from the after effects of the solar destruction. This was just the beginning.

THE DIASPORA

Around all the planets and moons of the Solar system, ships were built. 10 to 20 thousand at a time, the people left for the stars, never enough to make a dent in the natural increase of the population, but it gave hope to all that maybe their children, or their childrens' children, might get away. The UN commissioned ships and filled them with people from various lands.Some of the richer nations built their own ships and filled them with their own people. The UN coordinated destinations for all the flights, assigning likely targets to unmanned fly-by drones, which would report back to the colony ships already in flight in plenty of time for them to make minor mid-course corrections.

The colonists on Centauri swarmed over the old slowboat that had brought them, desperately adapting the newest techniques from Earth to their limited means. They would start late, but might just make it. The older colonists for the most part - and surprisingly many younger ones - volunteered to stay to make room for the young. They had their voyage, and did not want to do it over again.

The richest destination for the new colony ships was the many wraithlike worlds of the Cluster - over one hundred stars and five hundred worlds packed closely together - close enough so that travel between them by slow fusion drive was possible, although difficult and time consuming - close enough so that the night sky glowed with soft intensity.

As time went by and ship after ship left the system, those left behind began to feel the cold hand of death on them. Some escaped into religious fervor and asceticism, for after all, were not the prophesied End Times at hand? Others wallowed in unimaginable hedonism, counting nothing as vice. Others strove for power by any means available, because, after all, they were humans. As the time of the last few ships drew near, panics erupted. Starships were stolen, vandalized, destroyed. Governments toppled and fell, in an effort by a few to secure a place on those precious few starships which had not yet left. They had to reach 60 light years from Earth by the year 2650, or it would be too late.

STARCLUSTER - INTRODUCTION

The last starship to leave the Solar system and reach the Cluster left in 2449. For the next fifty years increasingly desperate gangs of hijackers left, burning all their fuel in a last-ditch attempt to reach the departing Diaspora and capture one of the previously launched vessels. Some even succeeded. Many more were never heard from again.

As the technology progressed, the fusion engines of the slowboats became more efficient, faster. The first ships to leave earth were soon overtaken by those who left later. The last to leave was the first to arrive at the Cluster, spending only 1200 years on her journey. The others took considerably longer. Many techniques and devices were tried in an effort to minimize the impact of over a thousand years living on a spaceship, but in the end the peoples who fled the Earth were not the peoples who arrived at the end of that journey.

Each journey was individual, unique. One some there were bitter sectional feuds between watches, on others charismatic religions swept the ship. Many tried creating synthetic cultures that each watch would belong to. Hijackers tried to wrest control from the rightful crews on a few ships. On some the people mixed, on others they stayed separate. Sometimes the cultures disintegrated, on a few of these, the crew hunted each other through the corridors for meat while the ship's primitive computer brains guided them in.

The Fury on Earth spent itself in a last few convulsions, then it was gone. About the year 2660, the wavefront of destruction washed over the Diaspora, and there were no more signals from home.

The ship from Centauri Colony made it past the magical 60 LY mark by the skin of it's teeth, and is expected to arrive in the Cluster any day now. Scan the skies, children.

Colonization of nearby star systems begins
Danger to Earth first detected
First slowboats launched towards the Cluster
Wavefront of destruction at 60 LY out

2100 2200 2300 2400 2500 2600 2660 2700 2800 2900 3000 3100 3200

The great Etvar Civilization collapses in the Cluster

The Destruction of Earth and the Colonization of the Cluster

Many Colony ships reach the Cluster "Today" 4158 AD
Some slowboats may yet arrive...

3300 3400 3500 3600 3700 3800 3900 4000 4100 4200 4300 4400

Bulk of Diasporan Settlement
Etvar rediscover Jump Drive
Kertu-Drua sell Jump Drive to Loop

SaVaHuTa and Diasporan Community founded

STARCLUSTER

CHARACTER GENERATION

CHARACTER GENERATION PROCEDURE
TO BEGIN

The first thing to determine is the character's homeworld. This determines the character's birth Tech Level, and everything else depends on that. The homeworld will be assigned to you by your GM - but if you have preferences, ask the GM if your character can be from a specific place - most GMs will be happy you took the initiative and will gladly work your idea in unless it conflicts with the GM's plans in some way. The GM will also work with you to determine your character's "Mother's Milk" skills, based on the character's homeworld and particular background - your character's birth rank is important here. These Mother's Milk skills are skills the character has learned before the age of 10 - thus "absorbed with the mother's milk." They can include metaskills as well as normal skills. Every character has 4 of these Mother's Milk skills before the age of 10.

It should be noted that your character can possibly move around from world to world, thus changing tech levels, after the character is born. This should be worked out with your GM as you are preparing the character for play.

Your GM will probably give you an age range at which it is appropriate for your character to begin play. As your character ages, wealth increases and skills increase, but physical stats decline, so what might be challenging for a character in her late twenties could be boring for a character in her mid fifties. Your GM has reasons for recommending a particular age range.

Adventures typically define the most important part of a year in your character's life, even if they only take a few weeks to complete, or even a few hours. The balance of the year, your character should be doing whatever characters do in their boring hum-drum lives. At the end of the adventure, your character should age another year on the worksheet. Your GM will decide which is the appropriate profession to describe what your character has done for the adventure, and you can then roll on or choose from the appropriate skill tables, or choose a metaskill, as you wish. If a Physical Deterioration is appropriate, take care of that just as you would while generating the character.

One thing to remember is that your character is having adventures all the time, even while you are generating him. You are just not acting those adventures out. The is no real difference between a year which has been generated and one which has been acted out. You can generate a character to age 25, take part in an acted out adventure for year twenty-six, generate from 27 to 41, and act out another adventure for year 42.

Another thing to remember is that your character is not just arbitrarily drifting from job to job. **When a character changes employment, it can be thought of as a movement within a larger career.** For instance, if a character goes through a Seminary and becomes a Priest, then after a few years becomes a Social Worker and later on a Teacher, doesn't mean she ever stopped being a Priest, unless you want it to mean that. Your character can also always return to professions you have left, retaining all his promotions and pay.

There are two different ways to create a character, Random and Directed. Generally, players new to StarCluster should choose the Random method until they understand what the choices mean. Random character creation tends to give a more organic feel to the characters created with it, while characters created with the Directed method tend to be more focused.

STARCLUSTER - CHARACTER GENERATION

RANDOM METHOD

ROLL FOR INITIAL CHARACTERISTICS AND CASH

Strength = 2d6
(i.e. 2 six-sided dice added together)
Strength is the character's muscular prowess. Strength is used in Melee, Blade, and Unarmed combat. Strength is usually abbreviated as **STR**

Coordination and Agility = 2d6
Roll 2d6 - Put the same result under both characteristics.
Coordination is the linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Bow, Gun, and Beam combat. Coordination is usually abbreviated as **COOR**
Agility. Agility is acrobatics, gymnastics and whole body movement. Agility helps your character with running, jumping, climbing, and any other activity using the whole body. Agility is usually abbreviated as **AGY**

Endurance = 2d6
Roll 2d6
Endurance is the ability to keep going. Endurance helps your character with tasks that are repetitive, long lasting, or performed under adverse circumstances. Endurance is usually abbreviated as **END**

IQ = %d
(Roll 2 ten sided dice and read one die as tens, the other as ones. A 9 and a 4 would be 94. A result of 00 is always read as 100) on the IQ, PSI, and Rank Table, in the IQ column, in the appropriate section for the character's Tech Level. Look up the result in the IQ column. **IQ** (Intelligence Quotient) is smarts, problem solving, the ability to see significance and pattern.

PSI = %d
Roll on the IQ, PSI, and Rank Table, in the IQ column, in the appropriate section for the character's Tech Level. **Psionics** are mental abilities which affect the world directly. The PSI number is the potential to use psionic energies - the number of times per day that your character can use psionic skills. Psionic points regenerate 24 hours after being used. Psionic is usually abbreviated as **PSI**

RANK = %d
Roll on the IQ, PSI, and Rank Table, in the IQ column, in the appropriate section for the character's Tech Level. Starting cash is found here in the next column, in the same row as the character's rank in society. This is what your family was doing when you were born. This strongly influences the character's upbringing and education, especially where expenses are concerned.

Charisma= 2d6
Charisma. Attractiveness, persuasiveness. Half physical, half mental. The proportion starts mostly as physical, but increasingly becomes mental as the character ages. Charisma is usually abbreviated as **CHAR**

These are your character's abilities at the age of ten. Your character is not finished growing, and will physically change as age and experience modify the character.

STARCLUSTER - CHARACTER GENERATION

DIRECTED METHOD

PLACE INITIAL CHARACTERISTICS AND CASH

You have 35 points to apportion between Strength, Coordination, Agility, Endurance, and Charisma. These stats can be used as is. If the GM wants more heroic stature characters, bonus points may be given.

You have 150 points to apportion between IQ, PSI, and RANK. These are raw scores, and should be looked up on the appropriate table for your Tech Level. For example an IQ score of 50 at Tech Level 4 is equal to an IQ of 105.

Strength is the character's muscular prowess. Strength is used in Melee, Blade, and Unarmed combat. Strength is usually abbreviated as **STR**

Coordination is the linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Bow, Gun, and Beam combat. Coordination is usually abbreviated as **COOR**

Agility. Agility is acrobatics, gymnastics and whole body movement. Agility helps your character with running, jumping, climbing, and any other activity using the whole body. Agility is usually abbreviated as **AGY**

Endurance is the ability to keep going. Endurance helps your character with tasks that are repetitive, long lasting, or performed under adverse circumstances. Endurance is usually abbreviated as **END**

IQ (Intelligence Quotient) is smarts, problem solving, the ability to see significance and pattern.

Psionics are mental abilities which affect the world directly. The PSI number is the potential to use psionic energies - the number of times per day that your character can use psionic skills. Psionics is usually abbreviated as **PSI**

Rank is what your family was doing when you were born. This strongly influences the character's upbringing and education, especially where expenses are concerned.

Charisma is attractiveness and persuasiveness, and is half physical and half mental. The proportion starts mostly as physical, but increasingly becomes mental as the character ages. Charisma is usually abbreviated as **CHAR**

These are the character's abilities at the age of ten. The character is not finished growing, and will physically change as age and experience modify the character.

STARCLUSTER - CHARACTER GENERATION

RANDOM OR DIRECTED METHOD

CHARACTER SPECIES AND OPTIONAL CHARACTER TYPES

There are 4 Humanoid species detailed in the Humans and Humanoids section, Sastras, Vantors, Humans and Tagris, along with 3 hybrids between the Humanoid species and humans. The player should select the species of the player character from among these options. If the GM allows other options, such as Aliens, Uplifted Animals, Robots, or Androids, she will instruct you on the benefits and limitations of the particular character type allowed. Adjust the initial Attributes as directed depending on the character type/species before continuing.

SECONDARY SCHOOL & APPRENTICESHIP

In the Schools Section, select a secondary school (apprenticeship for Primitive Cultures) you would like your character to go to. This is what your character will be doing for the next six years. If your character has the money and meets the minimum requirements, great. Deduct the money from the character's starting total and continue.

> If you have the money but don't meet the minimum requirements, try for a waiver. Roll the amount listed or less, and the requirements are waived for you. Same if you meet the minimum requirements, but don't have the cash. Remember to add +1 to your die roll for each point of IQ over 120. High IQ is a big asset here. Your character may waive either the cost or the prerequisite (if allowed), but not both. If you don't make it into any secondary schools, or you just don't feel the character would have, use the "No School" column.

Your character receives one skill per year from the list of skills available, with any 3 of the skills doubled. You can roll the skills randomly or choose them as you wish.

EXAMPLE:

Your character chooses Exclusive Private School. You choose as skills gun, IQ+5, blade, Rank, coordination and charisma. You can double any 3 of these, so you choose to double gun, coordination and charisma for a total result of:

gun+2, IQ+10, blade+1, Rank+1, Coordination+2, and Charisma+2.

If the result is a bonus to a characteristic rather than a skill (i.e. strength+1 or coordination+2, etc.) modify the appropriate characteristic in lieu of gaining a skill. If the character receives a skill for the first time, that skill is at level one (i.e. blade+1). If the character receives a skill already gained, that skill level is modified upward (i.e. blade+2).

> In lieu of taking the skill rolled on or chosen from the tables, the character may choose the metaskill associated with that school instead, or may choose among the social skills available.

> If your character's Rank increases during generation, the character's cash increases by the difference between the original cash amount and the cash available at the new Rank

COLLEGE, JOURNEYMANSHIPS, & GRAD SCHOOL

Unlike secondary schools, your character can go to College or Grad School at any time, its just more usual to go at age 16. You can also go to a second college later on. Primitive Cultures have Journeymanships equivalent to Colleges for some professions.

> If you select a college with no cost, that means you must spend the six years *after* you leave college/grad school in service to those who sponsored your education. If an employment lists that school as a prerequisite, entering that employment for six years is considered full payment of your educational debt. If you go to both college and grad school by this means, both debts must be fulfilled in the order you incurred them. During these six years of employment, you cannot change your employment.

Your character receives one skill per year for the next 4 years from the list of skills available, with any 1 of the skills doubled. You may roll for or choose skills as you wish.

> **EXAMPLE:**

Your character chooses Exclusive College. You choose as skills biology, physics, gun, and chemistry. You can double any 2 of these, so you choose to double physics and chemistry for a total result of:

biology+1, physics+2, gun+1, and chemistry+2

> In lieu of taking the skill rolled on or chosen from the tables, the character may choose the metaskill associated with that school instead, or may choose among the social skills available.

Graduate Schools work in exactly the same manner as colleges.

STARCLUSTER - CHARACTER GENERATION

EMPLOYMENT

If you don't wish for your character to go on to higher education (i.e. college or grad school) or the character does not qualify or fails all waiver rolls, your character goes immediately into employment. Your character also goes into employment once schooling is done.

Roll for or select a profession from the appropriate section. If you meet the prerequisites, you are in that profession as long as you wish to stay. If you do not meet the prerequisites, you may attempt a waiver roll.

Each year your character receives one skill from the Available Skills list for that profession. Every six years or part thereof in a profession, one skill taken during those years is doubled - i.e. a choice of "streetwise" becomes "streetwise+2"

> In lieu of the skill rolled on or chosen from the tables, the character may choose the metaskill associated with that profession instead, or may choose among the social skills available.

ROLL EVERY 2 YEARS IN PROFESSION FOR PROMOTION.
01-35	Promotion
36-00	No promotion

With each promotion, your character's level within that profession increases. Note this on your character worksheet in the following fashion: The first year in a profession is always level one. This is notated so, using the profession of Psiman as an example: Psiman/1/1. The second year is also always at level one, and is notated thusly: Psiman/2/1. Note the years in the profession come first, then the level within the profession. At the end of the second year in the profession, roll for promotion. A %d result of 35 or lower gains the character a promotion. Note the promotion under "promotions" on the worksheet with a "yes" (and unsuccessful promotion attempts with a "no") and the next year, note the promotion as follows: Psiman/3/2.

Promotions come at the end of the year, and take effect at the beginning of the next.

Pay is increased by promotion. On the Employment tables on the right is noted the starting pay and the amount the pay jumps (increases) with each promotion. Thus if a profession has Start 50 Jump 100, at beginning level in the profession, the character's pay is 50. With the first promotion it jumps by 100 to 150, and by 100 with each succeeding promotion, to 250, 350, 450, etc.

PHYSICAL DETERIORATION

Every 3 years starting at age 34, your character must lose one point from a physical attribute (STR, COOR, AGY, or END) for physical deterioration. You may choose the attribute affected, but must make the decrement once every 3 years, except when Boost is used.

Boost is a drug available at TL 9 which slows down aging. It stays in effect for 12 years, and allows your character to physically age at 1/4 the pace normally allotted. Thus the player decrements a physical attribute once every 12 years, instead of every 3 years. Boost costs 1000cr per 12 year dose at TL9, and 100cr per dose at TL10. It is available on the black market at TL8 at 10,000cr, and goes up in price by a factor of 10 per tech level downward, thus 100,000cr at TL7, 1,000,000cr at TL6, and 10,000,000cr at TL5. It is, of course, not available for export to lower tech worlds, and must be obtained by illegal means, which is why it is so expensive. Some people - a very small number - are allergic to Boost, while others - a somewhat lager number - are unaffected by it. Since the chance of either of these happening is vanishingly small, this should be played as character color, and on a purely voluntary basis.

SOCIAL SKILLS

At any year, the character may choose one from the following social skills, or a professional metaskill, or a skill rolled on the skill table. The professional metaskills and skill tables are listed under the particular school or profession. Social skills are skills unrelated to any particular employment, and thus open to any character at any time. Remember, choosing a Social Skill is in place of rolling on the skill tables, not in addition.

SOCIAL SKILLS LISTING:

Convince	**Goad**	**Entice**
Endear	**Engrace**	**React**
Adapt	**Operate**	**Overdo**

When your character has reached the age at which you wish to play, the character needs to be equipped, then play can begin.

STARCLUSTER - CHARACTER GENERATION

CHARACTERS FROM ADVANCED (TL8+) CULTURES

STARCLUSTER - CHARACTER GENERATION

STAR CLUSTER CHARACTER GENERATION TABLES FOR ADVANCED (TECH LEVEL 8+) CULTURES

Roll (or allocate points) once each for IQ, PSI, and Rank

IQ, PSI, AND RANK FOR ADVANCED (TECH LEVEL 8+) CULTURES

%d roll	IQ	PSI	Rank	Rank #	Cash
01-02	70	0	Street Orphan	1	10cr
03-05	80	0	Poverty Stricken	2	15cr
06-10	85	0	Very Poor	3	20cr
11-16	90	0	Welfare Family	4	25cr
12-18	95	0	Poor Family	5	30cr
19-25	100	0	Working Class last child	6	40cr
26-27	105	0	Farm Child	7	45cr
28-30	107	1	Working Class - mid child	8	55cr
31-35	109	1	Working Class Small Family	9	60cr
36-38	111	1	Working Class - only child	A	65cr
39-40	113	1	Large Mid Class Family	B	70cr
41-47	115	2	Medium Mid Class Family	C	75cr
48-55	117	2	Small Mid Class Family	D	80cr
56-57	119	2	Military Family - Field Rank	E	85cr
58-65	121	2	Small Trading Family	F	95cr
66-68	123	2	Poor Aristocratic Family	G	100cr
69-72	125	3	Owns Large Mfg Company	H	200cr
73-80	127	3	Planetary Trading Family	I	300cr
81-82	129	3	Military Family General Rank	J	350cr
83-88	131	4	Agribusiness Family	K	400cr
89-90	133	4	Rich Aristocratic Family	L	500cr
91-96	135	4	Interstellar Trading Family	M	700cr
97-99	137	5	Family Own Huge Conglom	N	900cr
00	140	5	Planetary Royalty	O	1000cr

STARCLUSTER - CHARACTER GENERATION

STAR CLUSTER CHARACTER GENERATION TABLES FOR ADVANCED (TECH LEVEL 8-10) CULTURES

Waiver applies to either cost or prerequisites, not both, +1 per point of IQ over 120

SECONDARY SCHOOLS FOR TECH LEVEL 8-10

School	Cost	Prerequisites				%d Waiver	Metaskill
Exclusive Private School	200cr	Rank I+				10%	Converse

1	2	3	4	5	6
IQ+5	IQ+5	CHAR	RANK	Program	Leadership
Gun	Blade	IQ+5	COOR+2	Leadership	Blade

School	Cost	Prerequisites				%d Waiver	Metaskill
Private Prep School	150cr	Rank G+				20%	Appear

1	2	3	4	5	6
IQ+5	IQ+5	COOR	STR	Program	AGY
Leadership	COOR	STR	END	AGY	IQ+5

School	Cost	Prerequisites				%d Waiver	Metaskill
School for the Arts	70cr	COOR 10+, CHAR 11+				20%	Create

1	2	3	4	5	6
CHAR	CHAR	COOR+2	Blade	AGY+2	IQ+3
IQ+3	AGY+2	END	END	IQ+3	CHAR

STARCLUSTER - CHARACTER GENERATION

School	Cost	Prerequisites		%d Waiver	Metaskill
Tech School	50cr	COR 9+, IQ 100+		30%	Analyze

1	2	3	4	5	6
IQ+5	IQ+5	COOR+2	COOR+2	END	Program+2
Program+2	Electronics	Mechanics	Electronics	Mechanics	IQ+5

School	Cost	Prerequisites		%d Waiver	Metaskill
Agricultural School	35cr	Rank K or 7, STR 10+		30%	Grow

1	2	3	4	5	6
STR+2	STR+2	END+2	END+2	IQ+3	Husbandry
Husbandry	Mineralogy	Biology	STR+2	Chemistry	IQ+3

School	Cost	Prerequisites		%d Waiver	Metaskill
Psionics School	200cr	PSI 3+		15% Cost only	Focus

1	2	3	4	5	6
IQ+7	IQ+7	IQ+7	END	END	Research
Program+2	Research	Writing	Program+2	Research	IQ+7

School	Cost	Prerequisites		%d Waiver	Metaskill
Military School	**15cr**	**(3 of 4) SRTR. COOR, AGY, END 8+**		**20%**	**Discipline**

1	2	3	4	5	6
STR+2	**STR+2**	**COOR+2**	**COOR+2**	**END+2**	**END+2**
Gun	**Gun**	**Melee**	**Leadership**	**IQ+3**	**IQ+3**

School	Cost	Prerequisites	%d Waiver	Metaskill
High School	**10cr**	**Rank 6+**	**10%**	**Relate**

1	2	3	4	5	6
IQ+4	**STR+2**	**COOR**	**AGY**	**END**	**IQ+4**
Program	**Unarm**	**Drug**	**Streetwise**	**Streetwise**	**Program**

School	Cost	Prerequisites	%d Waiver	Metaskill
No School	**0cr**	**None**	**N/A**	**Obtain**

1	2	3	4	5	6
IQ+3	**STR+2**	**COOR+2**	**END**	**AGY**	**IQ+3**
Streetwise	**Streetwise**	**Drug**	**Drug**	**Melee**	**Unarm**

STARCLUSTER - CHARACTER GENERATION

COLLEGES FOR TECH LEVEL 8-10

College	Cost	Prerequisites		%d Waiver	Metaskill
Exclusive	**300cr**	**Exclusive Private or Private Prep**		**10%**	**Organize**

1	2	3	4	5	6
Leadership	**Blade**	**Gun**	**CHAR**	**Sociology**	**Biology**
Physics	**Planetology**	**Astronomy**	**Program**	**Research**	**IQ+5**

College	Cost	Prerequisites		%d Waiver	Metaskill
Engineering	**150cr**	**Tech or Military School**		**20%**	**Design**

1	2	3	4	5	6
Leadership	**Physics**	**Gun**	**Drives**	**Drives**	**Mechanics**
Electronics	**Program**	**Drives**	**Mechanics**	**IQ+5**	**IQ+5**

College	Cost	Prerequisites		%d Waiver	Metaskill
Psionics College	**300cr**	**PSI 4+ or Psionics School**		**10%** **Cost only**	**Focus**

1	2	3	4	5	6
Telekinesis	**Telekinesis**	**Stun**	**Shield+2**	**Shield+2**	**Heal**
Heal	**Interrogate**	**Interrogate**	**Stun**	**Pyrokinesis**	**Transfer**

STARCLUSTER - CHARACTER GENERATION

College	Cost	Prerequisites				%d Waiver	Metaskill
Computer College	80cr	Tech, High, or Military School				15%	Analyze

1	2	3	4	5	6
Electronics	Electronics	Program	Program	Program	Drives
Physics	Gun	Research	IQ+5	Electronics	IQ+5

College	Cost	Prerequisites				%d Waiver	Metaskill
Agricultural College	75cr	Agricultural or High School				15%	Grow

1	2	3	4	5	6
Planetology	Planetology	Biology	Biology	Chemistry	Chemistry
Mineralogy	Husbandry	Mineralogy	IQ+5	Husbandry	IQ+5

College	Cost	Prerequisites				%d Waiver	Metaskill
Military Academy	0cr*	Military School or Rank E or J				20%	Organize

1	2	3	4	5	6
Gun	Gun	Ship's Guns	Ship's Guns	Leadership	Leadership
Strategy	Tactics	Strategy	IQ+3	Tactics	IQ+3

College	Cost	Prerequisites	%d Waiver	Metaskill
Thieve's College	0cr**	COOR 10+ or CHAR 10+ or Rank D	25%	Appear

1	2	3	4	5	6
CHAR	CHAR	IQ+5	IQ+5	Streetwise	Streetwise
Business	Forgery+2	Psychology	Intimidate	Psychology	Negotiate

College	Cost	Prerequisites	%d Waiver	Metaskill
Journeyman Thief	0cr**	COOR 10+ or AGY 10+ or Rank D	25%	Obtain

1	2	3	4	5	6
Picking+2	Picking+2	Snare+2	Snare+2	IQ+5	IQ+5
Gymnastics	COOR	Disguise	COOR	Sneaking	AGY

College	Cost	Prerequisites	%d Waiver	Metaskill
Seminary College	0cr***	Any School	30%	Relate

1	2	3	4	5	6
Streetwise	Streetwise	Negotiation	Negotiation	IQ+5	IQ+5
END+2	Psychology	Psychology	END+2	Herbalism	Drug+2

College	Cost	Prerequisites	%d Waiver	Metaskill
Acting College	45cr	Art or High School or CHAR 10+	25%	Appear

1	2	3	4	5	6
IQ+3	Blade	Streetwise	Streetwise	Drinking	Drug
Psychology	Disguise+2	Disguise+2	CHAR	CHAR	IQ+3

STARCLUSTER - CHARACTER GENERATION

College	Cost	Prerequisites	%d Waiver	Metaskill
Liberal Arts College	**100cr**	**any Private, High, or Art School**	**30%**	**Relate**

1	2	3	4	5	6
Unarm	**CHAR**	**Sociology**	**Drug**	**Drinking+2**	**Drinking+2**
Biology+2	**Psychology**	**Mineralogy**	**Chemistry**	**History+2**	**Program**

College	Cost	Prerequisites	%d Waiver	Metaskill
Art College	**45cr**	**School for the Arts or High School**	**20%**	**Create**

1	2	3	4	5	6
IQ+2	**IQ+2**	**Painting+2**	**Painting+2**	**Sculpture+2**	**Sculpture+2**
Drinking	**Drug**	**Streetwise**	**COOR**	**Streetwise**	**COOR**

College	Cost	Prerequisites	%d Waiver	Metaskill
Music College	**50cr**	**School for the Arts**	**20%**	**Embellish**

1	2	3	4	5	6
IQ+5	**IQ+5**	**COOR+2**	**COOR+2**	**Music+2**	**Music+2**
END	**CHAR**	**CHAR**	**Drinking**	**Psychology**	**END**

*   Become officer for 6 years
**   Become apprentice thief for 6 years
***   become priest for 6 years

STARCLUSTER - CHARACTER GENERATION

POST-GRADUATE EDUCATION FOR TECH LEVEL 8-10

Grad School	Cost	Prerequisites	%d Waiver	Metaskill
Medical School	**300cr**	**Exclusive or Liberal Arts College**	**20%**	**Repair**

1	2	3	4	5	6
IQ+5	**Treat+2**	**Treat+2**	**Diagnose**	**Diagnose**	**Surgery**
Surgery	**Drug**	**Biology**	**Drug**	**END**	**COOR**

Grad School	Cost	Prerequisites	%d Waiver	Metaskill
Law School	**300cr**	**Exclusive or Liberal Arts College**	**20%**	**Organize**

1	2	3	4	5	6
Law+2	**Law+2**	**Sociology**	**Psychology**	**CHAR**	**CHAR**
END	**Business**	**IQ+5**	**END**	**Negotiate**	**Law+2**

Grad School	Cost	Prerequisites	%d Waiver	Metaskill
War College	**0cr***	**Military Academy**	**10%**	**Analyze**

1	2	3	4	5	6
Leader-ship+2	**Tactics+2**	**Tactics+2**	**Strategy**	**Leader-ship+2**	**Psychology**
IQ+5	**Gun**	**History**	**History**	**Research**	**Research**

STARCLUSTER - CHARACTER GENERATION

Grad School	Cost	Prerequisites				%d Waiver	Metaskill
Science Institute	**100cr**	**Computer or Engineering College**				**25%**	**Analyze**

1	2	3	4	5	6
Biology	**Biology**	**Chemistry**	**Chemistry**	**Physics+2**	**Physics+2**
Research+2	**IQ+5**	**Research+2**	**IQ+5**	**END**	**Drug**

Grad School	Cost	Prerequisites				%d Waiver	Metaskill
Business School	**200cr**	**Rank F, H, L, K, M or N**				**5%**	**Sell**

1	2	3	4	5	6
Business+2	**Business+2**	**Negotiate**	**Negotiate**	**Writing**	**Psychology**
Psychology	**IQ+3**	**Intimidate**	**Intimidate**	**Research**	**Research**

*   Become officer for 6 years

STARCLUSTER - CHARACTER GENERATION

EMPLOYMENT TABLE FOR TECH LEVEL 8+ CULTURES

Note: any roll of Transfer for Tech Level 8 or 9 should be treated as pilot

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Agent	**30%**	**Negotiation+2, Charisma 8+**	**Sell**	**100 start 200 jump**

1	2	3	4	5	6
Negotiate	**Business**	**Writing**	**Negotiate**	**Business**	**Research**
Streetwise	**Streetwise**	**Charisma**	**Sociology**	**Psychology**	**Psychology**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Archaeologist	**25%**	**History+2, Sociology+2**	**Extract**	**50 start 200 jump**

1	2	3	4	5	6
Low Tech	**History**	**Sociology**	**Research**	**Mechanics**	**Research**
Gun	**Melee**	**Unarmed**	**Endurance**	**Agility**	**Negotiate**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Army	**50%**	**STR 10+, END 9+, or Rank J or Military College**	**Discipline**	**50 start 50 jump**

1	2	3	4	5	6
Tactics	**Strategy**	**Beam**	**Melee**	**Driving**	**Leadership**
Gun	**Beam**	**Blade**	**Melee**	**Unarmed**	**Gyrojet**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Artist	**20%**	**Painting+2 or COOR 9+ or Art College**	**Embellish**	**50 start 100 jump**

1	2	3	4	5	6
CHAR	**CHAR**	**Streetwise**	**Business**	**Program**	**Drug**
Painting	**Sculpture**	**COOR**	**Program**	**Painting**	**Sculpture**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Asteroid Miner	**10%**	**Pilot or Smallcraft**	**Orient 3D**	**60 start 120 jump**

1	2	3	4	5	6
Mineralogy	**Mineralogy**	**Chemistry**	**Transfer**	**Ship's Guns**	**Pilot**
Pilot	**Astronomy**	**Melee**	**Gun**	**Gyrojet**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Athlete	**10%**	**3 Physical Stats above 10**	**Discipline**	**50 start 150 jump**

1	2	3	4	5	6
Charisma	**Charisma**	**Streetwise**	**Business**	**Program**	**Drug**
STR	**COOR**	**AGY**	**END**	**STR**	**END**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Attorney	**10%**	**Law School or Law+2**	**Protect**	**100 start 100 jump**

1	2	3	4	5	6
Law	**Charisma**	**Writing**	**Law**	**Psychology**	**Negotiate**
Writing	**Business**	**Research**	**Writing**	**History**	**Linguistics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Biologist	**10%**	**Biology+3 or Biology+2, Chemistry+2**	**Grow**	**75 start 75 jump**

1	2	3	4	5	6
Biology	**Biology**	**Chemistry**	**Mineralogy**	**Biology**	**Chemistry**
Program	**Program**	**Electronics**	**Research**	**Program**	**Electronics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Body Thief	**15%**	**Apprentice Thief, Drug+1**	**Extract**	**150 start 150 jump**

1	2	3	4	5	6
Sleight	**Alert**	**Streetwise**	**Sneaking**	**Sleight**	**Picking**
Diagnose	**Biology**	**Drug**	**Biology**	**diagnosis**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Bounty Hunter	**25%**	**Beam+2, Smallcraft+2**	**Focus**	**50 start** **150 jump**

1	2	3	4	5	6
Negotiate	**Business**	**Streetwise**	**Research**	**Law**	**Psychology**
Streetwise	**Drug**	**Charisma**	**Streetwise**	**Unarmed**	**Drug**
Smallcraft	**Beam**	**Gyrojet**	**Smallcraft**	**Dash**	**Driving**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Bureaucrat	**40%**	**CHAR 6-, Programming+2**	**Organize**	**40 start** **40 jump**

1	2	3	4	5	6
Program	**Intimidate**	**Business**	**Program**	**Psychology**	**Business**
Psychology	**Sociology**	**Negotiate**	**Negotiate**	**Intimidate**	**Negotiate**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Burglar	**15%**	**COOR 11+, AGY 10+** **or Journeyman Thief**	**Obtain**	**50 start** **200 jump**

1	2	3	4	5	6
Taste	**Streetwise**	**Picking**	**Sneaking**	**Gymnastics**	**Climbing**
Blade	**Alert**	**Evaluate**	**Alert**	**Sneaking**	**COOR**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Businessman	**5%**	**Business+4 or Business+2, Negotiate+2 or Business School**	**Sell**	**100 start 200 jump**

1	2	3	4	5	6
Business	**Program**	**Driving**	**END**	**Business**	**Negotiate**
Strategy	**Tactics**	**Research**	**Leadership**	**Negotiate**	**RANK**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Chemist	**20%**	**Chimistry+3, Mineralogy**	**Analyze**	**75 start 75 jump**

1	2	3	4	5	6
Chemistry	**Chemistry**	**Biology**	**Biology**	**Mineralogy**	**Planetology**
Research	**END**	**Research**	**Chemistry**	**Negotiate**	**Writing**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Comm Tech	**20%**	**Programming**	**Repair**	**50 start 50 jump**

1	2	3	4	5	6
Electronics	**Program**	**CHAR**	**CHAR**	**Negotiate**	**COOR**
Program	**Crypto**	**Program**	**Electronics**	**Cryptogra-phy**	**Program**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Composer	15%	Music+3, Write	Create	100 start 100 jump

1	2	3	4	5	6
Music	Writing	Music	Negotiate	Writing	Music
Writing	Taste	Psychology	Writing	Streetwise	Taste

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Customs	20%	Stash+2 or Military College	Analyze	60 start 60 jump

1	2	3	4	5	6
Law	Law	Drug	Psychology	Psychology	Law
Stash	Beam	Stash	Negotiate	Research	Stash

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Cyberneticist	5%	Cybernetics, Research+2 or Cybernetics, Computer College	Build	100 start 200 jump

1	2	3	4	5	6
Cybernetics	Mechanics	Cybernetics	Electronics	Program	Cybernetics
Linguistics	Negotiate	Linguistics	Research	Research	Linguistics

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Dancer	10%	AGY 10+, END 9+	Discipline	60 start 180 jump

1	2	3	4	5	6
AGY	COOR	AGY	STR	CHAR	END
Streetwise	Drug	Charisma	Streetwise	Unarm	Drug

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Diplomat	20%	Negotiation+2	Converse	100 start 200 jump

1	2	3	4	5	6
Disguise	Streetwise	Drug	Melee	Psychology	CHAR
Linguistics	Business	Negotiate	Linguistics	Negotiate	Unarmed

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Doctor	10%	Medical School	Repair	50 start 150 jump

1	2	3	4	5	6
Diagnosis	Biology	Drug	Psychology	Treatment	Treatment
Program	Drug	Program	Business	Sociology	Drug

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Drive Tech	**20%**	**Drives or Engineering College**	**Repair**	**125 start** **125 jump**

1	2	3	4	5	6
Drives	**Mechanics**	**Drives**	**Electronics**	**Mechanics**	**Drives**
Program	**Physics**	**Mechanics**	**Electronics**	**Physics**	**Research**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Ecologist	**15%**	**Chemistry+2, Biology+2**	**Analyze**	**250 start** **250 jump**

1	2	3	4	5	6
Chemistry	**Chemistry**	**Biology**	**Mineralogy**	**Planetology**	**Planetology**
Planetology	**Biology**	**Planetology**	**Astronomy**	**Astronomy**	**pilot**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Engineer	**5%**	**Engineering College** **or Tech School, IQ 110+**	**Design**	**60 start** **120 jump**

1	2	3	4	5	6
Drives	**Mechanics**	**Drives**	**Electronics**	**Mechanics**	**Drives**
Program	**Program**	**Electronics**	**Mechanics**	**Electronics**	**Program**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Entertainer	**10%**	**Acting College or CHAR 10+**	**Converse**	**20 start 60 jump**

1	2	3	4	5	6
CHAR	**CHAR**	**Streetwise**	**Business**	**Program**	**Drug**
Psychology	**Psychology**	**Negotiation**	**CHAR**	**END**	**Drinking**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Explorer	**1%**	**Military College END 10+, STR 10+**	**Organize**	**20 start 100 jump**

1	2	3	4	5	6
Planetology	**Planetology**	**Biology**	**Astronomy**	**Astronomy**	**Pilot**
Gun	**Beam**	**Blade**	**Melee**	**Unarmed**	**Gyrojet**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Farmer	**25%**	**Agri College or Agri School, Biology+2**	**Grow**	**10 start 50 jump**

1	2	3	4	5	6
Biology	**Biology**	**Chemistry**	**Mineralogy**	**Biology**	**Chemistry**
STR	**COOR**	**AGY**	**END**	**STR**	**END**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Genetic Tech	**15%**	**Genetics or Medical School**	**Build**	**100 start 100 jump**

1	2	3	4	5	6
Genetics	**Biology**	**Program**	**Genetics**	**Biology**	**Program**
Diagnosis	**Biology**	**Drug**	**Biology**	**Diagnosis**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Genetic Designer	**5%**	**Medical School, Genetics+3**	**Design**	**150 start 450 jump**

1	2	3	4	5	6
Genetics	**Biology**	**Program**	**Genetics**	**Biology**	**Program**
Writing	**Linguistics**	**Program**	**Writing**	**Negotiate**	**Research**
Diagnosis	**Biology**	**Drug**	**Biology**	**Diagnosis**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Historian	**5%**	**History+2 or Research+2**	**Extract**	**50 start 100 jump**

1	2	3	4	5	6
History	**Writing**	**Research**	**Low Tech**	**History**	**Linguistics**
Sociology	**Research**	**Sociology**	**Psychology**	**Research**	**Program**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Infiltrator	**20%**	**Disguise, Sneaking, Picking**	**Appear**	**150 start** **150 jump**

1	2	3	4	5	6
Disguise	**Sneaking**	**Disguise**	**Picking**	**Linguistics**	**Negotiate**
Drinking	**Streetwise**	**Melee**	**Stash**	**Business**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Intruder	**10%**	**Military College or Journeyman Thief**	**Appear**	**125 start** **125 jump**

1	2	3	4	5	6
Electronics	**Crypto**	**Demolition**	**Electronics**	**Demolition**	**Crypto**
Driving	**Mechanics**	**Driving**	**program**	**Mechanics**	**Driving**
Disguise	**Sneaking**	**Disguise**	**Picking**	**Linguistics**	**Negotiate**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Judge	**5%**	**Law+2, Negotiate+2** **or Law School, Negotiate+2**	**Analyze**	**250 start** **250 jump**

1	2	3	4	5	6
Law	**CHAR**	**Writing**	**Law**	**Psychology**	**Negotiate**
Writing	**Business**	**Cooking**	**Writing**	**Law**	**Linguistics**
Research	**History**	**Research**	**Sociology**	**History**	**Sociology**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Lawman	**20%**	**END 8+, Gun+2** **or Thieve's College Gun+2**	**Protect**	**75 start** **75 jump**

1	2	3	4	5	6
Gun	**Beam**	**Blade**	**Melee**	**Unarmed**	**Gyrojet**
Law	**Law**	**Streetwise**	**Psychology**	**Psychology**	**Sociology**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Linguist	**5%**	**Linguistics+2**	**Analyze**	**150 start** **150 jump**

1	2	3	4	5	6
Linguistics	**Program**	**Negotiate**	**Business**	**Linguistics**	**Research**
Writing	**Psychology**	**Sociology**	**History**	**Negotiate**	**Linguistics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Magician	**N/A**	**PSI 2+, CHAR 9+**	**Converse**	**50 start** **150 jump**

1	2	3	4	5	6
Telekinesis	**Pyrokinesis**	**Stun**	**Telekinesis**	**Interrogate**	**Shield**
Mechanics	**Electronics**	**CHAR**	**COOR**	**Drug**	**Electronics**
Sleight	**COOR**	**Sleight**	**Streetwise**	**Negotiate**	**Streetwise**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Marines	**70%**	**STR 9+, AGY 9+, END 9+, COOR 9+ or Rank J or Military College**	**Orient 3D**	**50 start 50 jump**

1	2	3	4	5	6
Pilot	**Ship's Guns**	**Astronomy**	**Transfer**	**Smallcraft**	**Leadership**
Tactics	**Strategy**	**Beam**	**Melee**	**Leadership**	**Driving**
Gun	**Beam**	**Blade**	**Melee**	**Unarmed**	**Gyrojet**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Martial Artist	**1%**	**Unarmed+5 or Blade+5 or Melee+5**	**Discipline**	**100 start 100 jump**

1	2	3	4	5	6
Melee	**Blade**	**Unarm**	**Melee**	**Blade**	**Unarm**
Unarm	**STR**	**AGY**	**Unarm**	**END**	**COOR**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
MatTran Tech	**2%**	**Military College, PSI 2+ or PSI 3+ TL 10 only**	**Repair**	**100 start 200 jump**

1	2	3	4	5	6
Transfer	**Program**	**Interrogate**	**Biology**	**Transfer**	**Interrogate**
Diagnosis	**Biology**	**Drug**	**Drug**	**Biology**	**Diagnosis**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Mechanic	**10%**	**Mechanics+3 or Tech School**	**Repair**	**40 start 160 jump**

1	2	3	4	5	6
Electronics	**Construc-tion**	**Mechanics**	**Electronics**	**Construc-tion**	**Mechanics**
Mechanics	**Driving**	**Course**	**Driving**	**Mechanics**	**Electronics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Medic	**15%**	**Medical School or Military College**	**Repair**	**100 start 100 jump**

1	2	3	4	5	6
Diagnosis	**Biology**	**Drug**	**Drug**	**Biology**	**Diagnosis**
Treatment	**Drug**	**Surgery**	**Diagnosis**	**Surgery**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Medical Tech	**15%**	**Drug+3 or Medical School, Drug**	**Repair**	**100 start 100 jump**

1	2	3	4	5	6
Driving	**Mechanics**	**Driving**	**Program**	**Mechanics**	**Diagnosis**
Diagnosis	**Biology**	**Drug**	**Drug**	**Biology**	**Diagnosis**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Merc	45%	Gun+2 or Beam+2 or Military College	Discipline	50 start 50 jump

1	2	3	4	5	6
Gun	Beam	Blade	Melee	Unarmed	Gyrojet
Blade	Bow	Alert	Drinking	Unarm	Climbing

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Musician	10%	Music+2 or END 8+	Embellish	150 start 150 jump

1	2	3	4	5	6
Music	CHAR	Music	Electronics	Program	Electronics
Streetwise	Streetwise	Drug	Business	CHAR	Melee

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Navy	25%	COOR 10+, AGY 9+ or Rank J or Military College	Discipline	75 start 75 jump

1	2	3	4	5	6
Pilot	Ship's Guns	Astronomy	Transfer	Smallcraft	Leadership
Gun	Beam	Blade	Melee	Unarmed	Gyrojet

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Physician's Assistant	**20%**	**Psychology, Surgery**	**Organize**	**50**

1	2	3	4	5	6
Surgery	**Treatment**	**Psychology**	**Diagnosis**	**psychology**	**Herbalism**
Streetwise	**Negotiate**	**Drug**	**Cooking**	**Unarm**	**Psychology**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Pirate	**80%**	**Smallcraft**	**Obtain**	**50 start 150 jump**

1	2	3	4	5	6
Dash	**Gyrojet**	**Smallcraft**	**Blade**	**Stash**	**Pilot**
Pilot	**Astronomy**	**Melee**	**Gun**	**Gyrojet**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Poet	**20%**	**Writing+2**	**Create**	**30 start 90 jump**

1	2	3	4	5	6
Writing	**Business**	**Cooking**	**Writing**	**History**	**Linguistics**
Drinking	**Streetwise**	**Melee**	**Stash**	**Business**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Priest	20%	Seminary College	Relate	30 start 30 jump

1	2	3	4	5	6
Streetwise	Streetwise	CHAR	Sociology	Psychology	Psychology
CHAR	CHAR	Streetwise	Business	Program	Drug

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Programmer	30%	Computer College or Programming+5	Organize	30 start 60 jump

1	2	3	4	5	6
Program	Program	Electronics	Business	Electronics	Program
Program	Drug	Business	END	END	Research

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Psiman	N/A	Psionics College or PSI 3+	Focus	50 start 100 jump

1	2	3	4	5	6
Shield	Telekinesis	Stun	Interrogate	Healing	Pyrokinesis
Drug	Drinking	Negotiate	Law	END	Negotiate

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Ranger	**20%**	**STR 10+, END 10+, Biology+2**	**Protect**	**60 start 60 jump**

1	2	3	4	5	6
Biology	**Biology**	**Chemistry**	**Mineralogy**	**Biology**	**Chemistry**
Law	**Tracking**	**Alert**	**END**	**Gun**	**Course**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Reporter	**20%**	**CHAR 10+, END 8+, IQ 110+**	**Extract**	**50 start 100 jump**

1	2	3	4	5	6
Streetwise	**Streetwise**	**Drug**	**Business**	**Charisma**	**Unarm**
Writing	**Driving**	**Unarm**	**Gun**	**Writing**	**Writing**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Robot Repairman	**15%**	**Electronics+2, Mechanics+2**	**Repair**	**100 start 100 jump**

1	2	3	4	5	6
Mechanics	**Mechanics**	**Cybernet-ics**	**Cybernet-ics**	**Electronics**	**Electronics**
Program	**COOR**	**Program**	**Crypto**	**Crypto**	**Evaluate**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Robot Designer	**5%**	**Computer College, Cybernetics+3**	**Design**	**200 start 400 jump**

1	2	3	4	5	6
Cybernet-ics	**Mechanics**	**Cybernet-ics**	**Electronics**	**Program**	**Program**
Mechanics	**Electronics**	**END**	**COOR**	**Mechanics**	**Electronics**
Linguistics	**Program**	**Negotiate**	**Business**	**Linguistics**	**Research**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Security Guard	**40%**	**Any College**	**Protect**	**45 start 45 jump**

1	2	3	4	5	6
Gun	**Alert**	**Melee**	**Alert**	**Gun**	**Melee**
Melee	**END**	**Drinking**	**Electronics**	**Unarm**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Servant	**25%**	**RANK A-, COOR 8+**	**Relate**	**20 start 20 jump**

1	2	3	4	5	6
STR	**COOR**	**AGY**	**END**	**STR**	**END**
Driving	**Program**	**Driving**	**Program**	**Psychology**	**Drug**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Smuggler	**20%**	**Pilot+2 or Smallcraft+2**	**Converse**	**50 start 200 jump**

1	2	3	4	5	6
Dash	**Gun**	**Stash**	**Negotiate**	**Business**	**Pilot**
CHAR	**CHAR**	**Streetwise**	**Business**	**Program**	**Drugs**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Social Worker	**25%**	**CHAR 8+, Sociology+2 or any college**	**Relate**	**30 start 30 jump**

1	2	3	4	5	6
Sociology	**Sociology**	**Program**	**Program**	**Drug**	**Streetwise**
Program	**Streetwise**	**Sociology**	**Psychology**	**Psychology**	**Sociology**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Spaceman	**20%**	**Military College or Psionics College or AGY 10+**	**Orient 3D**	**30 start 30 jump**

1	2	3	4	5	6
Pilot	**Astronomy**	**Zero-G**	**Program**	**Astronomy**	**Pilot**
Gun	**Beam**	**Blade**	**Melee**	**Unarm**	**Gyrojet**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Special Forces	1%	Military College, END 10+ or STR 10+, END 10+	Focus	150 start 150 jump

1	2	3	4	5	6
Zero-G	Driving	Electronics	Zero-G	Electronics	Driving
Electronics	Crypto	Demolition	Mechanics	Crypto	Demolition
Gun	Beam	Blade	Melee	Unarm	Gyrojet

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Spy	1%	Acting College or AGY 10+, COOR 10+	Appear	100 start 100 jump

1	2	3	4	5	6
Disguise	Streetwise	Disguise	Melee	Psychology	CHAR
Tactics	Blade	Melee	Driving	Tactics	Driving
Gun	Beam	Blade	Melee	Unarm	Gyrojet

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Surgeon	1%	COOR 10+, Medical School	Repair	50 start 200 jump

1	2	3	4	5	6
Diagnosis	Biology	Drug	Psychology	Treatment	Treatment
Biology	Surgery	Biology	Surgery	Drug	Surgery

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Technician	**20%**	**Tech School or Mechanics+2 or programming+2**	**Repair**	**60 start 60 jump**

1	2	3	4	5	6
Program	**Program**	**Electronics**	**Mechanics**	**Electronics**	**Mechanics**
COOR	**Negotiate**	**Research**	**Low Tech**	**Program**	**Electronics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Thespian	**30%**	**CHAR 10+, END 8+ or Acting College**	**Appear**	**50 start 100 jump**

1	2	3	4	5	6
CHAR	**Negotiate**	**Business**	**Negotiate**	**Streetwise**	**CHAR**
Drinking	**Streetwise**	**Melee**	**Disguise**	**Business**	**Disguise**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Thief	**20%**	**Thieve's College or Rank A- or Journeyman Thief**	**Obtain**	**30 start 90 jump**

1	2	3	4	5	6
Streetwise	**Drug**	**Business**	**Streetwise**	**CHAR**	**Business**
Melee	**Stash**	**Intimidate**	**Melee**	**Intimidate**	**Stash**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Thug	**50%**	**STR 8+, Melee+2**	**Appear**	**30 start** **60 jump**

1	2	3	4	5	6
Drinking	**STR**	**Melee**	**Sneaking**	**Gun**	**Unarm**
Melee	**Gun**	**Intimidate**	**Unarm**	**Intimidate**	**Stash**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Transport Tech	**25%**	**Engineering College** **or Driving+2, Mechanics+2**	**Repair**	**75 start** **75 jump**

1	2	3	4	5	6
Driving	**Mechanics**	**Driving**	**Program**	**Mechanics**	**Driving**
Mechanics	**Electronics**	**COOR**	**COOR**	**Drug**	**Electronics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Transporter	**40%**	**COOR 8+, Driving**	**Organize**	**30 start** **30 jump**

1	2	3	4	5	6
Driving	**Driving**	**END**	**COOR**	**Mechanics**	**Mechanics**
Program	**Negotiation**	**Smallcraft**	**Zero-G**	**Driving**	**Program**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Unemployed	**N/A**	**None**	**Relate**	**0 start** **0 jump**

1	2	3	4	5	6
Streetwise	**Drug**	**Streetwise**	**Drug**	**Unarm**	**Driving**
Negotiate	**Program**	**Drinking**	**Streetwise**	**Program**	**Drinking**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Weapons Tech	**30%**	**Military College or Ship's Guns+2**	**Repair**	**100 start** **100 jump**

1	2	3	4	5	6
Program	**Physics**	**Mechanics**	**Electronics**	**Physics**	**Research**
Ship's Guns	**Electronics**	**Ship's Guns**	**Mechanics**	**Electronic**	**Mechanic**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Worker	**65%**	**Rank 8+**	**Build**	**20 start** **20 jump**

1	2	3	4	5	6
STR	**END**	**Mechanics**	**END**	**STR**	**COOR**
Streetwise	**Drug**	**Streetwise**	**Drug**	**Unarm**	**Driving**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Writer	20%	Writing	Create	50 start 150 jump

1	2	3	4	5	6
Writing	Linguistics	Program	Writing	Negotiate	Research
Streetwise	Drug	Streetwise	Drug	Unarm	Driving

CHARACTERS FROM BACKWARD (TL5-7) CULTURES

STARCLUSTER - CHARACTER GENERATION

STAR CLUSTER CHARACTER GENERATION TABLES FOR BACKWARD (TECH LEVEL 5-7) CULTURES

Roll once each for IQ, PSI, and Rank

IQ, PSI, AND RANK FOR BACKWARD (TECH LEVEL 5-7) CULTURES

%d roll	IQ	PSI	Rank	#	Cash
01-09	70	0	Street Orphan	1	10cr
10-20	80	0	Poverty Stricken	2	15cr
21-25	85	0	Very Poor	3	20cr
26-30	90	0	Welfare Family	4	25cr
31-35	95	0	Poor Family	5	30cr
36-39	100	0	Working Class - last child	6	40cr
40-42	105	0	Farm Child	7	45cr
43-47	107	1	Working Class - mid child	8	55cr
48-50	109	1	Working Class Small Family	9	60cr
51-53	111	1	Working Class - only child	A	65cr
54-59	113	1	Large Mid Class Family	B	70cr
60-63	115	2	Medium Mid Class Family	C	75cr
64-67	117	2	Small Mid Class Family	D	80cr
68-71	119	2	Military Family - Field Rank	E	85cr
72-75	121	2	Small Trading Family	F	95cr
76-79	123	2	Poor Aristocratic Family	G	100cr
80-83	125	3	Owns Large Mfg Company	H	200cr
84-87	127	3	Wealthy Trading Family	I	300cr
88-91	129	3	Military Family General Rank	J	350cr
92-93	131	4	Agribusiness Family	K	400cr
94-95	133	4	Rich Aristocratic Family	L	500cr
96-97	135	4	Rich Trading Family	M	700cr
98-99	137	5	Family Own Conglom	N	900cr
00	140	5	Royalty Cadet Branch	O	1000cr

STARCLUSTER - CHARACTER GENERATION

STARCLUSTER CHARACTER GENERATION TABLES FOR BACKWARD CULTURES (TECH LEVELS 5-7)

Waiver applies to either cost or prerequisites, not both, +1 per point of IQ over 120

SECONDARY SCHOOLS FOR TECH LEVEL 5-7

School	Cost	Prerequisites		%d Waiver	Metaskill
Exclusive Private School	200cr	Rank I+		10%	Converse

1	2	3	4	5	6
IQ+5	IQ+5	CHAR	RANK	History	Leadership
Writing	Research	IQ+5	COOR+2	Leadership	History

School	Cost	Prerequisites		%d Waiver	Metaskill
Private Prep School	150cr	Rank G+		20%	Appear

1	2	3	4	5	6
IQ+5	IQ+5	COOR	STR	Writing	AGY
Leadership	COOR	STR	END	AGY	IQ+5

School	Cost	Prerequisites		%d Waiver	Metaskill
Tech School	50cr	COR 9+, IQ 100+		30%	Analyze

1	2	3	4	5	6
IQ+5	IQ+5	COOR+2	COOR+2	END	Program+2
Program+2	Electronics	Mechanics	Electronics	Mechanics	IQ+5

School	Cost	Prerequisites				%d Waiver	Metaskill
Military School	**15cr**	**(3 of 4) SRTR. COOR, AGY, END 8+**				**20%**	**Discipline**

1	2	3	4	5	6
STR+2	**STR+2**	**COOR+2**	**COOR+2**	**END+2**	**END+2**
Gun	**Gun**	**Blade**	**Leadership**	**IQ+3**	**IQ+3**

School	Cost	Prerequisites	%d Waiver	Metaskill
High School	**10cr**	**Rank 6+**	**10%**	**Relate**

1	2	3	4	5	6
IQ+4	**STR+2**	**COOR**	**AGY**	**END**	**IQ+4**
Cooking	**Unarm**	**Drug**	**Streetwise**	**Streetwise**	**Writing**

School	Cost	Prerequisites	%d Waiver	Metaskill
No School	**0cr**	**None**	**N/A**	**Obtain**

1	2	3	4	5	6
IQ+3	**STR+2**	**COOR+2**	**END**	**AGY**	**IQ+3**
Streetwise	**Streetwise**	**Drug**	**Drug**	**Melee**	**Unarm**

STARCLUSTER - CHARACTER GENERATION

COLLEGES FOR TECH LEVEL 5-7

College	Cost	Prerequisites		%d Waiver	Metaskill
Exclusive	**300cr**	**Exclusive Private or Private Prep**		**10%**	**Organize**

1	2	3	4	5	6
Leadership	**Blade**	**Writing**	**CHAR**	**Sociology**	**Biology**
Physics	**Planetology**	**Astronomy**	**History**	**Research**	**IQ+5**

College	Cost	Prerequisites		%d Waiver	Metaskill
Engineering	**150cr**	**Tech or Military School**		**20%**	**Design**

1	2	3	4	5	6
Leadership	**Physics**	**Research**	**Program**	**Research**	**Mechanics**
Electronics	**Program**	**Mechanics**	**Mechanics**	**IQ+5**	**IQ+5**

College	Cost	Prerequisites		%d Waiver	Metaskill
Agricultural College	**75cr**	**Agricultural or High School**		**15%**	**Grow**

1	2	3	4	5	6
Husbandry	**Biology**	**Biology**	**Biology**	**Chemistry**	**Chemistry**
Mineralogy	**Husbandry**	**Mineralogy**	**IQ+5**	**Husbandry**	**IQ+5**

College	Cost	Prerequisites		%d Waiver	Metaskill
Military Academy	**0cr***	**Military School or Rank E or J**		**20%**	**Organize**

1	2	3	4	5	6
Gun	**Gun**	**Gunnery**	**Gunnery**	**Leadership**	**Leadership**
Strategy	**Tactics**	**Strategy**	**IQ+3**	**Tactics**	**IQ+3**

College	Cost	Prerequisites		%d Waiver	Metaskill
Journeyman Thief	**0cr****	**COOR 10+ or AGY 10+ or Rank D**		**25%**	**Obtain**

1	2	3	4	5	6
Picking+2	**Picking+2**	**Snare+2**	**Snare+2**	**IQ+5**	**IQ+5**
Gymnastics	**COOR**	**Disguise**	**COOR**	**Sneaking**	**AGY**

College	Cost	Prerequisites		%d Waiver	Metaskill
Liberal Arts College	**100cr**	**any Private, High, or Art School**		**30%**	**Relate**

1	2	3	4	5	6
Writing	**CHAR**	**Sociology**	**Drug**	**Drinking+2**	**Drinking+2**
Biology+2	**Psychology**	**Mineralogy**	**Chemistry**	**History+2**	**History**

*   Become officer for 6 years
**   Become apprentice thief for 6 years
***   become priest for 6 years

STARCLUSTER - CHARACTER GENERATION

Grad School	Cost	Prerequisites		%d Waiver	Metaskill
Medical School	**300cr**	**Exclusive or Liberal Arts College**		**20%**	**Repair**

1	2	3	4	5	6
IQ+5	**Treat+2**	**Treat+2**	**Diagnose**	**Diagnose**	**Surgery**
Surgery	**Drug**	**Biology**	**Drug**	**END**	**COOR**

Grad School	Cost	Prerequisites		%d Waiver	Metaskill
Law School	**300cr**	**Exclusive or Liberal Arts College**		**20%**	**Organize**

1	2	3	4	5	6
Law+2	**Law+2**	**Sociology**	**Psychology**	**CHAR**	**CHAR**
END	**Business**	**IQ+5**	**END**	**Negotiate**	**Law+2**

Grad School	Cost	Prerequisites		%d Waiver	Metaskill
Science Institute	**100cr**	**Engineering College**		**25%**	**Analyze**

1	2	3	4	5	6
Biology	**Biology**	**Chemistry**	**Chemistry**	**Physics+2**	**Physics+2**
Research+2	**IQ+5**	**Research+2**	**IQ+5**	**END**	**Drug**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Airman	**10%**	Military Academy or COOR 10+	**Orient 3D**	**start 75 jump 75**

1	2	3	4	5	6
Mechanics	**Electronics**	**Mechanics**	**COOR**	**END**	**Electronics**
Driving	**Driving**	**Gunnery**	**Gunnery**	**Construct**	**Driving**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Archeologist	**20%**	History+2, Sociology+2	**Extract**	**start 50 jump 200**

1	2	3	4	5	6
Low Tech	**History**	**Sociology**	**Research**	**History**	**Research**
Gun	**Melee**	**History**	**Negotiate**	**Mechanics**	**Negotiate**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Sharpshooter	**15%**	Gun+4	**Focus**	**start 150 jump 150**

1	2	3	4	5	6
Gun	**Gun**	**COOR**	**Streetwise**	**Streetwise**	**Gun**
Survival	**Riding**	**Unarm**	**Survival**	**CHAR**	**Sleight**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Armored	**10%**	**Military Academy, COOR 8+ or END 8+, COOR 8+**	**Protect**	**start 100 jump 100**

1	2	3	4	5	6
Gun	**Gun**	**Melee**	**Melee**	**Gun**	**Gunnery**
Gunnery	**Mechanics**	**Gunnery**	**Driving**	**END**	**Tactics**
Driving	**Driving**	**COOR**	**Mechanics**	**Driving**	**Mechanics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Artificer	**10%**	**Mechanics+3 or Engineering College**	**Build**	**start 175 jump 175**

1	2	3	4	5	6
Smithing	**Mechanics**	**Carpentry**	**Mechanics**	**Research**	**Low Tech**
Research	**Electronics**	**Low Tech**	**Electronics**	**Mechanics**	**Smithing**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Assassin	**25%**	**Disguise+2, Blade+2 or Journeyman Thief**	**Focus**	**start 50 jump 100**

1	2	3	4	5	6
Disguise	**Sneaking**	**Sleight**	**Forgery**	**Stash**	**Drug**
Gun	**Blade**	**Blade**	**Melee**	**Gun**	**Unarm**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Athlete	10%	STR 9+, COOR 9+, AGY 9+, END 9+	Discipline	start 50 jump 150

1	2	3	4	5	6
STR	COOR	AGY	END	STR	END
CHAR	CHAR	Streetwise	Negotiation	Drug	Dash

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Cook	35%	Cooking+1	Create	start 30 jump 30

1	2	3	4	5	6
Cooking	Herbalism	Taste	Cooking	Taste	Chemistry
Drinking	Streetwise	Blade	Herbalism	Negotiate	Herbalism

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Doctor	10%	Medical School	Repair	start 100 jump 150

1	2	3	4	5	6
Biology	Treatment	Treatment	Biology	Drug	Drug
Program	Diagnosis	Business	Business	Psychology	Diagnosis

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Farmer	**25%**	**Agricultural College or Rank K or 7**	**Grow**	**start 20 jump 100**

1	2	3	4	5	6
Biology	**Biology**	**Chemistry**	**Mineralogy**	**Biology**	**Chemistry**
STR	**END**	**Husbandry**	**Husbandry**	**END**	**Mechanics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Fortune Teller	**35%**	**Thieve's College od PSI 1+**	**Appear**	**start 20 Jump 100**

1	2	3	4	5	6
Streetwise	**Streetwise**	**Charisma**	**Psychology**	**Psychology**	**Business**
Interrogate	**Business**	**Interrogate**	**Intimidate**	**Sleight**	**Sleight**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Infantry	**40%**	**STR 10+, END 9+ or RANK J or Military College**	**Discipline**	**start 60 jump 60**

1	2	3	4	5	6
Tactics	**END**	**Survival**	**Survival**	**Leadership**	**END**
Gun	**Gun**	**Blade**	**Melee**	**Unarm**	**Unarm**

Job Title	Waiver	Pre-requisites			Metaskill	Pay Scale
Lawyer	**10%**	Law School			**Organize**	**50 start** **150 jump**

1	2	3	4	5	6
CHAR	**CHAR**	**Business**	**Streetwise**	**Psychology**	**END**
Law	**Research**	**Psychology**	**Law**	**Writing**	**Research**

Job Title	Waiver	Pre-requisites			Metaskill	Pay Scale
Mechanic	**10%**	Mechanics+2 or Tech School			**Repair**	**40 start** **120 jump**

1	2	3	4	5	6
Mechanics	**Electronics**	**Mechanics**	**Electronics**	**Mechanics**	**Business**
Evaluate	**Driving**	**Business**	**Negotiate**	**Construct**	**Evaluate**

Job Title	Waiver	Pre-requisites			Metaskill	Pay Scale
Medic	**15%**	Medical School or Military Academy			**Repair**	**100 start** **100 jump**

1	2	3	4	5	6
Diagnosis	**Biology**	**Drug**	**Biology**	**Drug**	**Diagnosis**
Treatment	**Surgery**	**Surgery**	**Diagnosis**	**Surgery**	**Drug**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Miner	**25%**	**Mining+1**		**Extract**	**30 start** **30 jump**

1	2	3	4	5	6
Mining	**Mineralogy**	**Mining**	**Masonry**	**Mining**	**Masonry**
Drinking	**Streetwise**	**Melee**	**Streetwise**	**Stash**	**END**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Musician	**10%**	**Music+2 or Music+1. END 9+**		**Embellish**	**150 start** **150 jump**

1	2	3	4	5	6
Streetwise	**Streetwise**	**Drug**	**Negotiate**	**CHAR**	**END**
Music	**END**	**Program**	**COOR**	**Music**	**Music**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Nurse	**20%**	**Treatment+1**		**Organize**	**30 start** **60 jump**

1	2	3	4	5	6
Diagnose	**Diagnose**	**Drug**	**Treatment**	**Treatment**	**Drug**
Streetwise	**Unarm**	**Drinking**	**Streetwise**	**STR**	**END**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Police	**25%**	**Law+1, Gun+1**	**Protect**	**75 start** **75 jump**

1	2	3	4	5	6
Law	**Research**	**Law**	**Psychology**	**Streetwise**	**Streetwise**
Gun	**Alertness**	**Melee**	**Alertness**	**Gun**	**Melee**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Reporter	**20%**	**Write+1, END 8+**	**Extract**	**50 start** **50 jump**

1	2	3	4	5	6
Streetwise	**Streetwise**	**Drinking**	**Business**	**Research**	**CHAR**
Driving	**Unarm**	**Writing**	**Writing**	**Gun**	**Streetwise**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Salesman	**30%**	**Business+1 or Business School**	**Sell**	**50 start** **50 jump**

1	2	3	4	5	6
Business	**Business**	**Program**	**CHAR**	**Driving**	**Negotiation**
Streetwise	**Streetwise**	**Drinking**	**Research**	**Psychology**	**Business**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Scout	20%	Survival, Sneaking, Tracking or Journeyman Thief	Observe	60 start 120 jump

1	2	3	4	5	6
Sneaking	Forestry	Dowsing	Survival	Sneaking	Swimming
Blade	AGY	Blade	Gun	COOR	Dash

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Special Forces	1%	Military College, END 10+ or AGY 10+, END 10+	Focus	150 start 150 jump

1	2	3	4	5	6
END	Electronics	Mechanics	AGY	Crypto	Crypto
Electronics	Demolition	Demolition	Dash	Swimming	Demolition
Gun	Gun	Blade	Unarm	Unarm	Melee

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Spy	1%	AGY 10+, COOR 10+, Any College	Appear	100 start 100 jump

1	2	3	4	5	6
Disguise	Disguise	Streetwise	Streetwise	Crypto	Crypto
Demolition	Electronics	Demolition	Disguise	Psychology	Dash
Gun	Gun	Blade	Unarm	Unarm	Blade

Job Title	Waiver	Pre-requisites				Metaskill	Pay Scale
Tinker	**15%**	**Mechanics+1**				**Repair**	**30 start** **30 jump**

1	**2**	**3**	**4**	**5**	**6**
Drinking	**Streetwise**	**Streetwise**	**Stash**	**Business**	**Stash**
Mechanics	**Smithing**	**Mechanics**	**Carpentry**	**Electronics**	**Mechanics**

Job Title	Waiver	Pre-requisites				Metaskill	Pay Scale
Unemployed	**N/A**	**None**				**Relate**	**0 start** **0 jump**

1	**2**	**3**	**4**	**5**	**6**
Streetwise	**Drug**	**Streetwise**	**Drinking**	**Streetwise**	**Drinking**
Unarmed	**Psychology**	**Negotiate**	**Cooking**	**Driving**	**Psychology**

Job Title	Waiver	Pre-requisites				Metaskill	Pay Scale
Writer	**20%**	**Writing+1**				**Observe**	**50 start** **150 jump**

1	**2**	**3**	**4**	**5**	**6**
Streetwise	**Research**	**Writing**	**Writing**	**Research**	**Streetwise**
Drinking	**Psychology**	**Psychology**	**History**	**Negotiate**	**Sociology**

STARCLUSTER - CHARACTER GENERATION

CHARACTERS FROM PRIMITIVE (TL1-4)CULTURES
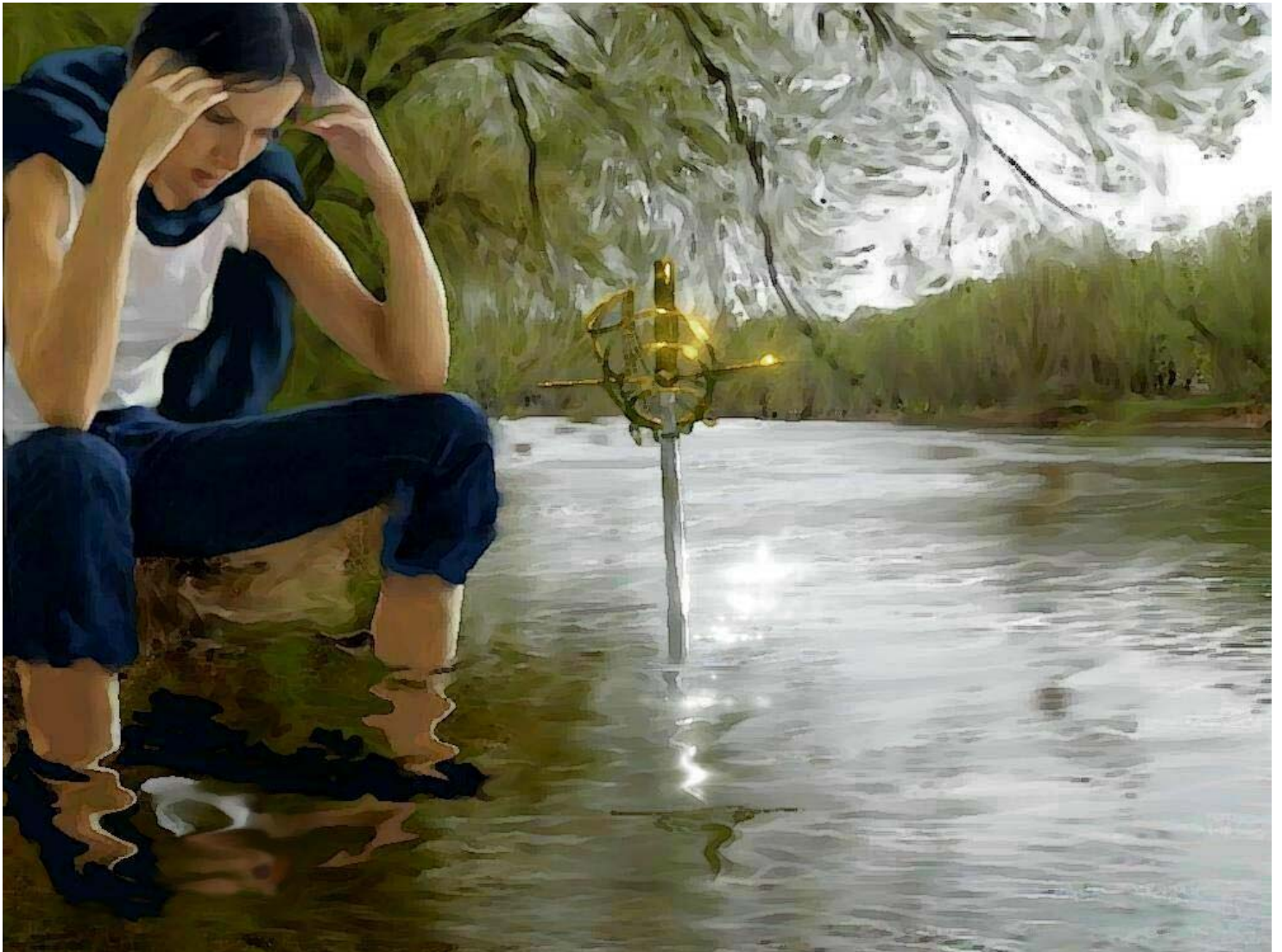
STARCLUSTER CHARACTER GENERATION TABLES FOR PRIMITIVE (TECH LEVEL 1-4) CULTURES

Roll once each for IQ, PSI, and Rank

IQ, PSI, AND RANK FOR TECH LEVEL 1-4 CULTURES.

%d roll	IQ	PSI	Rank	#	Cash
01-09	70	0	Street Orphan	1	10cr
10-20	80	0	Serf	2	15cr
21-25	85	0	Serf	3	20cr
26-30	90	0	Serf	4	25cr
31-35	95	0	Serf	5	30cr
36-39	100	0	Peasant	6	40cr
40-65	105	0	Peasant	7	45cr
66-67	107	1	Peasant	8	55cr
68-69	109	1	Peasant	9	60cr
70-71	111	1	Peasant	A	65cr
72-75	113	1	Artisan	B	70cr
76-77	115	2	Yeoman	C	75cr
78-79	117	2	Yeoman	D	80cr
80-81	119	2	Military	E	85cr
82-83	121	2	Artisan	F	95cr
84	123	2	Aristocrat	G	100cr
85	125	3	Artisan	H	200cr
86-88	127	3	Merchant	I	300cr
89	129	3	Military	J	350cr
90-95	131	4	Gentry	K	400cr
96	133	4	Aristocrat	L	500cr
97	135	4	Merchant	M	700cr
98-99	137	5	Merchant	N	900cr
00	140	5	Aristocrat	O	1000cr

STARCLUSTER CHARACTER GENERATION TABLES
FOR TECH LEVELS 1-4

+1 per IQ over 120 on all waiver rolls
Waiver applies to either cost or prerequisites, not both.

APPRENTICESHIPS FOR TECH LEVELS 1-4

Apprenticeship	Cost	Prerequisites				%d Waiver	Metaskill
Hunter	**10cr**	**END 8+**				**20%**	**Focus**

1	2	3	4	5	6
IQ+5	**IQ+5**	**Bow**	**END**	**END**	**Tracking**
Tracking	**Snare**	**AGY**	**Melee**	**Bow**	**Snare**

Apprenticeship	Cost	Prerequisites				%d Waiver	Metaskill
Smith	**50cr**	**STR 10+, END 8+**				**10%**	**Repair**

1	2	3	4	5	6
IQ+10	**IQ+10**	**STR+2**	**STR+2**	**END**	**Mineralogy**
Smithing	**Mechanics**	**Mineralogy**	**Smithing**	**Mineralogy**	**Mechanics**

Apprenticeship	Cost	Prerequisites				%d Waiver	Metaskill
Mason	**50cr**	**STR 8+, COOR 8+ or Rank 8**				**25%**	**Build**

1	2	3	4	5	6
IQ+4	**IQ+4**	**STR**	**COOR**	**COOR**	**END**
Construc-tion	**Carpentry**	**Masonry**	**Masonry**	**Mineralogy**	**Sculpting**

Apprenticeship	Cost	Prerequisites			%d Waiver	Metaskill
Entertainer	**15cr**	**COOR 8+, CHAR 10+**			**20%**	**Appear**

1	2	3	4	5	6
IQ+3	**COOR**	**COOR**	**AGY**	**AGY**	**CHAR+2**
Music	**Music**	**Gymnastics**	**Streetwise**	**Streetwise**	**Gymnastics**

Apprenticeship	Cost	Prerequisites			%d Waiver	Metaskill
Artificer	**100cr**	**COOR 8+, IQ 100+**			**30%**	**Create**

1	2	3	4	5	6
IQ+11	**IQ+11**	**COOR+2**	**COOR+2**	**END+2**	**END+2**
Carpentry	**Mechanics**	**Mechanics**	**Smithing**	**Construc-tion**	**Carpentry**

Apprenticeship	Cost	Prerequisites			%d Waiver	Metaskill
Farmer	**10cr**	**STR 8+, END 8+**			**25%**	**Grow**

1	2	3	4	5	6
STR+2	**STR+2**	**STR+2**	**END+2**	**END+2**	**END+2**
Biology	**Biology**	**Husbandry**	**Husbandry**	**Herbalism**	**Business**

Apprenticeship	Cost	Prerequisites			%d Waiver	Metaskill
Mage	**150cr**	**PSI 3+**			**25% Cost Only**	**Focus**

1	2	3	4	5	6
IQ+10	IQ+10	END+2	END+2	COOR	COOR
Writing	Telekinesis	Shield	Shield	Sleight	Sleight

Apprenticeship	Cost	Prerequisites			%d Waiver	Metaskill
Warrior	**100cr**	**(3 of 4) SRTR 8+, COOR 8+, AGY 8+, END 8+**			**20%**	**Discipline**

1	2	3	4	5	6
IQ+3	STR+2	STR+2	COOR	AGY	END+2
Riding	Blade	Blade	Bow	Melee	Riding

Apprenticeship	Cost	Prerequisites			%d Waiver	Metaskill
Thief	**10cr**	**COOR 8+, AGY 8+**			**20%**	**Obtain**

1	2	3	4	5	6
IQ+10	IQ+10	COOR	COOR	AGY	AGY
Sneaking	Sleight	Picking	Sneaking	Blade	Picking

Apprenticeship	Cost	Prerequisites		%d Waiver	Metaskill
None	**N/A**	**None**		**N/A**	**Relate**

1	2	3	4	5	6
IQ+5	**Streetwise**	**STR**	**COOR**	**AGY**	**END**
Streetwise	**Drinking**	**Sleight**	**CHAR**	**Melee**	**Unarm**

STARCLUSTER - CHARACTER GENERATION

COLLEGES AND JOURNEYMANSHIPS FOR TECH LEVEL 1-4

College	Cost	Prerequisites	%d Waiver	Metaskill
College of Science	**150cr**	**Apprentice Artificer or IQ 120+**	**10%**	**Analyze**

1	2	3	4	5	6
IQ+5	**Chemistry**	**Mineralogy**	**Biology**	**Smithing**	**Mechanics**
History	**Research**	**Mechanics**	**Research**	**Linguistics**	**Writing**

Journeymanship	Cost	Prerequisites	%d Waiver	Metaskill
Smith	**100cr**	**Apprentice Smith or STR 10+, COOR 9+**	**20%**	**Build**

1	2	3	4	5	6
IQ+5	**STR**	**STR**	**Smithing**	**Smithing**	**Mineralogy**
Mining	**Melee**	**Smithing**	**Mechanics**	**Mineralogy**	**Business**

College	Cost	Prerequisites	%d Waiver	Metaskill
Mage	**200cr**	**Apprentice Mage or PSI 4+**	**20% Cost only**	**Focus**

1	2	3	4	5	6
Interrogate	**Telekinesis**	**Pyrokinesis**	**Shield**	**Shield**	**Healing**
Healing	**Stun**	**Interrogate**	**Healing**	**Telekinesis**	**Dowse**

College	Cost	Prerequisites		%d Waiver	Metaskill
Bardic	**100cr**	**Apprentice Entertainer or CHAR 10+**		**25%**	**Create**

1	2	3	4	5	6
IQ+10	**IQ+10**	**Music**	**History+2**	**History+2**	**Music**
Unarm	**Psychology**	**Writing**	**Herbalism**	**Sociology**	**Diagnose**

Journeymanship	Cost	Prerequisites		%d Waiver	Metaskill
Military	**0***	**Apprentice Warrior or Ride+1, Blade+1**		**20%**	**Organize**

1	2	3	4	5	6
Blade	**Engines or Gunnery**	**Bow**	**Engines or Gunnery**	**Tactics**	**Strategy**
Riding	**Leadership**	**Riding**	**Bow**	**Blade**	**Leadership**

College	Cost	Prerequisites		%d Waiver	Metaskill
Seminary	**0*****	**Any Apprenticeship**		**30%**	**Relate**

1	2	3	4	5	6
Herbalism	**Herbalism**	**Psychology**	**Cooking**	**Dowsing**	**Writing**
Brewing	**Law**	**Writing**	**Research**	**Linguistics**	**History**

Journeymanship	Cost	Prerequisites		%d Waiver	Metaskill
Mason	**75cr**	**Apprentice Mason or COOR 10+**		**30%**	**Build**

1	2	3	4	5	6
Masonry+2	**Masonry+2**	**Carpentry**	**Carpentry**	**Construction**	**Construction**
Mechanics	**Melee**	**Sculpting**	**Mineralogy**	**Cooking**	**Drinking**

Journeymanship	Cost	Prerequisites		%d Waiver	Metaskill
Thief	**0****	**Apprentice Thief or COOR 10+ or AGY 10+**		**25%**	**Obtain**

1	2	3	4	5	6
IQ+10	**Picking+2**	**Snare**	**Gymnastics**	**Sleight+2**	**COOR**
Sneaking	**Sneaking**	**Picking+2**	**Snare**	**Gymnastics**	**Sleight+2**

Journeymanship	Cost	Prerequisites		%d Waiver	Metaskill
Naval	**0***	**Apprentice Warrior or COOR 9+, END 9+**		**20%**	**Organize**

1	2	3	4	5	6
Course+2	**Steer+2**	**Weather**	**Sailing+2**	**Rope Use**	**Steer+2**
Mechanics	**Blade**	**Engines or Gunnery**	**Course+2**	**Sailing+2**	**Engines or Gunnery**

STARCLUSTER - CHARACTER GENERATION

Journeymanship	Cost	Prerequisites		%d Waiver	Metaskill
Artist	**50cr**	**COOR 9+, CHAR 10+**		**20%**	**Observe**

1	2	3	4	5	6
Painting+2	**Painting+2**	**Sculpture**	**Sculpture**	**History**	**Drinking**
Drinking	**Chemistry**	**Chemistry**	**Mineralogy**	**Research**	**Mechanics**

*   Become officer for 6 years
**   Become thief for 6 years
***   become priest for 6 years

STARCLUSTER - CHARACTER GENERATION

POST-GRADUATE EDUCATION FOR TECH LEVEL 1-4

Post-Graduate	Cost	Prerequisites				%d Waiver	Metaskill
Medicine	**300cr**	**College of Science**				**20%**	**Repair**

1	2	3	4	5	6
IQ+7	**IQ+7**	**Biology**	**Biology**	**Herbalism**	**Diagnose+2**
Treatment	**Surgery**	**Diagnose+2**	**Treatment**	**Surgery**	**COOR**

Post-Graduate	Cost	Prerequisites				%d Waiver	Metaskill
Law	**300cr**	**Any College**				**20%**	**Organize**

1	2	3	4	5	6
Law+2	**Law+2**	**CHAR**	**CHAR**	**Streetwise**	**Research**
Research	**History**	**History**	**Writing**	**Writing**	**Law+2**

Post-Graduate	Cost	Prerequisites				%d Waiver	Metaskill
Science	**100cr**	**College of Science**				**25%**	**Analyze**

1	2	3	4	5	6
IQ+7	**Biology+2**	**Chemistry**	**Physics**	**Physics**	**Biology+2**
Mineralogy	**Mechanics**	**Mechanics**	**Research**	**Research**	**Chemistry**

STARCLUSTER - CHARACTER GENERATION

EMPLOYMENT TABLE FOR TECH LEVEL 1-4 (PRIMITIVE) CULTURES

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Archer/Marks-man	15%	Bow+4 or Gun+4	Focus	150 start 150 jump

1	2	3	4	5	6
Bow or Gun	Bow or Gun	Blade	Blade	Bow or Gun	Melee
Snare	Survival	Tracking	Cooking	Tracking	Snare

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Archivist	15%	History+3 or Research+2	Organize	150 start 150 jump

1	2	3	4	5	6
Research	Research	History	Sociology	History	Sociology
Writing	Cooking	Writing	History	Linguistics	Research
History	History	Writing	Linguistics	Taste	Writing

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Artificer	10%	Mechanics+3 or Apprentice Artificer or College of Science	Build	75 start 75 jump

1	2	3	4	5	6
Research	Research	History	Mechanics	Research	History
Smithing	Mechanics	Carpentry	Masonry	Construc-tion	Carpentry

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Assassin	**25%**	**Disguise+2, Blade, Herbalism or Journeyman Thief**		**Focus**	**50 start 150 jump**

1	2	3	4	5	6
Bow or Gun	**Bow or Gun**	**Blade**	**Blade**	**Bow or Gun**	**Melee**
Disguise	**Sneaking**	**Sleight**	**Herbalism**	**Forgery**	**Herbalism**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Barkeep	**30%**	**Brewing**		**Relate**	**30 start 90 jump**

1	2	3	4	5	6
Psychology	**Streetwise**	**Psychology**	**Business**	**Brewing**	**Brewing**
Drinking	**Melee**	**Streetwise**	**Brewing**	**Business**	**Stash**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Buccaneer	**25%**	**Sailing**		**Obtain**	**50 start 150 jump**

1	2	3	4	5	6
Bow or Gun	**Bow or Gun**	**Blade**	**Blade**	**Bow or Gun**	**Melee**
Steer	**Engines or Gunnery**	**Astronomy**	**Course**	**Sailing**	**Engines or Gunnery**
Blade	**Leadership**	**Streetwise**	**Gymnastics**	**Dash**	**Stash**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Burglar	**15%**	**COOR 10+, AGY 10+ or** **Journeyman Thief**	**Obtain**	**50 start** **200 jump**

1	2	3	4	5	6
Taste	**Streetwise**	**Picking**	**Sneaking**	**Gymnastics**	**Climbing**
Melee	**Alertness**	**Evaluate**	**Evaluate**	**Sneaking**	**Gymnastics**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Carpenter	**20%**	**Carpentry**	**Build**	**75 start** **75 jump**

1	2	3	4	5	6
Carpentry	**Masonry**	**Carpentry**	**Forestry**	**Carpentry**	**Forestry**
Construc-tion	**Carpentry**	**Sculpting**	**Construc-tion**	**Taste**	**Construc-tion**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Cavalier	**10%**	**Riding+3, Blade+2 or** **Rank G, K, L, or O**	**Focus**	**200 start** **200 jump**

1	2	3	4	5	6
Riding	**Bow or Gun**	**Bow or Gun**	**Blade**	**Blade**	**Riding**
Melee	**Leadership**	**Leadership**	**CHAR**	**Riding**	**Taste**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Chasseur	**25%**	**Riding+2, Melee+2, (Bow +2or Gun+2)**		**Extract**	**100 Start 150 Jump**

1	2	3	4	5	6
Snare	**Tanning**	**Melee**	**Tracking**	**Survival**	**Herbalism**
Riding	**Melee**	**Forestry**	**Survival**	**Sneaking**	**Swimming**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Cobbler	**30%**	**COOR 8+, END 8+**		**Repair**	**15 start 15 jump**

1	2	3	4	5	6
Tanning	**Tanning**	**Cooking**	**Business**	**Streetwise**	**Streetwise**
Drinking	**Streetwise**	**Negotiate**	**Tanning**	**Blade**	**COOR**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Condotierri	**20%**	**Engines or Gunnery or Journeyman Military**		**Organize**	**50 start 150 jump**

1	2	3	4	5	6
Riding	**Bow or Gun**	**Bow or Gun**	**Engines or Gunnery**	**Engines or Gunnery**	**Construc-tion**
Strategy	**Tactics**	**Blade**	**Negotiate**	**Leadership**	**Masonry**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Cutpurse	20%	COOR 10+ or Journeyman Thief	Obtain	20 start 60 jump

1	2	3	4	5	6
Sleight	Alertness	Streetwise	Sneaking	Sleight	Picking
Blade	Evaluate	Negotiate	Unarmed	Alertness	Evaluate

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Falconer	15%	Husbandry+2, Training	Discipline	50 start 100 jump

1	2	3	4	5	6
Training	Husbandry	Training	Riding	Alertness	Weather
Riding	Forestry	Survival	Training	Survival	Climbing

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Fencer	15%	Blade+4	Focus	100 start 200 jump

1	2	3	4	5	6
Blade	Blade	Blade	Dash	Dash	STR
Taste	Streetwise	Psychology	Psychology	Gun	Gun

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Fisherman	**45%**	**END8+, STR 6+**		**Extract**	**30 start** **30 jump**

1	2	3	4	5	6
STR	**END**	**END**	**Rope Use**	**Sailing**	**Steer**
Sailing	**Steer**	**Weather**	**Weather**	**Rope Use**	**END**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Fool	**5%**	**IQ 110+, CHAR 8+ or Bardic College**		**Converse**	**150 start** **150 jump**

1	2	3	4	5	6
COOR	**AGY**	**COOR**	**AGY**	**CHAR**	**CHAR**
Sleight	**Sleight**	**Gymnastics**	**Gymnastics**	**Sleight**	**Stash**
Psychology	**Streetwise**	**Psychology**	**History**	**Stash**	**Gymnastics**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Forester	**40%**	**Forestry, Melee**		**Extract**	**50 start** **50 jump**

1	2	3	4	5	6
Forestry	**Forestry**	**Climbing**	**Climbing**	**Melee**	**Melee**
Tracking	**Snare**	**Cooking**	**Snare**	**Tracking**	**Survival**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Guide	15%	Tracking, Survival	Observe	50 start 50 jump

1	2	3	4	5	6
Tracking	Snare	Cooking	Snare	Tracking	Survival
Forestry	Bow or Gun	Bow or Gun	Riding	Herbalism	Herbalism

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Handler	20%	Training, Husbandry	Discipline	30 start 90 jump

1	2	3	4	5	6
Husbandry	Cooking	Husbandry	STR	END	Herbalism
Training	Training	Diagnose	Herbalism	Training	Treatment

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Herald	15%	CHAR 8+, History	Converse	150 start 150 Jump

1	2	3	4	5	6
Riding	Bow or Gun	Bow or Gun	Blade	Blade	Riding
Research	History	Research	Sociology	History	Sociology

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Herbalist	**20%**	**Herbalism+2 or College of Sciences**		**Extract**	**100 start** **150 jump**

1	2	3	4	5	6
Herbalism	**Biology**	**Herbalism**	**Biology**	**Herbalism**	**Psychology**
Diagnose	**Diagnose**	**Chemistry**	**Chemistry**	**Drug**	**Drug**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Highwayman	**30%**	**Blade+2, Riding+2 or** **Journeyman Thief**		**Obtain**	**100 start** **100 jump**

1	2	3	4	5	6
AGY	**Blade**	**Riding**	**Gun**	**Streetwise**	**Riding**
Gun	**Gun**	**Blade**	**Blade**	**Gun**	**Blade**
Drinking	**Streetwise**	**Drinking**	**Stash**	**Stash**	**Dash**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Hunter	**30%**	**Bow or Gun**	**Extract**	**15 start** **30 jump**

1	2	3	4	5	6
Tracking	**Snare**	**Cooking**	**Survival**	**Tracking**	**Snare**
Bow or Gun	**Survival**	**Snare**	**Bow or Gun**	**Tanning**	**Forestry**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Jongleur	20%	Music, Writing or Bardic College	Embellish	100 start 100 jump

1	2	3	4	5	6
Music	Writing	Music	Negotiate	Writing	Blade
Drinking	Streetwise	Blade	Stash	Business	Streetwise

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Judge	5%	Law+3, Negotiate+2 or Law School, Negotiate+2	Analyze	250 start 250 jump

1	2	3	4	5	6
Law	CHAR	Writing	Law	Psychology	Negotiate
Writing	Business	Law	Writing	CHAR	History
Research	History	Research	Sociology	History	Sociology

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Knight	10%	Riding+3, Melee+2, CHAR 8+ or Rank G, K, L, or O	Appear	100 start 100 jump

1	2	3	4	5	6
Tactics	Strategy	Blade	Riding	Riding	Leadership
Melee	Melee	Riding	Blade	Tactics	CHAR
Training	Training	Leadership	CHAR	Strategy	Husbandry

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Leech	**20%**	**Treatment, Diagnose**	**Repair**	**30 start** **30 jump**

1	2	3	4	5	6
Surgery	**Surgery**	**Diagnose**	**Treatment**	**Psychology**	**Herbalism**
Streetwise	**Streetwise**	**Herbalism**	**Biology**	**Sleight**	**Sleight**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Limner	**205**	**COOR 10+ or Painting or Journeyman Artist**	**Embellish**	**20 start** **20 jump**

1	2	3	4	5	6
Painting	**Painting**	**Writing**	**Taste**	**Forgery**	**Taste**
Carpentry	**Drinking**	**Streetwise**	**Negotiate**	**Streetwise**	**Painting**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Mason	**205**	masonry+2 or Journeyman Mason	**Build**	**30 start** **90 jump**

1	2	3	4	5	6
Masonry	**STR**	**Masonry**	**Carpentry**	**Mineralogy**	**Sculpting**
Mining	**Masonry**	**Mining**	**Construc-tion**	**Construc-tion**	**Mineralogy**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Mercenary	**45%**	**Blade+2**		**Obtain**	**50 start 50 jump**

1	2	3	4	5	6
Bow or Gun	**Bow or Gun**	**Blade**	**Blade**	**Melee**	**Intimida-tion**
Survival	**Herbalism**	**Riding**	**Survival**	**Alertness**	**Drinking**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Messenger	**30%**	**CHAR 8+, Riding+2**		**Protect**	**75 start 75 jump**

1	2	3	4	5	6
END	**AGY**	**CHAR**	**Streetwise**	**Gymnastics**	**Swimming**
Riding	**Riding**	**Survival**	**Sneaking**	**Riding**	**END**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Mountebank	**20%**	**COOR 8+, Sleight+2 or Journeyman Thief**		**Appear**	**50 start 100 jump**

1	2	3	4	5	6
Sleight	**COOR**	**Sleigh**	**Streetwise**	**Negotiation**	**Streetwise**
Law	**Picking**	**Disguise**	**Sneaking**	**Evaluate**	**Negotiation**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Pilgrim	**50%**	**END 6+**		**Focus**	**5 start** **5 jump**

1	2	3	4	5	6
Drinking	**Streetwise**	**END**	**Linguistics**	**Negotiate**	**Streetwise**
Negotiation	**END**	**Sociology**	**Sociology**	**Survival**	**Alertness**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Poet	**20%**	**Writing+2**		**Create**	**30 start** **90 jump**

1	2	3	4	5	6
Writing	**Negotiate**	**Writing**	**History**	**Linguistics**	**Writing**
Drinking	**Streetwise**	**Blade**	**Stash**	**Streetwise**	**Negotiate**

Job Title	Waiver	Pre-requisites		Metaskill	Pay Scale
Portraitist	**15%**	**Painting+3**		**Observe**	**50 start** **150 jump**

1	2	3	4	5	6
Painting	**Painting**	**Taste**	**Taste**	**Forgery**	**Carpentry**
Melee	**Alertness**	**Drinking**	**Streetwise**	**Streetwise**	**Psychology**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Sailor	35%	COOR 8+, AGY 9+ or Rank J or Naval Journeyman	Organize	75 start 75 jump

1	2	3	4	5	6
Steer	Engines or Gunnery	Astronomy	Engines or Gunnery	Sailing	Leadership
Gun	Gun	Blade	Course	Rope Use	Blade

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Shipwright	10%	shipbuilding, carpentry or Naval Journeyman	Build	200 start 200 jump

1	2	3	4	5	6
Steer	Engines or Gunnery	Astronomy	Course	Sailing	Rope Use
Carpentry	Shipbuild-ing	Sculpting	Shipbuild-ing	Physics	Mechanics

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Slave	N/A	None	Appear	5 start 5 jump

1	2	3	4	5	6
Sleight	COOR	Sleight	Streetwise	Psychology	Streetwise
Cooking	Herbalism	Cooking	Taste	Business	Husbandry

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Smith	10%	Smithing+2 or Journeyman Smith	Repair	50 start 150 jump

1	2	3	4	5	6
Smithing	STR	Mineralogy	Smithing	Carpentry	Mechanics
Mechanics	Smithing	Carpentry	Mechanics	Research	END

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Soldier	50%	STR 8+, END 9+ or Rank J or Military Journeyman	Discipline	50 start 50 jump

1	2	3	4	5	6
Bow or Gun	Bow or Gun	Blade	Blade	Melee	Bow or Gun
Tactics	Strategy	Leadership	Cooking	Survival	Stash

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Squire	35%	Riding, Husbandry, Smithing	Organize	50 start 100 jump

1	2	3	4	5	6
Bow or Gun	Bow or Gun	Blade	Blade	Melee	Bow or Gun
Riding	Smithing	Dowsing	Survival	Training	Husbandry

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Street Rat	**50%**	**Rank 4 or less**	**Relate**	**10 start 10 jump**

1	2	3	4	5	6
Drinking	**Streetwise**	**Negotiate**	**Streetwise**	**Intimidate**	**Psychology**
Melee	**Stash**	**Blade**	**Stash**	**Sleight**	**Intimidate**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Thespian	**30%**	**CHAR 10+, END 8+ or Bardic College**	**Appear**	**50 start 100 jump**

1	2	3	4	5	6
CHAR	**Negotiate**	**Psychology**	**Negotiate**	**Streetwise**	**Psychology**
Disguise	**Streetwise**	**Disguise**	**Sleight**	**Blade**	**Sleight**

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Thug	**50%**	**STR 8+, Melee+2**	**Appear**	**30 start 60 jump**

1	2	3	4	5	6
Intimidate	**Negotiate**	**Intimidate**	**STR**	**Drinking**	**STR**
Gun	**Gun**	**Melee**	**Melee**	**Unarm**	**Unarm**

Job Title	Waiver	Pre-requisites			Metaskill	Pay Scale
Voyager	**10%**	**Astronomy, Course, Writing**			**Observe**	**50 start 200 jump**

1	2	3	4	5	6
Steer	**Engines or Gunnery**	**Astronomy**	**Course**	**Sailing**	**Rope Use**
Writing	**History**	**Writing**	**Research**	**Business**	**Painting**

Job Title	Waiver	Pre-requisites			Metaskill	Pay Scale
Warrior	**30%**	**STR 8+, Blade+2**			**Focus**	**60 start 60 jump**

1	2	3	4	5	6
Bow or Gun	**Bow or Gun**	**Blade**	**Blade**	**Melee**	**Bow or Gun**
STR	**COOR**	**Tactics**	**Dash**	**Survival**	**Dash**

Job Title	Waiver	Pre-requisites			Metaskill	Pay Scale
Waterman	**50%**	**Steer, Swimming**			**Organize**	**30 start 60 jump**

1	2	3	4	5	6
Steer	**Steer**				
Drinking	**Streetwise**	**Intimidate**	**Streetwise**	**Unarm**	**Melee**

STARCLUSTER - CHARACTER GENERATION

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Weaver	35%	weaving+1 or COOR 8+	Build	50 start 50 jump

1	2	3	4	5	6
Weaving	Business	Weaving	Taste	Weaving	Evaluate
Streetwise	Melee	Business	Evaluate	Taste	Streetwise

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Wizard	N/A	PSI 2+, History+2 or Mage College	Focus	50 Start 150jump

1	2	3	4	5	6
Shield	Telekinesis	Stun	Interrogate	Pyrokinesis	Heal
Blade	Low Tech	Herbalism	History	Low Tech	Mechanics

Job Title	Waiver	Pre-requisites	Metaskill	Pay Scale
Yeoman	30%	Husbandry, Training	Grow	50 start 50 jump

1	2	3	4	5	6
Bow	Snare	Survival	Tanning	Husbandry	Evaluate
Husbandry	STR	Husbandry	END	Herbalism	Bow

STARCLUSTER - CHARACTER GENERATION

GENERAL APPEARANCE - OPTIONAL
ROLL OR CHOOSE ONE FROM EACH COLUMN

2d10

Roll	Face	Eyes	Nose	Mouth	Other	Demeanor
2	Round	Round	Wide	Thick	Small Eyes	Slouched
3	Round	Round	Wide	Thick	Close-set Eyes	Nervous
4	Round	Round	Wide	Thick	Heavy Brow	Scarred
5	Narrow	Narrow	Beaked	Hard	Broad Brow	Bitter
6	Narrow	Narrow	Beaked	Hard	Large Eyes	Hard
7	Narrow	Narrow	Beaked	Hard	Shadowed Eyes	Lean
8	Heart	Tilted	Straight	Soft	Piercing Eyes	Soft
9	Heart	Tilted	Straight	Soft	High Cheeks	Graceful
10	Heart	Tilted	Straight	Soft	Rosy Cheeks	Gentle
11	Oval	Slanted	Small	Small	Hollow Cheeks	Straight
12	Oval	Slanted	Small	Small	Freckles	Neat
13	Oval	Slanted	Small	Small	Visible Moles	Quick
14	Oval	Slanted	Small	Small	Mottled Skin	Dainty
15	Pointed	Pop	Sharp	Thin	Cleft Chin	Fluid
16	Pointed	Pop	Sharp	Thin	Long Earlobes	Awkward
17	Pointed	Pop	Sharp	Thin	Tattooed	Hulking
18	Square	Pouched	Bulbed	Wide	Long Fingers	Slow
19	Square	Pouched	Bulbed	Wide	Large Hands	Pensive
20	Square	Pouched	Bulbed	Wide	Six Fingers	Sloppy

CHARACTER TRAITS - OPTIONAL
ROLL OR CHOOSE ONE FROM EACH COLUMN

2d6

Roll	Music	Sports	Trivox	Reading	Miscellaneous
2	Hates	Hates	Hates	Never	History Buff
3	Hates	Hates	Hates	Never	Tinkerer
4	Dislikes	Dislikes	Dislikes	Seldom	Builds Models
5	Indifferent	Indifferent	Indifferent	Occasionally	Enjoys Dancing
6	Enjoys	Enjoys	Enjoys	Occasionally	Collects Things
7	Enjoys	Enjoys	Enjoys	Often	Gamer
8	Fan	Fan	Fan	Often	Gambler
9	Fan	Fan	Fan	Always	Hunts
10	Loves	Loves	Loves	Always	Gourmet
11	Plays	Plays	Addict	Addict	Drug Addict
12	Plays	Plays	Addict	Addict	Alcoholic

Note: TL 1-6 characters should replace Trivox with Plays.
Tech Level 7 should replace Trivox with Television.

STARCLUSTER - CHARACTER GENERATION

CHARACTER DESCRIPTIVE CHARACTERISTICS - OPTIONAL

Sastras: Roll three times on Body Fur Color. The first color is the Mane. The Lighter of the next two rolls is the Belly Fur, the other being the Body Fur. Roll once each for Skin and Eye Color.

Vantors: Roll once on Skin color. Then roll 1d6 times on Eye Color for Skin Pattern Colors. Roll once more on Eye Color for eyes.

Tagris: Roll as a Human.

Human: Roll once each on Hair, Eye and Skin Color.

Note: A choice can be made instead of any roll. SaHus, VaHus, and HuTas roll or choose as is appropriate.

%D Roll	Hair /Mane Body Fur Color	Eye Color	Skin Color
01-05	White	Pink	Albino
06-10	Platinum Blonde	Pale Blue	Pale White
11-15	Pale Blonde	Sky Blue	Pale Pink
16-20	Light Blonde	Dark Blue	Ruddy
21-25	Medium Blonde	Sapphire	Creamy
26-30	Ash Blonde	Blue-Green	Tan
31-35	Strawberry Blonde	Pale Grey	Yellow Tan
36-40	Light Auburn	Steel Grey	Yellow Brown
41-45	Sherry	Grey-Green	Deep Yellow
46-50	Copper	Light Green	Light Copper
51-55	Dark Auburn	Leaf Green	Dark Copper
56-60	Sandy	Dark Green	Swarthy
61-65	Light Brown	Emerald	Light Olive
66-70	Soft Brown	Hazel	Dark Olive
71-75	Medium Brown	Amber	Cafe Au Lait
76-80	Dark Brown	Light Brown	Light Brown
81-85	Chocolate Brown	Dark Brown	Dark Brown
86-90	Jet	Chocolate Brown	Chocolate brown
91-93	Raven	Jet	Jet
94-96	Grey	Chrome*	Green*
97-98	Pink*	Ruby*	Orange*
99	Blue*	Amethyst*	Red*
00	Fuchsia*	Coral*	Purple*

*Represents various possible dyes. These colors are non-natural and are manufactured only at TL 7+

STARCLUSTER

GUIDE TO SKILLS
AND METASKILLS

SKILLS AND METASKILLS

All skills work at a base chance of success of 45% at level+1, and 5% is added per level of skill. Each skill has a characteristic which modifies it's chance of success - either a physical characteristic such as strength, coordination, agility, endurance, or charisma - or IQ. Physical stats modify the chance of success at a rate of 5% for every 2 points over 7 - i.e. at 9, 11, 13, etc. IQ modifies by 1 per point of IQ over 120 - i.e. at an IQ of 137, the modifier would be +17.

Skills may be used at +0 - no skill - by rolling the modifying stat or lower on percentile die unless the modifying stat is IQ, which receives a 10% chance. Example: Climb+0. Modifying stat is Agility. Character has an Agility of 11 so the character can climb with a roll of 11 or less on percentile dice. Example: Biology+0. Modifying stat is IQ. Character has a flat 10% chance of success. High modifying stats give no other additional bonuses to success. Skills in shaded rows are psionic skills and require one PSI point to use

WHEN TO USE SKILLS

Skills should only be rolled if a normally competent individual would have trouble. For example, climbing a ladder would not require a climb skill check, whereas climbing a mountain would. Riding a horse would not normally require a riding check, while shooting from horseback would. If GM keeps in mind the 'Normally Competent Individual' concept, the number of rolls, and thus the number of player failures, will be kept to a meaningful minimum

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STARCLUSTER - SKILLS AND METASKILLS

STAR CLUSTER - SKILLS

Skill	Description	Governing Attribute
Adapt [adapt]	*To change to accommodate new and unfamiliar circumstances, use unfamiliar materials, learn new methods, etc.*	Charisma
Alert [alert]	*The ability to stay alert without sleep*	Endurance
Aqua [Aqua]	*The knowledge of growing plants and animals underwater*	IQ
Astronomy [(astro)	*The ability to use instruments to find matter and energy in space*	*IQ*
Beam (beam)	*The ability to effectively use energy weapons in combat*	Coordination
Biology (biology)	*The study of plants and animals and their effects on mankind*	IQ
Blade (blade)	*The ability to effectively use cutting weapons in combat*	Strength
Bow [bow]	*The ability to effectively use bow weapons in combat*	Coordination
Brew [brew]	*The ability to make beer and wines*	IQ
Business (business)	*The ability to bargain, buy, sell inventory, bribe, and otherwise use money effectively*	Charisma
Carpentry [carpentry]	*The ability to shape wood into useful tools and furniture*	Coordination
Chemistry [chemistry]	*The study of the molecular interaction of elemental components*	IQ
Climbing [climb]	*The ability to climb walls, cliffs, and trees*	Agility
Construct (construct)	*The ability to build structures from available components*	Endurance

STARCLUSTER - SKILLS AND METASKILLS

Skill	Description	Governing Attribute
Cook [cook]	*The ability to cook nutritious and palatable meals*	IQ
Course [course]	*The ability to navigate a course*	IQ
Crypt [cryptography]	*The ability to encrypt and decrypt data, and the ability to create new types of encryption*	IQ
Cyber [cybernetics]	*The ability to create and repair robots.*	IQ
Dash (dash)	*Daring and movement which sweeps all before it. A success means the character has performed a marvellous feat and opponents attempting to hit the dashing character have a -5 per level of dash to hit.*	Agility
Demolition [demolition]	*The ability to use explosives effectively*	IQ
Diagnosis (diagnosis)	*The ability to identify an injury or disease before attempting a cure*	IQ
Disguise (disguise)	*The ability to change the outward appearance of some person or thing using makeup and prosthetics*	Charisma
Dowse [dowse]	*The ability to find water in a 3 meter radius*	IQ
Drinking [drinking]	*The ability to consume large quantities of alcoholic beverages*	Endurance
Driving (driving)	*The ability to drive any planetbound craft*	Coordination
Drives (drives)	*The ability to build, repair, and operate reaction drives*	IQ
Drug (drug)	*The ability to use and make drugs to cause and cure injury, illness, or sensory abnormalities*	IQ
Electronics (electronics)	*The ability to make or repair electrical and electronic devices*	IQ

STARCLUSTER - SKILLS AND METASKILLS

Skill	Description	Governing Attribute
Engines [engines]	*The ability to use mechanically powered siege engines*	Coordination
Endear [endear]	*To make yourself liked by charm or flattery used on a target*	Charisma
Engrace [engrace]	*To fill one's movements with grace and eloquence*	Charisma
Entice [entice]	*To lure or bait someone or something with hints of pleasurable reward*	Charisma
Evaluate (evaluate	*The ability to quickly assess the value of something*	Charisma
Forestry [forestry]	*The ability to select trees for certain desirable characteristics*	IQ
Forgery [forgery]	*The ability to convincingly create documents which appear official*	Coordination
Goad [goad]	*To force people into action by annoying and pestering them, without controlling which action the recipient of the goading will take*	Charisma
Gun (gun*)*	*The ability to effectively aim recoil-inducing high-speed projectile weapons*	Coordination
Gunnery (gunnery)	*The ability to effectively use cannon and other large, mounted guns*	Coordination
Gym [gymnastics]	*The ability to make leaps, somersaults and other gymnastic moves*	Agility
Gyrojet (gyrojet)	*The ability to effectively use self-propelled weapons in combat*	Coordination
Heal (heal)	*The ability to psionically heal or cause 50 points of damage per level of skill*	IQ
Herbalism [herbalism]	*The ability to use plants and extracts to heal or harm*	IQ

STARCLUSTER - SKILLS AND METASKILLS

Skill	Description	Governing Attribute
History (history)	*Knowledge of history*	IQ
Husbandry [husbandry]	*The ability to care for plants and animals*	IQ
Interrogate (interrogate)	*The ability to retrieve three words of useful information per level from another person's mind*	IQ
Intimidate (intimidation)	*The ability to bluff and deceive others as to one's true strength*	*Charisma*
Linguistics (linguistics)	*The ability to speak & comprehend languages from basic principles*	IQ
Law (law)	*The ability to use, circumvent, and deal with law, and project an entire system from a few examples*	IQ
Leadership (leadership)	*The ability to take command of others by making them want to follow*	Charisma
Low tech (low tech)	*Knowledge and use of low tech items*	IQ
Masonry [masonry]	*The ability to build things out of stone*	Strength
Mechanics	*The ability to use, maintain, and repair mechanical devices and equipment*	Coordination
Melee (melee)	*The ability to efficiently use non-blade hand held weapons in combat*	Strength
Mineralogy [mineralogy]	*The study of minerals*	IQ
Mining [mining]	*The ability to tunnel under the ground, through earth and stone, using simple tools*	Endurance
Music (music)	*The ability to express oneself in the medium of sound*	Charisma
Negotiate (negotiate)	*The ability to sway another to your point of view*	Charisma

Skill	Description	Governing Attribute
Operate (operate)	*To use common machinery native to your culture's tech level*	IQ
Overdo (overdo)	*To push oneself past ones usual limits with a penalty to be paid later. One can continue fighting past the Unconscious level, orate for hours in a filibuster, ignore sleep to study, etc. The penalty should fit the usage, as judged by the GM.*	Endurance
Painting [painting)	*The ability to effectively express oneself using paint.*	Coordination
Pick [pick]	*The ability to open locked doors using simple metal tools*	Coordination
Pilot (pilot)	*The ability to operate a space faring craft at sub-light speeds If no pilot skill, use small craft/2*	Coordination
Planetology (planetology)	*The study of planetary ecologies*	IQ
Program [program)	*The ability to program and operate computer related devices*	IQ
Physics (physics)	*The study of the fundamental rules governing the Universe*	IQ
Psychology (psychology)	*The ability to understand the hidden drives behind a person's actions*	Charisma
Pyrokinesis (pyrokinesis)	*The ability to create and literally throw fire psionically Damage = 50 per level of pyrokinesis skill.*	Coordination
React (react)	*To move quickly without thinking to avoid an avoidable danger - for example jerking away before a sniping attempt.*	Agility
Research (research)	*The ability to find out information on a given subject using libraries and other databases.*	Endurance
Riding [riding]	*The ability to ride an animal or open seated vehicle in complex maneuvers*	Agility
Rope [rope use]	*The ability to efficiently use ropes and knots*	Coordination

STARCLUSTER - SKILLS AND METASKILLS

Skill	Description	Governing Attribute
Sailing [sailing]	*Knowledge of sails and sailing*	Strength
Sculpture (sculpture)	*The ability to express oneself in creating 3 dimensional objects*	Coordination
Ship's guns (ship's guns)	*The ability to use ship's energy weapons and missiles in space combat. Level of ship's guns affects space combat*	Coordination
Shipbuilding [shipbuilding]	*The ability to construct a waterborne ship using wood and other natural materials*	IQ
Shield (shield)	*The ability to avoid the effects of any psionic intrusion Against normal attack, functions as armor - +1 = ballistic, +2 = steel, +3 = ceramic, +4 = plasteel,+5 = plasteel or chromskin, whichever is better.*	Agility
Sleight [sleight]	*The ability to use sleight-of-hand tricks*	Coordination
Smallcraft (small craft)	*The ability to pilot pods (spacecraft 100 tons or under) If no small craft skill, can use pilot skill/2.*	Coordination
Sociology (sociology)	*The study of societies, peoples, and cultures*	IQ
Smithing [smithing]	*The ability to shape metal using heat and hammering*	Strength
Snare [snare]	*The ability to create, set, and disable traps*	Coordination
Sneaking [sneaking]	*The ability to move quietly and unseen*	Agility
Stash (stash)	*The ability to hide things in nooks and crannies or in plain sight*	IQ
Steer [Steer]	*The ability to direct large vehicles in the direction desired.*	Coordination
Strategy (strategy)	*The ability to dispose forces and plan long range*	IQ

Skill	Description	Governing Attribute
Stun (stun)	*The ability to stun creatures psionically.* *Stunned (incapacitated) for 5 minutes per level of skill.*	Strength
Streetwise (streetwise)	*The ability to find connections, rumors, and general urban survival*	Charisma
Surgery (surgery)	*The ability to cure wounds and other physical ailments by operating*	Coordination
Survival [survival]	*The ability to effectively live off the land*	Endurance
Swimming [swimming]	*The ability to swim log distances.*	Agility
Tanning [tanning]	*The ability to make cured leather from raw skins*	IQ
Taste [taste]	*The ability to discern quality in an item, creature, or person.*	Charisma
Telekinesis (telekinesis)	*The ability to move objects psionically. At level +1 may move 10 grams 10 meters. Mass and distance X10 per level thereafter. Speed of movement is 5 KPH per level of Telekinesis max.*	Strength
Tactics (tactics)	*The ability to use personnel and resources on hand to best effect.*	IQ
Training [training]	*The ability to train animals to do tricks*	Charisma
Transfer (Transfer)	*The ability to set up and effect an interstellar jump and transfer souls with special equipment. Level of Transfer skill influences jump duration*	Endurance
Treatment (treatment)	*The ability to cure diseases and wounds without surgery*	IQ
Tracking [tracking]	*The ability to follow a creature or object by noticing signs of its passage*	Agility

STARCLUSTER - SKILLS AND METASKILLS

Skill	Description	Governing Attribute
Unarm (unarm)	*The ability to fight without weapons* *Dam = +5 per 2 points of STR, COOR, and/or AGY above 7 and +5 per level of unarmed.*	Strength
Weather [weather]	*The ability to predict weather patterns*	IQ
Weaving [weaving]	*The ability to create cloth from fibers*	Coordination
Writing [writing]	*The ability to express oneself in written words*	Charisma
Zero-G [zero-G]	*The ability to perform difficult physical acts and maneuver in zero gravity.*	Agility

STARCLUSTER - SKILLS AND METASKILLS

METASKILLS

Metaskills are skills which can modify other skills. In StarCluster, the metaskills are typically gained as a choice in a profession or schooling instead of rolling for a normal skill on the job related skill tables. The player can *always* opt for the associated metaskill rather than using the skill tables. Metaskills are always named as a verb rather than a noun, to show that they are intended to be used to do something. The GM is the final judge of whether a particular combination of metaskill and object are appropriate.

The following nebulous definitions are given to allow the GM something to base decisions on. The wording has been left as vague as possible to give the GM the widest possible latitude in interpreting it. Remember, how the characters interpret these definitions never means anything. The important thing is how the GM interprets them.

Design

> To create new, functional plans for making things.
> > modifier = base chance * .5, round up.

Repair

> To fix things which are broken.
> > modifier = base chance * 1.

Build

> To make things out of existing components to plans.
> > modifier = base chance * 1.

Create

> To think up novel ideas.
> > modifier = base chance * .5, round up.

Obtain

> To get what is wanted, whatever the means.
> > modifier = base chance * .5, round up. Additional modifier COOR.

Embellish

> To make a thing prettier.
> > modifier = base chance * 1. Additional modifier COOR.

Appear

> To seem to be something different.
> modifier = base chance * .5, round up.

Analyze

> To figure out processes, components, or functions.
> modifier = base chance * .75, round up.

Grow

> To make something prosper and increase in value.
> modifier = base chance * 1.

Focus

> To shut out all distractions and concentrate effort.
> modifier = base chance * 1.

Discipline

> To obey orders without question, whether your own or others.
> modifier = base chance * .5, round up.

Relate

> To link things together in meaningful ways.
> modifier = base chance * 1.

Sell

> To make people want something you have.
> modifier = base chance * .5, round up. Additional modifier CHAR.

Converse

> To entertain others by speaking.
> modifier = base chance * 1. Additional modifier CHAR.

Organize

> To make things work together more efficiently.
> modifier = base chance * .75, round up.

Protect

> To prevent harm to things under your care.
> modifier = base chance * .5, round up.

Extract

> To remove something from a matrix.
> modifier = base chance * 1.

Observe

> To watch and learn.
> modifier = base chance * 1.

Orient 3D

> To know where you are in relation to other things in 3D space.
> modifier = base chance * 1.

USING METASKILLS

Metaskills are used in two ways, listed below:

Case 1 A metaskill may be used to modify other skills. The first plus of the metaskill indicated that the modification can be done. Each subsequent plus of metaskill is used as a plus of the modified skill. This base chance is then modified by the listed modifier.

Example: design+2 construction+3 a spaceship. This allows the character to design a spaceship, because *design* modifies *construction*, which allows the character to build structures. The chance of success is based on construction, which gives a base chance of 65%, plus 5% per plus over +1. The design skill is at skill level +2, so the first plus allows the design, and the second is added to the modified skill. The construction skill is at +3, which gives a total chance of 65% (for const+1) + 5% (for const+2) +5% (for const+3) +5% (for design+2), for a total of 85%. This chance is then modified by multiplying by the modifier of .5, for an adjusted chance of 42.5%, rounded up to 43%. Success means that the *plans* are successfully designed, not that the spaceship is actually constructed to those plans!

Case 2 A Metaskill may be used to modify objects directly. In this case, the base chance is 20% at skill level+1, plus 5% per level of skill above +1.

Example: Sell+2 ice to Eskimos. Base chance is 20% (sell+1) +5% (sell+2), for a total of 25%. This is multiplied by the modifier for sell, *.5, to become a chance of 12.5%, rounded up to 13%.

Remember: The GM is always in control, and should assess any penalties or benefits he wants to assess, and interprets these descriptions as he sees fit.
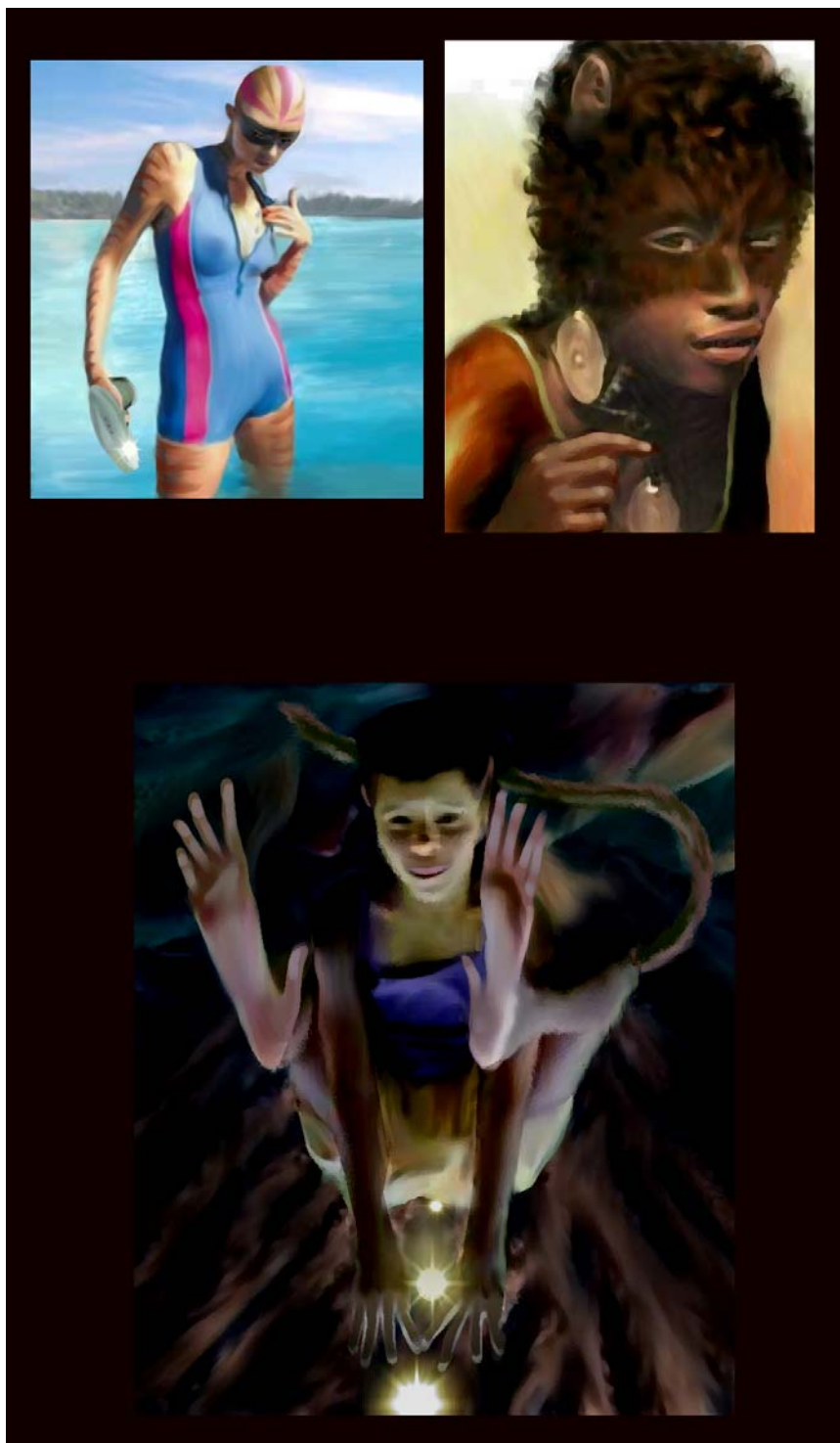
HUMANS AND HUMANOIDS

Sastras

Sastras tend to be smaller and lighter than most Humans. Their reflexes and agility are excellent, but their strength suffers from their slight stature. Sastras have a +3 bonus to their Coordination and Agility scores, and a -3 to their Strength score. All Sastras can climb anything, and are flexible in the extreme. They have in effect five hands, two on their arms, two larger and stronger ones on their legs, and their prehensile tail functions as a third, clumsier hand. Sastra foot hands are at -2 coordination from their true hands, and +2 strength. Sastra tails are at -4 coordination from their true hands, and at -2 strength.

Sastras have better than normal hearing, and are drawn to noises as most Humans are drawn to motion. Their ears are long and pointed. Their fur is soft and very plush, about a centimeter long all over their bodies except for their crest, which is also soft and plush, but up to 10 centimeters long and extends all the way down their back, and the soles of their feet and palms of their hands, which are bare skin. Sastra legs are short in the thigh and calf, and very long in the foot. They stand on the balls of their feet, so the total length of leg is in human proportion to their bodies. Their ankles can pivot like wrists. Sastra senses are rated thus: SightX3, HearingX2, Smell, the rest being unimportant. Sastra do see somewhat better in low levels of light than Humans, but dislike bright lights.
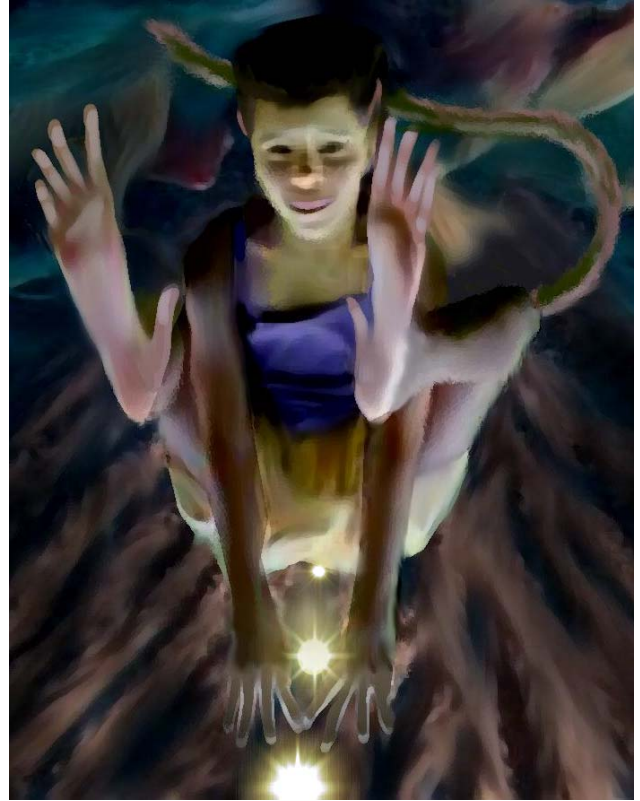
SaHus

SaHus can take various forms. They can inherit from either of their parents, in other words have Sastra or Human build by body part, it is a 50% chance either way. The following body parts are rolled for or chosen:

Sastra	Human
Fur and Crest	Skin and Hair
Muzzle	Nose/Mouth
Tail	No Tail
Sastra Leg	Human Leg
Sastra Foot	Human Foot
Sastra Ear	Human Ear
Sastra Senses	Human Senses

SaHus are smaller and slighter than Humans, but not so small as Sastras. They gain a bonus of +1 to their Coordination and Agility scores, and a -1 to their Strength score. Human senses are rated thus: SightX4, Hearing, the rest being unimportant.

STARCLUSTER - HUMANS AND HUMANOIDS

RANGES BY RACE: SASTRAS AND SAHUS

Roll or choose height & weight from these ranges if you wish

	Sastra	SaHu
Male Height	11-93	36-00
Female Height	01-45	16-86
Male Weight	16-81	26-00
Female Weight	01-70	16-91

	%d Roll	Height	Weight
		in meters	in kilos
	01	1.40	25.00
	02-03	1.45	26.00
	04-07	1.48	27.00
	08-12	1.50	28.00
	13-18	1.53	29.00
	19-24	1.55	30.00
	25-33	1.58	31.00
	34-40	1.60	32.00
	41-47	1.63	33.00
	48-54	1.65	34.00
	55-60	1.68	35.00
	61-65	1.70	36.00
	66-69	1.73	38.00
	70-77	1.75	40.00
	75-79	1.78	42.00
	80-83	1.80	44.00
	84-87	1.83	46.00
	88-90	1.85	48.00
	91-93	1.88	50.00
	94-95	1.90	53.00
	96-97	1.93	55.00
	98-99	1.95	58.00
	00	1.98	60.00

Vantors

Vantors are superbly adapted to life in the sea. Their broad, muscular tails propel them through the water at wonderful speed. They are compact but robust in build, the smallest of the Humanoids. They are somewhat clumsy when walking because of their large finned feet. Vantors gain a bonus of+3 to their Endurance score and a -3 to their Agility score. They have no hair at all on their bodies and a thick layer of subcutaneous fat, and their skin is patterned with stripes, spots, and other markings in an individual pattern. A Vantor's nostrils can shut tightly against water pressure.

Vantor markings include, but are not limited to: stripes, spots, clusters, whorls, rings, dashes, and splotches. Vantor senses are rated thus: SightX3, Smell, Touch, the rest being unimportant

VaHus

VaHus, like SaHus, can be like either of their parents in certain categories. It is 50% chance either way as to whether their Vantor or Human genes predominate for each body part listed. The following body parts are rolled for or chosen:

Vantor	Human
No Hair, Fat Layer	Hair, no Fat Layer
Tail	No Tail
Vantor Feet	Human Feet
Sealable Nostrils	Non-Sealable Nostrils
Patterned Skin	Non-Patterned Skin
Small External Ears	Larger External Ears
Vantor Senses	Human Senses

VaHus gain a bonus of+1 to their Endurance score and a -1 to their Agility score. Human senses are rated thus: SightX4, Hearing, the rest being unimportant.
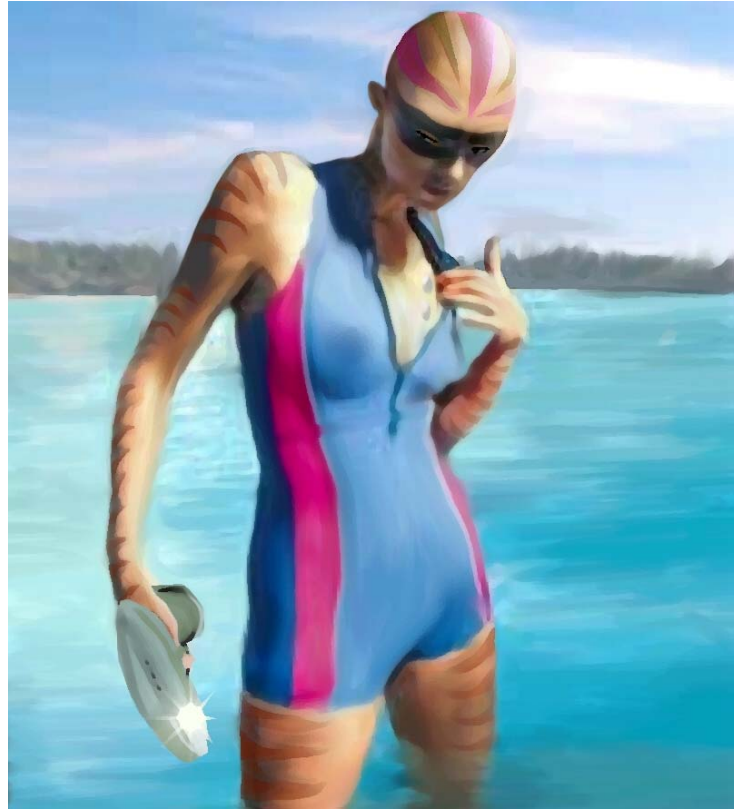
STARCLUSTER - HUMANS AND HUMANOIDS

RANGES BY RACE: VANTORS AND VAHUS

Roll or choose height & weight from these ranges if you wish

	Vantor	VaHu
Male Height	21-98	46-00
Female Height	01-93	21-98
Male Weight	21-85	31-00
Female Weight	01-55	15-85

	%d Roll	Height in meters	Weight in kilos
	01	1.00	20.00
	02-03	1.05	22.00
	04-07	1.10	23.00
	08-12	1.15	25.00
	13-18	1.20	27.00
	19-24	1.25	28.00
	25-33	1.30	31.00
	34-40	1.33	32.00
	41-47	1.38	33.00
	48-54	1.40	34.00
	55-60	1.43	35.00
	61-65	1.48	36.00
	66-69	1.50	38.00
	70-77	1.53	40.00
	75-79	1.58	42.00
	80-83	1.60	43.00
	84-87	1.63	44.00
	88-90	1.68	45.00
	91-93	1.70	46.00
	94-95	1.75	47.00
	96-97	1.80	48.00
	98-99	1.83	49.00
	00	1.85	50.00

Tagris

Tagris very large and strong, but usually have a somewhat lower endurance, as their large bodies burn off energy faster than Humans. Tagris have webbed toes which flip up for ease of walking on land. Their hands are also webbed, but only half way up the fingers. Their shoulder muscles attach to the sides of their heads for additional arm power, so they cannot turn their heads well, but they are supple and can turn their upper bodies around easily. Their eyes are large and adapted for night vision, and their ears are located at the top of their head. They are furred all over except for their lower face, chest and belly, and hands and feet. Tagris nostrils can be sealed shut against water. Tagris gain a bonus of +3 to their Strength score and a -3 to their Endurance score. Tagris senses are rated thus: SightX4, Touch, the rest being unimportant.

HuTas

HuTas are smaller as a rule than Tagris, but tend to be larger than most Humans. Like SaHus and VaHus, they have a chance to inherit their body parts from either parent, 50% chance either way. The following body parts are rolled for or chosen:

Tagris	Human
Tagris Feet	Human Feet
Tagris Hands	Human Hands
Tagris Head and Shoulders	Human Head and Shoulders
Fur	Hair
Nocturnal Eyes	Diurnal Eyes
Tagris Ears	Human Ears
Sealable Nostrils	Non-Sealable Nostrils
Tagris Senses	Human Senses

HuTas are not quite as strong as Tagris, and so gain a bonus of +1 to their Strength score and a -1 to their Endurance score. Human senses are rated thus: SightX4, Hearing, the rest being unimportant.

STARCLUSTER - HUMANS AND HUMANOIDS

RANGES BY RACE: TAGRIS AND HUTAS

Roll or choose height & weight from these ranges if you wish

	Tagris	HuTa
Male Height	16-00	11-50
Female Height	11-50	01-25
Male Weight	21-00	11-40
Female Weight	11-30	01-25

	%d Roll	Height in meters	Weight in kilos
	01	2.00	75.00
	02-03	2.05	80.00
	04-07	2.10	85.00
	08-12	2.15	90.00
	13-18	2.20	95.00
	19-24	2.25	100.00
	25-33	2.30	105.00
	34-40	2.33	110.00
	41-47	2.38	115.00
	48-54	2.40	120.00
	55-60	2.43	123.00
	61-65	2.48	128.00
	66-69	2.50	130.00
	70-77	2.55	135.00
	75-79	2.60	140.00
	80-83	2.65	145.00
	84-87	2.70	150.00
	88-90	2.75	155.00
	91-93	2.80	160.00
	94-95	2.85	165.00
	96-97	2.90	170.00
	98-99	2.95	175.00
	00	3.00	180.00

STARCLUSTER - HUMANS AND HUMANOIDS

RANGES BY RACE: HUMANS

Roll or choose height & weight from these ranges if you wish

	Human
Male Height	45-00
Female Height	01-90
Male Weight	24-00
Female Weight	01-68

	%d Roll	Height	Weight
		in meters	in kilos
	01	1.4	41
	02-03	1.43	45
	04-07	1.47	48
	08-12	1.5	52
	13-18	1.53	56
	19-23	1.57	60
	24-29	1.6	64
	30-38	1.63	68
	39-44	1.67	62
	45-50	1.7	68
	51-56	1.73	75
	57-62	1.77	80
	63-68	1.8	89
	69-74	1.83	93
	75-79	1.87	98
	80-83	1.9	104
	84-87	1.95	108
	88-90	2.0	112
	91-93	2.05	115
	94-95	2.08	118
	96-97	2.11	120
	98-99	2.12	122
	00	2.13	125

STARCLUSTER
EQUIPMENT: PERSONAL

INTRODUCTION

Goods in StarCluster are usually not brought from system to system, unless they are small and valuable. Prototypes may be shipped from world to world, along with luxury goods and handmade items, but the most valuable cargo a ship carries is usually data. Mail, news, contracts, and other miscellaneous data are carried by ship from system to system far faster than radio waves can travel. For the most part, goods are designed in specialized Design Houses for local manufacture, and the actual manufacturing is carried out in the system to which it is marketed. This dramatically cuts costs for the consumer.

Even so, imported goods are expensive. It is cheap to stamp out millions of identical products, but expensive to ferry them across tens of millions of kilometers to a ready market. As a general rule of thumb, goods coming from a higher tech level to a lower will be ten times as expensive per level of difference in tech level on the lower tech world. Even so, there are many goods which just can't be economically sold to a more primitive culture. Most goods make assumptions about power supply, data gathering and consolidation, conventions of use, connections to other equipment which may not be practical in such a case. Realistically, most goods sold on lower tech level worlds are specially manufactured for that market.

Lower tech level worlds have two things in demand on higher TL worlds - hand crafted goods and unique foods and drink. A hand knotted rug might be cheap on a Backwards or Primitive world, but will reap high prices on a higher tech world. The market for epicurean delights is also enormous. Peculiar and unique liqueurs and foods are worth enormous sums to the jaded palates of wealthy connoisseurs. Such items fetch four to five times per level of difference in tech levels on wealthy, high tech worlds.

Credits are a universal medium of exchange. They are carried in encoded wafers passed between banks. The wafers are stamped with the courier's or owner's soul patterns, which are truly unique. They are bearer bonds keyed to individuals, and are redeemable at any bank in the network for equivalent cash or credit - less a small handling fee - in the local currency. Most Advanced worlds don't have a local currency, using credits directly, but Backwards worlds require currency exchange. Primitive worlds are not part of the network, of course, and credits are useless in such places. Small sums - single credits, quarter-credits, tenth credits, hundredth-credits, etc. - are usually issued in the form of tokens. Tokens can be stolen or lost, but such sums are in comparison small enough so that they are not usually missed. Credit-wafer readers are manufactured on a few very high Tech Level worlds and supplied to all compliant banks.

MATERIALS

Filament-reinforced ceramic is the main structural material at **Tech Level 8**. Typically, it has the strength of steel at about 25% of the weight, typical specific gravity being around 2. Complex shapes can be created using the material as it is moldable until cured, when it becomes hard and rigid. Filament-reinforced ceramic is opaque, but un-reinforced transparent ceramic is also available, though the tensile strength is lower.

The main structural material at **Tech Level 9** is plasteel. It has around 10 times the strength of ceramic at twice the density (specific gravity approximately 4). Plasteel is a viscous liquid until radiation-frozen, when it becomes diamond-hard. Plasteel is naturally transparent, but can be doped to be an opaque substance of any color. Both ceramic and plasteel can be produced in micro-honeycombed versions of arbitrarily lower density, though proportionally lower strength.

Ceramic is produced with surface layer of all different colors and textures. Plasteel is normally made only in the transparent version, inasmuch as at tech level 9, active films coatings are readily available. These films enable a plasteel object to take on any color and degree of opacity at microprocessor control. These films can even be used as holographic viewscreens.

At **Tech Level 10**, active plasteel can be produced.

This material has the same structural properties as plasteel, but can change shape on command. Thus a plasteel wall does not need permanent doors: the wall can be made to create openings at will. The optical and acoustical properties of active plasteel are also programable.

SPACESUITS

At **Tech Level 8**, spacesuits are not unlike those currently in use, but they possess volume compensators, air and water recycling, and attitude jets. Volume compensators alter the pressure as the suit volume changes, eliminating the tendency of a spacesuit to balloon out. This reduces the strenuousness of spacesuit use and allowing for full atmospheric pressure to be used in suits, eliminating the need for decompression. Air and water recycling scrubs carbon dioxide and water vapor from exhalation and distills water from urine, making it possible in an emergency to live for many days in a spacesuit without resupply. The excess carbon and hydrogen of respiration are used to produce methane for the attitude control jets.

Tech Level 9 spacesuits are similar, except that they are usually made of plasteel film, making them light and comfortable enough to be used as regular clothing, a practice common among space crews. Tech level 8 and 9 spacesuits can be donned quickly, in less than a minute, if required.

At **Tech Level 10**, active plasteel makes possible clothing that adapts on command, becoming a garment of any shape and form desired, even a full body spacesuit. At this tech level it is usual to have one worn object (a torc, a belt) containing active plasteel which can expand over the body at command. Wearing such a device, a spacesuit can be formed around the individual in a couple of seconds, and would automatically be triggered to do so in the absence of pressure.

Spacesuits also work well as clothing on planets with extreme environments. Being insulated, cooled, and heated as needed, and having their own air and water systems, they make it possible to function in all but the most hazardous environments. Being tough enough to resist pressure, spacesuits also naturally have some value as armor. Those frequently engaged in hostile actions generally augment this with additional layers of ceramic or plasteel armor. If the mass of armor is large, it becomes necessary to used powered armor. Such powered suits also have the advantage of allowing one to work effectively under high-gravity environments.

The table below give the weights of spacesuit equipment for the various tech levels. The total weight one must carry is both the weight of the spacesuit, and environmental unit (needed except when using an umbilical cord), and the weight of armor or powered armor, if any. Thus an individual at tech level 8 with powered armor would have 97 lbs. of equipment.

CLOTHING

Clothing in StarCluster has deliberately been left vague. There are so many different fashions on so many worlds that it is not possible to enumerate them all. There are some differences which are due to tech level. These are differences in the materials rather in their cut or grouping. At **Tech Level 8**, there are new synthetics available, with improved qualities in either wear, tactile sense, insulation, cost, or beauty. Any 2 of these qualities can be improved, with any one quality lessened. Thus one might make a cloth with superior durability and insulating qualities, but at the cost of it being rather drab, or perhaps a cloth of superb tactile feel and exquisite beauty with a much higher cost. These cloths are known by many different trade names on many different worlds: Damylon, Klustra, Slek, Hypnian, Larylon, etc. They are typically a big export item to backwards worlds.

At **Tech Level 9**, fabrics can be made to be active colored. This allows clothing to be whatever color the wearer desires. Complex patterns and even animations can be programmed into the cloth itself, as the user wishes. The user can also specify streaming media feed for display. This allows for true camouflage clothing, where the clothing takes on the patterns and colors of the surroundings instantly.

At **Tech Level 10**, the active colors of TL 9 become much more sophisticated, able to project different colors and patterns at different viewers simultaneously. This allows for not just camouflage, but true optical invisibility if the wearer wishes. It also allows for selective transparency, where the transparency of various parts of the clothing can be different to different people. Along with active plasteel and mental control, TL 10 clothing can be whatever the wearer wants.

POWER

Just as the different Tech Levels have different characteristic materials, they also have characteristic power storage. At Tech Level 6 and 7, energy is stored chemically, in batteries and fuel cells respectively. At Tech Level 8, energy is stored in stabilized monatomic hydrogen. At Tech Level 9, energy is stored by keeping atoms in an excited state, either with inner shell electrons removed or with nuclei in non-ground states. At Tech Level 10, energy is no longer stored. A matter/antimatter reaction is bottled in a variable temporal stasis field, called a stasis bottle. When energy is needed, it is generated on the spot by bringing the reaction back from the other space the stasis field puts it into for a microsecond or so, allowing some energy to leak out to the power leads.

The various energy storage/containment devices referred to throughout StarCluster are keyed by a number denoting the type of energy storage used, such as battery7, or armpak8. A 6 denotes Tech Level 6 (battery) storage, while a 7 refers to TL7, 8 to TL8, etc. Armpaks are typically worn strapped to the upper arm, but can be fastened anywhere else if that would be more convenient. Costs for power storage devices may be found in the Equipment: Weapons Guide. A higher level energy storage device can replace any lower level device. It is not necessary to carry several different energy storage devices for powering different items if the energy storage unit worn is capable of powering the device with the highest energy drain.

SOME EXAMPLE TECH LEVEL 8 SYNTHETIC CLOTHS

Wear	Tactile Sense	Insulation	Beauty	Fabric
5	9	2	8	**Lustra**
8	2	9	5	**Omnian**
9	8	2	5	**Larylon**
5	8	9	2	**Hyperian**
2	9	8	5	**Slek**
5	2	9	8	**Klustra**
9	8	5	2	**Damylon**
5	5	5	5	**Natural Fabric**

The higher a material's number, the better it is for that quality. Natural fabrics are given as the norms against which the new synthetics are measured.

KITS

Skill Limit	Kit	Kit Description
+4	Engineering Kit	Increases drives skill +1 per 100cr spent
+4	Disguise Kit	Increases disguise skill +1 per 100cr spent
+5	Repair Kit	Increases mech skill +1 per 50cr spent
+4	Med Kit	Increases treat skill +1 per 300cr spent
+4	Scan Kit	Increases diagnosis skill +1 per 300cr spent
+4	Surgical Kit	Increases surgery skill +1 per 400cr spent
+4	Bio Kit	Increases biology skill +1 per 150cr spent
+4	Pharma Kit	Increases drug skill +1 per 100cr spent
+4	Chem Kit	Increases chemistry skill +1 per 150cr spent
+4	Min Kit	Increases mineralogy skill +1 per 200cr spent
+5	Astro Kit	Increases astronomy skill +1 per 300cr spent
+5	Elec Kit	Increases electronics skill +1 per 100cr spent

You must have at least skill level+1 to use a kit - i.e. you need at least biology+1 to use the bio kit.

STARCLUSTER - EQUIPMENT: PERSONAL

ELECTRONICS

Mass	Item	Description	Cost	TL
5 kg	Belt Radio	A small surface to orbit radio	10cr	7
5 kg	Trivox	3D game/entertainment system	50cr	8
2 kg	Trivox Camera	Instrument for recording Trivox data	75cr	8
0.5 kg	Personal Trivox	Handheld Trivox	200cr	9
0.2 kg	Flat Camera	Instrument for recording 2D still data	20cr	5
0.2 kg	Audio Recorder	Instrument for recording audio information	5cr	6
0.1 kg	Homer/peeper	Personal locator	5cr	7
0.5 kg	Slate	Personal data display/storage device	20cr	8
5 kg	Icomm	Interplanetary MASER communicator	35cr	8
0.2 kg	UT	Universal Translator	N/C	8
	Software Paks for UT			
	Baspak	Covers all SaVaHuTa languages and dialects	N/C*	8
	Diaspak	Covers all Diasporan Community languages and dialects	N/C*	8
	Localpak	Covers all languages in the local system	150cr	8
	(Alien)pak	Covers all languages and dialects of one alien species (i.e. Guarupak, Tomupak, etc.)	1000cr	8

* Characters from SaVaHuTa get the Baspak for free and the Diaspak for 150cr. Characters from the Diasporan community get the Diaspak for free and the Baspak for 150cr. Independent and Thieves World characters have to pay 150cr for either.

STARCLUSTER - EQUIPMENT: PERSONAL

CLOTHING, ARMOR AND SPACESUITS

Mass by Tech Level	Spacesuit	Environmental Unit	Armor	Powered Armor
Tech Level 7	22.5 kg	34 kg	N/A	N/A
Tech Level 8	5.5 kg	11.5 kg	ceramic 9 kg	ceramic 27 kg
Tech Level 9	1.5 kg	4 kg	plasteel 4.5 kg	plasteel 13.5 kg
Tech Level 10	1 kg	1.5 kg	active 4.5 kg	plasteel 11.5 kg

Mass	Item	Description	Cost	TL
1 kg	Clothing	Normal street clothing typical of the place purchased	1cr	1
1 kg	Expensive Clothing	Increases CHAR by 1 per 100cr spent	varies	1
2 kg	Cold Weather Gear	Clothing designed to keep one warm on cold worlds	15cr	7
1 kg	Dry Suit	Keeps one dry even after prolonged immersion	15cr	8
2 kg	Desert Suit	Water retention and recycling suit. Cuts evaporation by 95%	20cr	9
2 kg	Flak Jacket	Ballistic armor worn over clothing	25cr	6
1.5 kg	Bulletproof	Ballistic armor worn under clothing	45cr	6
3 kg	Steel Mesh	Steel mesh armor worn over clothing	45cr	7
varies	Ceramic	Fiber reinforced ceramic armor	110cr	8
varies	Powered Ceramic	Powered ceramic armor adds 10 to strength	260cr	8
varies	Plasteel	Form fitted plasteel armor	210cr	9
varies	Powered Plasteel	Powered plasteel armor adds 10 to strength	410cr	9
varies	Active Plasteel	Morphing flexible plasteel armor	365cr	10
varies	Chromskin	Skin tight reflective film armor worn under clothing	70cr	8
varies	Vac Suit	Spacesuit plus Environmental Unit	50cr	7
N/A	Vacattach	Operation required to mate a Vac Suit with Plasteel, Powered Plasteel, Ceramic, or Powered Ceramic armors	55cr	8

PROVISIONS AND SHELTER

Mass	Item	Description	Cost	TL
5 kg	Inflatashelt	Inflatable airtight shelter for 2 people	25cr	8
10 kg	Portashelt	Airtight morphing Plasteel structure for 2 people	100cr	10
1 kg	Personal Tent	Non-airtight fabric shelter for one	10cr	7
3 kg/ person	Large Tent	Non-airtight fabric shelter	5cr/ person	1
4 kg/ person	Hard Tent	Non-airtight morphing plasteel structure	15cr/ person	10
	Self Cooked Meal	Meal prepared and cooked by yourself or a friend	0.2cr	1
	Fast Food meal	Junk food - 1 endurance per week	0.5cr	6
	Restaurant Meal	Meal cooked by a professional	2cr	3
1 kg/ meal	Heatercan Rations	Self-heating full-nutrition portable meals	1cr/ meal	7
0.5 kg/ meal	Cold Survival Rations	Essential nutrition lightweight non-degrading meals -1 endurance per week	2cr/ meal	7

STARCLUSTER - EQUIPMENT: PERSONAL

MISCELLANEOUS ITEMS

Mass	Item	Description	Cost	TL
4 kg	Reaction Pistol	A compressed gas gun designed to allow maneuvering in weightless conditions	50cr	7
4 kg	Reaction Jets	A set of compressed gas jets built into a spacesuit which allow maneuvering in zero-g. For fitting on vac suits or armor	75cr	8
varies	Plastique	A shapable explosive which can only be detonated electrically	50cr/ kg	7
10 kg	Parachute	A device which uses air resistance to slow a fall	24cr	8
2 kg	Personal Winch	A device using a 200m micro-cable and a revolving drum to haul up to 1 ton	35cr	8
20 kg	Life Raft	An emergency 6-passenger inflatable raft	10cr	6
4 kg	Gills	Back mounted device to extract breathable oxygen from water	20cr	8
5 kg	MULE	A small 300 kg capacity A-Grav plate which hovers at waist height, following behind the user on a 3m cable	30cr	10
4 kg	Hoverboard	A surfboard-shaped hovering A-Grav plate with a carrying capacity of 300 kg. For sport and personal use. Steering, acceleration, and stopping are by balance	60cr	10
2 kg	Grapplewinch	100m micro-cable grapple shooter with built-in 200 kg winch	20cr	8
1 kg	Glowrod	Self-contained 24 hour light source.	1cr	8
10 kg	Lift Belt	A-Grav harness capable of lifting 200 kg to Low Orbit	50cr	10
1 kg	Filter Mask	A face mask for filtering out atmospheric contaminants	5cr	6
2.5 kg	Respirator	A device for concentrating thin atmospheres to a breathable density. Requires Armpak2 or higher for power	10cr	8
0.2 kg	Pocket Heater	A small radiant heater for quick warm-ups	5cr	7
1 kg	Laser Torch	Laser cutter/welder. Requires Armpak 1 or higher for power.	15cr	8
0.2 kg	Flashlight	Portable illumination device	1cr	6

STARCLUSTER - EQUIPMENT: PERSONAL

MULTITOOL/POWERTOOL

Mass	Item	Description	Cost	TL
		The MultiTool/PowerTool line is a handy grouping of tools in a small form factor.		
0.2 kg	MultiTool 1	Pick any 5 unpowered tools	5cr	7
0.3 kg	MultiTool 2	Pick any 8 unpowered tools	8cr	7
0.4 kg	MultiTool 3	Pick any 12 unpowered tools	11cr	7
0.6 kg	PowerTool 1	Pick any 3 unpowered and 2 powered tools	14cr	8
0.7 kg	PowerTool 2	Pick any 5 unpowered and 3 powered tools	17cr	8
0.8 kg	PowerTool 3	Pick any 8 unpowered and 4 powered tools	20cr	8

TOOL LIST FOR MULTITOOL AND POWERTOOL

Unpowered Tools	Unpowered Tools	Powered Tools
Lock Pick	Scalpel	Soldering Iron
Fish Scaler	Fork	Power Punch
Can/Bottle Opener	Plane	Trip Hammer
Razor	Wire Strippers	Power Saw
Metal Snips	Scriber	Power Fastener Driver
Punch	Scissors	Grinder
Clamp	Ratchet	Mill
Pliers	Saw	Drill
Chisel	Small Knife	
Large Knife	Fastener Driver	

STARCLUSTER - EQUIPMENT: PERSONAL

ARMOR TABLES FOR TECH LEVEL 1-4 WORLDS

ARMOR ITEM	EFFECT ON STATS	ARMOR POINTS	COST
TORSO COVERINGS			
Padded Vest	none	0.5	5cr
Cuir Bouli Vest	COOR -1	0.8	10cr
Jazeraint Vest	COOR -1	1.0	15cr
Hauberk	END -2	1.5	100cr
Lamellar Vest	END -1	1.7	250cr
Breastplate	AGY -1	2.0	500cr
WAIST COVERINGS			
Leather Skirt	none	0.1	5cr
Lamellar Skirt	none	0.3	50cr
Plate Skirt	Agy -1	0.4	100cr
LEG COVERINGS			
Padded Leggings	none	0.1	2cr
Leather Chaps	none	0.1	5cr
Plate Greaves	AGY -1	0.2	25cr
Jointed Plate Leggings	AGY -2	0.3	150cr

STARCLUSTER - EQUIPMENT: PERSONAL

ARMOR ITEM	EFFECT ON STATS	ARMOR POINTS	COST
ARM COVERINGS			
Couir Bouli Sleeves	none	0.1	2cr
Steel Chain Sleves	END -1	0.2	25cr
Jointed Steel Plate Sleeves	COOR -1	0.3	100cr
HAND COVERINGS			
Leather Gauntlets	none	0.1	2cr
Steel Chain Mittens	COOR -1	0.2	20cr
Steel Gauntlets	COOR -2	0.3	50cr
SHOULDER COVERINGS			
Padded Shoulder Pads	none	0.1	2cr
Lamellar Shoulder Pads	none	0.2	20cr
HEAD COVERINGS			
Leather Cap	none	0.1	3cr
Couir Bouli Cap	none	0.2	5cr
Steel Cap	none	0.3	25cr
Steel Helm	COOR -1	0.4	50cr
Great Helm	END -1	0.5	150cr

STARCLUSTER - EQUIPMENT: PERSONAL

ARMOR ITEM	EFFECT ON STATS	ARMOR POINTS	COST
SHIELDS			
Wooden Target	none	0.5	5cr
Wooden Shield	END-1 AGY -1	1.0	15cr
Steel Reinforced Shield	END -2 AGY -2	2.0	50cr
Wicker Shield	AGY -1	0.5	1cr
REINFORCEMENTS APPLIED OVERALL			
Steel Scales	none	0.5	15cr
Steel Studs	none	0.2	35cr
Leather Strapping	none	0.1	5cr
Cloth Padding	AGY -1	0.1	2cr
Steel Platelets	COOR -1	0.7	75cr
Plate Ribbing	AGY +1	0.0	150cr
Spikes	COOR 1	0.2	150cr
DECORATION			
Gilding	none	0.0	500cr
Painting	none	0.0	500cr
Enamelling	none	0.0	700cr
Bright Colors	none	0.0	100cr
Engraving	none	0.0	900cr
Inlay	none	0.0	900cr

STARCLUSTER - EQUIPMENT: PERSONAL

CLOTHING TABLES FOR TECH LEVEL 1-4 WORLDS

Pick a style of clothing, materials, workmanship, and any finishes wanted. Multiply base costs times modifying factor for item cost

ITEM	BASE PRICE	ITEM	BASE PRICE
LEG COVERINGS		**OUTER COVERINGS**	
Kilt/Knee length skirt	3cr	Jacket	8cr
Pants/Breeches	5cr	Coat	12cr
Hose	2cr	Overcoat	9cr
Leggings	3cr	Surcoat	2cr
Breechclout	0.2cr	Toga	10cr
Pantaloons	3cr	Mantle/Cloak	12cr
Stockings/Tabi	0.5cr	Sweater	2cr
Ankle lengths skirt	5cr	Poncho/Cape	1cr
TORSO COVERINGS		**HEADGEAR**	
Shirt/Blouse	3cr	Bandana	0.1cr
Tunic	1cr	Cap/Fez/Skullcap	1cr
Vest/Waistcoat	2cr	Broad-brimmed hat	3cr
		Eared cap	2cr
WHOLE BODY COVERINGS		Turban	3cr
		Hood	2cr
Short dress/Chiton	5cr		
Long Dress	7cr		
Robe/Kimono	8cr		

STARCLUSTER - EQUIPMENT: PERSONAL

FOOTWEAR

Slippers	2cr
Sandals	1cr
Shoes	3cr
Boots	5cr
Thongs	1cr
Clogs/Sabots	2cr
Moccasins/Soft shoes	1cr

ACCESSORIES

Belt	0.5cr
Sash/Girdle	1cr
Gloves	2cr
Mittens	1cr
Sheath	1cr
Short Scabbard	2cr
Long Scabbard	3cr

MATERIALS	COST MULTI-PLIER
Bark/Veg. Fiber/Wood	X 0.5
Wool	X 2
Soft Leather	X 1
Hard Leather	X 3
Hide - Fur Out	X 2
Fleece	X 2
Silk	X 10
Fish/Reptile Skin	X 5
Satin	X 5
Cloth of Silver	X 20
Cotton	X 1
Cloth of Gold	X 50
Suede Leather	X 1.5
Velvet	X 5
Linen	X 1

FINISHINGS	COST MULTI-PLIER
Lace trim	X 1.5
Beading	X 1.5
Embroidery	X 2
Brocade	X 2
Fur Trim	X 2.5
Fur Lining	X 4
Slashing	X 5
Piping	X 1.5
Rich Dye (Black, Purple, Blue, Red)	X 5
Simple Dye (Green, Yellow, Brown)	X 1.5
Undyed/Natural	X 1
Feathers	X 5
Rich Lining	X 3
Lining	X 1.5
Silver Buckles	X 1.5
Gold Buckles	X 2

STARCLUSTER - EQUIPMENT: PERSONAL

Workmanship		Base Metal Buckles	X 1.1
		Silver Braid	X 1.5
Slipshod	X 0.3	Gold Braid	X 2
Poor	X 0.5	Base Metal Braid	X 1.1
Good	X 1		
Excellent	X 1.5		
Superb	X 2		

ARMOR EQUIVALENCES

Add up Armor Points from all items and compare to list below:

Less than 2.0 = SKIN
2.0 to 2.9 = HIDE
3.0 to 3.9 = STEEL
Greater than 4.0 = PLATE

Note: A person with a wicker shield should be treated as having wicker armor against arrows, darts, dartguns, and sting weapons.

EQUIPMENT: WEAPONS

Choosing a character's weapons is a vital item for the player. The Cluster is a dangerous place, and it is politically designed to be that way. The two main human governments, the Diasporan Community and SaVaHuTa, both hold as central the concept that the price of freedom is the willingness to accept some danger. By not interfering in local world governments, and by remaining intentionally limited, they do much to achieve that goal. The role of the leagues is to limit aggression between their members, to protect the members as a whole from outside aggression, and to further their members' common interests.

Most of the people on many worlds choose not to carry weapons, but a significant minority do. The characters in StarCluster for the most part choose to be adventurers, not accountants or lawyers, whatever jobs they have pursued in the past. This will take them into the dangerous side of life. They have both the right and the duty to protect themselves from the consequences of this choice.

The tables following feature a couple of columns not addressed in the Playing the Game guide. These are "Skills Required" and "Hit Table". Under the heading "Skills Required" is the skill level the character needs in order to effectively deal with that particular weapon. For some weapons, more than one skill is listed. This is because the weapon needs the character to have that combination of skills in order to be wielded properly. If one skill has a higher level requirement than the other - i.e. gun+1, beam+3 - the higher level skill is the one used "to hit". In other words, George has skills of blade +3 and beam+5, and wants to use a light sword. He has the minimum requirements to use the light sword effectively, but uses the blade skill rather than his higher beam skill for hit determination. This is because the blade skill is more important than the beam skill for this weapon.

The column headed "Hit Table" refers to the next set of tables. These adjust the character's percentage to hit based on the characteristics of the weapon, and the characteristics of the target's armor. For instance, those weapons which do their damage via electrical discharge - such as the cattle prod - are extremely effective against conductive armors. Wicker is amazingly effective against arrows. The skill rating gives the base percentage vs. skin (no armor), and the other adjustments are made accordingly.

The optional weapon modifications given in the back of the book are primarily intended for Primitive worlds. There is, however, no reason why any weapon can't be so modified at any Tech Level if the owner wishes it. The modifications are primarily decorative in nature, but some combat effects are given. Ironwood is an extremely dense, hard wood which can take a fair edge. It or an equivalent material is found on many worlds, and can be substituted by a dense, hard plastic if wished. Ironwood/plastic weapons are undetectable by metal scanners, and are useful at times if weapons need to be smuggled into an area or location.

While most Advanced cultures will stick to advanced weaponry, many cultures use more primitive weapons commonly for various reasons. For example, Glorying has a highly evolved dueling culture, and swords are used frequently. Other weapons, such as batons, knives, or machetes, are useful as tools and are common throughout any culture. Slug-throwers - kinetic energy transfer weapons - are typically developed by Backward worlds, but are common in any culture from TL 4 on up, due to their simplicity and economy. Their stopping power is better than energy weapons, and their deadliness is usually close to equal. Many a native of a high tech world has been laid low by a lead slug.

STARCLUSTER - EQUIPMENT: WEAPONS

MODERN WEAPONS

WEAPON	DAMAGE	SKILLS REQ	HIT TABLE	RANGE	TECH LEVEL
Arc Knife	+20	blade+2	electric	short	8
Arc Sword	+30	blade+3	electric	point blank	8
Automatic Pistol	+15	gun+1	kinetic	medium	6
Automatic Rifle	+25	gun+2	kinetic	long	6
Baton	+0	melee+1	bash	short	0
Cattleprod	+20	melee+1, blade+1	electric	point blank	6
Chemical Grenade	drug fog	melee+1	N/A	short	6
Cogar	+50	beam+5	energy	long	10
Combat Knife	+10	blade+1	cut	short	7
Dart	+0	melee+1	arrow	short	2
Dart Rifle	drug+15	gun+3	arrow	long	6
Electric Stars	+15	melee+4	electric	short	8
Electric Whip	+30	melee+4	electric	short	7
Flare Pistol	+40	Gun+1, gyrojet+3	kinetic	short	4
Flare Rifle	+40	gun+1, gyrojet+3	kinetic	medium	6
Grenade Launcher	See Grenades	gyrojet+3	See Grenade	long	7
Gyrojet Pistol	+20	gun+1, gyrojet+1	kinetic	medium	7
Gyrojet Rifle	+30	gun+1, gyrojet+1	kinetic	long	7
Hand Cogar	+40	beam+4	energy	short	10
Hatchet	+15	melee+1	cut	short	4
Laser Pistol	+15	beam+1, gun+1	energy	medium	8
Laser Rifle	+30	beam+3, gun+1	energy	long	8
Light Sword	+50	blade+3, beam+2	energy	point blank	10
Machete	+20	blade+1	cut	point blank	4
Mag Rifle	+30	gun+2, beam+2	cut	long	8
Molecular Sword	+40	blade+5	cut point	blank	9
Revolver	+15	gun+1	kinetic	medium	5
Shrapnel Grenade	+40	melee+1	Sting	short	5
Smoke Grenade	smoke	Melee+1	N/A	short	6
Sniper Rifle	+25	gun+5	kinetic	far	5
Sonic Pistol	+10	gun+1	energy	short	8
Sonic Rifle	+20	beam+1, gun+1	energy	medium	8
Sting Pistol	drug	gun+2	sting	short	8
Sting Rifle	drug	gun+3	sting	medium	8
Stun Pistol	stun	gun+1	energy	short	9
Stungun	stun	beam+1, gun+1	energy	medium	9
Submachine-gun	+30	gun+1	kinetic	short	6
Unarmed	(varies)	unarmed+1	unarmed	point blank	0
Volt Pistol	stun	gun+2	electric	medium	7

STARCLUSTER - EQUIPMENT: WEAPONS

ARCHAIC WEAPONS

WEAPON	DAMAGE	SKILLS REQ	HIT TABLE	RANGE	TECH LEVEL
Axe	+30	melee+2	cut	point blank	2
Bolo	+20	melee+3	bash	medium	1
Brass Knuckles	+5 to unarmed	melee+1	unarmed	point blank	4
Broadsword	+25	blade+2, STR 8+	bash	point blank	3
Crossbow	+40	bow+1, gun+2	arrow	long	3
Cudgel	+0	melee+1	bash	short	0
Cutlass	+15	blade+1	cut	point blank	4
Dagger	+0	blade+1	cut	short	1
Daikyu	+30	bow+4	arrow	long	3
Dart	+0	melee+1	arrow	short	2
Flail	+15	melee+3	bash	point blank	3
Foil	+10	blade+4	cut point	blank	4
Foot Bow	+50	bow+5	arrow	far	4
Halberd	+40	melee+3, STR 10+	cut	short	3
Hand Cross-bow	+15	bow+1, gun+1	arrow	short	4
Handaxe	+15	melee+1	cut	short	1
Katana	+50	blade+5	cut	point blank	4
Light Cross-bow	+25	bow+1, gun+1	arrow	medium	3
Longbow	+40	bow+4	arrow	long	3
Mace	+20	melee+1	bash	point blank	2
Nunchaku	+20	melee+4	bash	point blank	1
Nunchaku	+0	melee+3	cut	short	2
Pellet Bow	+10	bow+1	bash	medium	2
Rapier	+30	blade+4	cut	point blank	4
Recurved Bow	+25	bow+4	arrow	long	3
Short Bow	+15	bow+1	arrow	medium	1
Shortsword	+15	blade+1	cut	point blank	2
Singlesticks	+15	blade+1	bash	short	0
Sling Bullet	+10	melee+2	bash	medium	2
Sling Stone	+0	melee+2	bash	medium	0
Spear	+15	blade+1, melee+1	cut	short	1
Staff	+10	melee+1	bash	point blank	1
Sword	+15	blade+2	cut	point blank	2
Throwing Knife	+15	blade+2, melee+2	cut	short	3
Two Hander	+40	blade+2, STR 10+	bash point	blank	3
Unarmed	(varies)	unarmed+1	unarmed	point blank	0
Wakizashi	+20	blade+2	cut	point blank	4
Warhammer	+30	melee+4	bash	short	2
Whip	+15	melee+3	bash	short	1

STARCLUSTER - EQUIPMENT: WEAPONS

HIT TABLES

CUT HITS								
Skin	*Hide*	*Ballistic*	*Steel*	*Plate*	*Ceramic*	*Plasteel*	*Chrmskn*	*Wicker*
0	-5%	-10%	-15%	-20%	-25%	-35%	0	-5%

ARROW HITS								
Skin	*Hide*	*Ballistic*	*Steel*	*Plate*	*Ceramic*	*Plasteel*	*Chrmskn*	*Wicker*
0	0	-5%	-10%	-15%	-20%	-40%	0	-45%

BASH HITS								
Skin	*Hide*	*Ballistic*	*Steel*	*Plate*	*Ceramic*	*Plasteel*	*Chrmskn*	*Wicker*
0	-5%	-15%	-15%	-20%	-25%	-35%	0	-5%

KINETIC HITS								
Skin	*Hide*	*Ballistic*	*Steel*	*Plate*	*Ceramic*	*Plasteel*	*Chrmskn*	*Wicker*
0	-5%	-15%	-15%	-15%	-25%	-35%	0	0

ENERGY HITS								
Skin	*Hide*	*Ballistic*	*Steel*	*Plate*	*Ceramic*	*Plasteel*	*Chrmskn*	*Wicker*
0	0	-5%	-10%	-15%	-20%	-30%	-35%	0

ELECTRIC HITS								
Skin	*Hide*	*Ballistic*	*Steel*	*Plate*	*Ceramic*	*Plasteel*	*Chrmskn*	*Wicker*
0	-10%	-35%	0	0	-45%	-25	0	-30%

STING HITS								
Skin	*Hide*	*Ballistic*	*Steel*	*Plate*	*Ceramic*	*Plasteel*	*Chrmskn*	*Wicker*
0	-10%	-25%	-55%	-80%	N/A	N/A	0	-10%

UNARMED HITS								
Skin	*Hide*	*Ballistic*	*Steel*	*Plate*	*Ceramic*	*Plasteel*	*Chrmskn*	*Wicker*
0	-5%	-10%	-15%	N/A	N/A	N/A	0	-5%

STARCLUSTER - EQUIPMENT: WEAPONS

WEAPONS - AMMUNITION, AMMO COSTS, AND WEAPON COSTS

Weapon	Ammunition	Ammo Price	Weapon Price
Arc Knife	battery 7	1cr	10cr
Arc Sword	armpak 7	2cr	20cr
Automatic Pistol	10 shot clip	1cr	5cr
Automatic Rifle	20 shot clip	1cr	10cr
Axe	none	N/A	20cr
Baton	none	N/A	5cr
Bolo	none	N/A	5cr
Brass Knuckles	none	N/A	1cr
Broadsword	none	N/A	20cr
Cattleprod	battery 7	2cr	7cr
Cogar	armpak 10	10cr	200cr
Combat Knife	none	N/A	2cr
Crossbow	bolt	6/3cr	350cr
Cudgel	none	N/A	0.5cr
Cutlass	none	N/A	10cr
Dagger	none	N/A	1cr
Daikyu	long arrow	6/5cr	300cr
Dart	none	N/A	6/5cr
Dart Rifle	1 dart	0.5cr	30cr
Electric Stars	none	Disposable	10cr
Electric Whip	armpak7	4cr	15cr
Flail	none	N/A	10cr
Flare Pistol	1 flare	1cr	5cr
Flare Rifle	1 flare	1cr	10cr
Foil	none	N/A	3cr
Foot Bow	long arrow	6/5cr	400cr
Grenade	Shrapnel Grenade	3cr	N/A
Grenade	Drug Grenade	4cr	N/A
Grenade	Smoke Grenade	4cr	N/A
Grenade Launcher	See Grenade	N/A	20cr
Gyrojet Pistol	5 shot clip	3cr	5cr
Gyrojet Rifle	10 shot clip	5cr	10cr
Halberd	none	N/A	70cr
Hand Cogar	armpak 10	10cr	80cr
Hand Crossbow	short bolt	6/1cr	200cr
Handaxe/Hatchet	none	N/A	10cr
Katana	none	N/A	150cr
Laser Pistol	armpak 8	5cr	10cr
Laser Rifle	armpak 8	5cr	20cr
Light Crossbow	bolt	6/3cr	200cr
Light Sword	armpak 10	10cr	150cr
Longbow	long arrow	6/5cr	50cr
Mace	none	N/A	15cr
Machete	none	N/A	5cr
Mag Rifle	60 shot clip	2cr	75cr
Mol.ecular Sword	none	N/A	80cr
Nunchaku	none	N/A	5cr
Pellet Bow	bullet	5/1cr	25cr
Pellet Bow	stone	N/A	25cr

Rapier	none	N/A	75cr
Recurved Bow	arrow	6/2cr	200cr
Revolver	6 cartridges	0.1cr	2cr
Short Bow	arrow	6/2cr	25cr
Shortsword	none	N/A	3cr
Singlesticks	none	N/A	1.5cr
Sling	bullet	5/1cr	1cr
Sling	stone	N/A	1cr
Sniper Rifle	1 cartridge	0.1cr	50cr
Sonic Pistol	armpak 8	5cr	10cr
Sonic Rifle	armpak 8	5cr	30cr
Spear	none	N/A	2cr
Staff	none	N/A	1cr
Stars	none	N/A	6/5cr
Sting Pistol	25 shot clip	1cr	10cr
Sting Rifle	50 shot clip	3cr	30cr
Stun Pistol	armpak 9	7cr	7cr
Stungun	armpak 9	7cr	20cr
Submachine-gun	30 shot clip	2cr	10cr
Sword	none	N/A	5cr
Throwing Knife	none	N/A	10cr
Two Hander	none	N/A	40cr
Unarmed Combat	none	N/A	N/A
Volt Pistol	5 shot clip	2cr	10cr
Wakizashi	none	N/A	50cr
Warhammer	none	N/A	20cr
Whip	none	N/A	5cr

STARCLUSTER - EQUIPMENT: WEAPONS

WEAPON MODIFICATION TABLES

Weapons on many worlds, particularly Primitive worlds, are typically ornamented as well as functional.

MATERIALS FOR BLADES/HEADS

Item	Cost Modifier	Skill Required	Effect on combat
Steel	X1	smith	standard
Ironwood	X.8	carpentry	-15 damage
Silver	X5	smith	-15 damage
Iron	X1	smith	-5 damage
Obsidian	X.5	mason	-10 dam v steel+ armor
Copper	X2	smith	-5 dam v plate+ armor
Bronze	X2	smith	-5 dam v plate+ armor
Flint	X.5	mason	-15 dam v steel+ armor
Ash	X.3	carp	-20 dam

BLADE/HEAD DECORATION

Item	Cost Modifier	Skill Required	Description
Damascening	X1.5	smith	Swirling patterns all over metal
Etching	X3	chem	Intricate patterns burned into metal with acid
Engraving	X3	sculpt	Intricate patterns cut into material
Inlay - Mother of Pearl	X5	sculpt	Patterns cut into material and filled with Mother of Pearl
Inlay - Silver	X10	sculpt	Patterns cut into material and filled with Silver
Inlay - Gold	X15	sculpt	Patterns cut into material and filled with Gold
Inlay - Copper	X3	sculpt	Patterns cut into material and filled with Copper
Polish	X1.5	smith	Material is burnished to a mirror shine
Gold Wash	X5	chem	A golden tint is formed on the metal
Pattern Hammering	X2	smith	The hammer marks are left showing in intricate patterns
Runes	X2	smith	Lettering cut and faced into material

STARCLUSTER - EQUIPMENT: WEAPONS

MATERIALS FOR HILTS AND HAFTS

Item	Cost Modifier	Skill Required	Description
Leather wrapping	X1	tan	Wrapping around haft to cushion the grip
Cotton wrapping	X.8	weav	Wrapping around haft to cushion the grip
Sharkskin wrapping	X3	tan	Wrapping around haft to cushion the grip - non-skid grip
Wire wrap - gold	X3	smith	Counter-wrap to hold soft material on - decorative
Wire wrap - silver	X2	smith	Counter-wrap to hold soft material on - decorative
Wire wrap - copper	X1.5	smith	Counter-wrap to hold soft material on - decorative

CROSSPIECE

Item	Cost Modifier	Skill Required	Description
Plain	X1	smith	Standard
Filigree	X1.5	smith	Fancy
Bejeweled	+ jewel cost X 1.2	smith	Fancy with jewels mounted
Bladed	X2	smith	Dagger blades mounted in place of cross-piece. Damage +0 instead of normal attack
Gold wash	X2	chem	Golden tint is formed on the metal
Silver wash	X1.5	chem	Silver tint is formed on the metal
None	X.8	none	No crosspiece

POMMEL/SHOE

Item	Cost Modifier	Skill Required	Description
Brass knob/shoe plain	X1	smith	Standard
Silver knob/shoe plain	X2	smith	Silver material
Gold knob/shoe plain	X3	smith	Gold material
Copper knob/shoe plain	X1.5	smith	Copper Material
Fancy knob/shoe	X1.5	smith	Decorative Shape
Bejeweled knob/shoe	+ jewel cost X1.2	smith	Set with Jewels

WORKMANSHIP COST MODIFIER

Superb	X 2.0
Excellent	X 1.5
Good	X 1.0
Poor	X 0.5
Slipshod	X 0.3

Multiply the base cost of the weapon by the modifiers to find the final cost

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STAR CLUSTER

PLAYING THE GAME

THE STARCLUSTER RPG

The object of the game of StarCluster is to *survive*. The longer a character survives, the more skills he has. The more skills, the better chance of survival. High attributes are most important at young ages, where the character's skill levels are low. In general, skills are much more important than high stats, and a character which has low stats is not necessarily unplayable.

StarCluster is designed to be played in a linked series of adventures, with each adventure forming the highlight of that year for the character. Each adventure may be one or several sessions long. You can skip one year or several between adventures, or even go back in time, if you want to allow the character a certain script immunity. Because of it's year-based character progression, StarCluster excels at this method of play. Characters can move from profession to profession as they will, if they fulfill or waive the requirements for entering the profession. In this process, each character becomes an individual person, with all an individual person's richness.

StarCluster is all about the characters, and it is their strength which propels the game.

CREATING A CHARACTER

The Character Generation Guide, together with the Humans and Humanoids Guide, contains all that is necessary to create a StarCluster character. In StarCluster, you will continually be forced to decide between depth and breadth of knowledge. The deeper your character's knowledge, that is, the higher your plus rating in your skills, the better your character can use those skills. The broader your character's knowledge, the more skills you have to affect things. Your character will always be a compromise between depth and breadth. Every character is unique in StarCluster, and there is no "better" character. StarCluster characters proceed directly from the life experiences and history of the character.

CONSTITUTION

Constitution is the character's total ability to keep functioning. The constitution is the character's strength, coordination, agility, and endurance added together and multiplied times ten. The constitution has various levels which indicate how the character is doing:

Normal

The character is at peak condition, and functioning normally.

Hindered

The character is hurting. Initiative, To Hit, Damage, Skill, and any other %d roll is at a penalty of 20. This may be a +20 where you need to roll low as in initiative or to hit, or a -20 where you prefer to roll high, such as damage.

Unconscious

The character becomes Unconscious. The character can be made conscious again by shaking or shouting, but any damage will make the character Unconscious again. In addition, the character is also Hindered.

Seriously Wounded

The character is really hurting. The character is Unconscious, cannot be woken up, and is bleeding to death at the rate of 10 points per round. The bleeding will stop if the wound is bound, another character taking one round to do so, and is defenseless while doing so.

Normal Level is 100% of constitution,
Hindered Level is 75% of constitution,
Unconscious Level is 50% of constitution, and
Seriously Wounded Level is 25% of constitution.

When the character is between Hindered Level and Normal Level, the character is Normal. Between Unconscious Level and Hindered Level, the character is Hindered. Between Seriously Wounded Level and Unconscious Level, the character is Unconscious. Below Serious Wounded level, the character is Seriously Wounded. If the character is exactly on a level, a character functions at the level above. For instance, if a character is exactly at Hindered Level, the character is Normal.

STARCLUSTER COMBAT

The combat system of StarCluster works on the assumption of a one-minute round. This is divided into 120 half-second segments called "initiatives". Normal initiative is between one and 100, and is decided using a %d roll. Characters who are hindered or worse have a +20 penalty to their initiative, and thus may go as late as 120. During their initiative, the character may use a weapon and attack, use psionics, or perform a major action. What constitutes a major action is necessarily left to the discretion of the GM, but certainly driving a vehicle, performing first aid, or moving long distances are major actions, and these should give the GM some indication of the use of the term.

If there is an ambush or surprise attack situation, the PCs and the enemy as a whole roll %d. The results are compared. If the PC's die roll is within 20 of the enemy, there is no surprise, and normal combat begins. If the PCs roll more than 20 lower than the enemy, the PCs has surprised the enemy and get an entire round (one minute) to attack without effective reply from the enemy before normal combat begins. If the enemy rolls more than 20 lower than the PCs, the enemy gets an entire round of attacks against the PCs with no reply before normal combat begins. If the characters achieve surprise, they should individually roll initiative on %d, and act from lowest roll to highest. When normal combat begins, initiative is rolled. Each player rolls %d separately, and the enemy rolls collectively. Lowest roll goes first, and proceeds to highest. Characters and enemies can talk out of turn, but remember there are 120 initiatives in a round

and each initiative is half a second long, so talking must be short.

Characters may trade percentile points between initiative, the to-hit roll, and damage. That is, a player may choose to delay his initiative in order to achieve a better percentage to hit, or take a penalty on damage to speed his initiative, or take a penalty to hit to speed up initiative and increase damage. Any initiative lower than 1 goes first, any initiative higher than 120 goes last, and in case more than one character does so, the player with the lower total goes before the others. The penalties and bonuses must equal each other - i.e. a 40 point speed up on initiative must be balanced by penalties to the to-hit roll and/or damage which equal 40. The points traded must be declared before dice are rolled, except in the case of initiative.

For example. Bettina rolls a 55 on her initiative roll. She slows down her initiative by 20, pushing her up to a 75. On her initiative, her target number is 60% and she elects to raise that to 65%. She rolls a 63 and hits. Her damage would normally be a +15, but with the additional +15 left over from the initiative penalty, she does +30. She rolls an 82, which comes to 112 points of damage after bonuses are added.

Characters who have achieved **weapon mastery**, that is at least a +5 in that weapon skill, gain an extra attack each round with certain weapon types. The same holds true at every fifth level of weapon skill, i.e. +5, +10, +15, and so on. A character with a gun skill of +11 thus would have 3 attacks per round with any gun. These attacks should take place at intervals of 10 initiatives.

For Example: Penelope, a character with Gun+11, has 3 attacks per round with Guns. For her initiative, she rolls a 54. If she is not hindered, she may perform an attack on initiatives 54, 64, and 74. This is referred to as 'splitting' an initiative. A character may opt to perform a small action on one of her split initiatives if the GM feels that is reasonable. For instance, Penelope uses her attack on initiative 54 to gain 50% cover behind a large boulder. Penelope may **not** use one of her three split initiatives to perform a major action,

use Psionics, or attack with a different type of weapon. These things take up the entire initiative.

Psionics happen immediately, as soon as they are used. Characters may make gestures and say (or sing) words, but these are just mnemonic tricks to help them remember, and the skills can be used without them perfectly well. If the character or enemy makes a physical attack, the character or enemy makes a To Hit roll with %d. If the result is equal or less than the to hit roll necessary to hit that armor, Damage is rolled. Damage is rolled as %d plus the damage rating of the weapon. For example, a Light Sword has a damage rating of +50, so the player rolls %d and adds 50 points, for a result between 51 and 150. If the damage rating is negative, the number is subtracted from the %d roll, with any negative result rounded to zero, so a weapon rating of -20 would have a result of 0 to 80 points. This number is subtracted from the constitution of the character who was hit.

Combat in StarCluster tends to be short, brutal, and bloody, but seldom deadly. One side of the combat will usually end up unconscious, with a few seriously wounded, and possibly one or two dead. This is good for the game, and good for the players, as losing a single combat usually means they are taken prisoner, rather than dead. Flying creatures will swoop and dive on non-flying creatures, so non-ranged weapons, such as swords or unarmed combat, will only affect the flying creature during the initiative it attacks, and the initiative immediately preceding and following the attack.

RANGES

Ranges in StarCluster are given by weapon. A weapon's range rating is one of the following:

Point Blank - Within 2 meters. This is the range for all held weapons that must be used held in the hand, like most blades and melee weapons.

Short - Between 2 and 10 meters.

Medium - Between 10 and 50 meters.

Long - Between 50 and 250 meters.

Far - Between 250 and 1000 meters.

Very Far - Between 1000 and 2000 meters.

A weapon's Range rating is the range at which it is normally effective, that is, at a penalty of zero. The next range higher is always at minus 40% to hit, the range after that is impossible to hit. Closer ranges give a +5% for each of the next two range steps, giving a +5% to hit for the next nearer range step and +10% for the next range step closer than that. Targets closer than this are impossible to hit with this weapon.

For example, Mike has a gun+5 and a COOR of 9. This gives him a base to hit percentage of 65% to hit "Skin" for gun weapons, modified up +5% for his coordination to 70%. Using an Auto Pistol, with a Range rating of "Medium", Mike hits targets with "Skin" armor at medium range at the nominal percentage, which is 70%. At "Long" range with this weapon, Mike has a -40%, or 30% chance to hit. At one step nearer, or "Short" range, Mike has a +5% or 75% chance to hit. At one more step closer, that goes up 5% again, to 80% at "Point Blank" range.

In a further example, Mike uses a Sniper Rifle, with a Range Rating of "Far". If the target (wearing "Skin" armor) is at Far range, Mike has a 70% chance to hit. If the target is at "Very Far" range, Mike has a -40% modification giving him a 30% chance to hit. At "Long" Range, Mike has a +5%, or 75% chance to hit. At "Medium" range, he gets a further +5% to hit, increasing his chance to 80%. At "Short" range and closer, Mike cannot hit the target, as it is too close. If the target is further away than "Very Far", Mike cannot hit the target because it is too far away.

COVER

Cover is the use of obstructions to decrease the probability of being hit. Examples are hiding behind a rock, or firing from around a doorway. In StarCluster, cover is rated in 4 steps: 25% cover, 50% cover, 75%

cover, and 100% cover. The effects of such cover are given below.

25% Cover - The target is behind a small rock or tree, or perhaps an obscuring curtain of cloth or leaves. If the shooter rolls a hit, a second roll against the cover is made. A roll of 26 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has no penalty to return fire.

50% Cover - The target is behind a low wall, or shooting around a doorway or a large tree, or something similar. If the shooter rolls a hit, a second, unmodified roll is made against the cover. A roll of 51 or greater is a true hit, anything else hits the cover. The target has a -25% penalty to return fire.

75% Cover - The target is in a well protected position, firing through a loophole or small window, or some similar situation. If the shooter rolls a hit, a second roll against the cover is made. A roll of 76 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has a 50% penalty to return fire.

100% Cover - The target is entirely behind some large, solid object, and cannot be hit. The target cannot return fire, as doing so will reduce the cover to a 75% rating at least. Cover should be adjudicated by the GM using the examples above.

POISON

Poison can be used in combat, and can be made by characters with the Drug, Herbalism, or Chemistry skills. The chance to make a poison is equal to the normal skill chance minus 20, thus if the character has a skill chance of 50%, the chance to make poison is 30%. Poisons made with the Chemistry or Herbalism skill have a minus 20% on their effectiveness, while poisons made with the Drug skill have a plus 20% on their effectiveness. Natural poisons used by creatures have a normal effectiveness. If poison is made, The GM and player should adjudicate it's toxicity and any antidotes.

HEALING

Healing can be accomplished several ways. Psionically, with heal, the healing takes place immediately. Normal healing takes place over time, at a rate of 20 points a day. A successful diagnosis skill check adds a bonus of +20% to the success of the treatment, drug, herbalism, or surgery skills. With a successful drug or herbalism skill check, the regimen boosts the rate of healing by another 30 points a day. A successful treatment or surgery skill check adds a bonus of another 30 points a day. You can't use certain skills in combination. For instance, surgery and treat work with different methods in a similar manner. Thus they cannot be used on the same person at the same time. The same holds true for drug and herbalism. The maximum natural healing rate, therefore, is 80 points a day. This assumes normal healing (20), plus either drug or herbalism, plus either surgery or treatment (+30). Normal healing requires a minimum of seven hours of sleep per night and non-strenuous work for the duration. Without both of these conditions being met, no healing will occur.

ARMOR

Armor in StarCluster works to prevent you from being hit. The classes of armor are:
Skin The base condition. No armor, or very little.
Hide An armor made from leathers of various sorts.
Ballistic A somewhat tougher to hit armor, impact resistant and ablative.
Steel This armor is made of steel, usually in links
Plate Also made from steel, this armor is made in large plates.
Ceramic Fiber reinforced ceramic composite armor. May be powered.
Plasteel Hullmetal armor, very tough. May be powered.
Chromskin Armor designed to deflect beam weapons. Useless against anything else.
Wicker Light and flexible armor, excellent against arrows, darts, dart guns and sting weapons, but mostly useless against other things.

APPLICABLE SKILLS

In running a StarCluster game, you may find that for a given situation there are several skills which can be applicable. For instance, Jack Jill, and Judy all need to get over a fence. Jack says he would like to use Dash and flip over it, Jill wants to use Gymnastics to vault it, while Judy wants to use her Climb skill to climb it. All these are perfectly applicable to the situation. In many cases you will have to use your judgement as to which skill is applicable, but generous use of common sense is indicated.

CHECKS FOR TASKS WITH NO SKILL

There are several different methods used to determine the chance of success of a character who needs to use a skill he does not have. There are differences between the methods, and we can give some guidelines to follow:

When a character is attempting a task for which there is an in-game skill, but the character does not have it, use a zero level skill check, where you roll the governing attribute plus attribute modifiers or less on %d. This is fine for difficult tasks, but for simpler tasks you will probably want to give a healthy bonus modifier of +5 to+20 at your discretion.

When the character is attempting a task for which there is no in-game skill, but the character was employed in a profession that would have some call to use that skill or a related skill occasionally, use the Employment check method. You could just assign arbitrary numbers, or you could use something like governing attribute + Modifiers + 3X years spent in that profession.

When the character is attempting a task for which there is no in-game skill, and the character would realistically not know much about the skill, use an Attribute Check at X1 - X4 depending on the ease or difficulty of the skill. Remember that Attribute checks have no modifier for high governing attribute.

Remember, if you feel that in the given situation a different check would be more suitable, go with your instincts. These are guidelines, not hard and fast rules. We laid out these several methods to give GMs a choice, as we felt that the GMs, who know more about the given situation than we ever could, would be the best ones to decide.

WEAPONS AND SKILLS

The "Skill Required" column in the Equipment: Weapons guide refers to the skill required to wield the weapon effectively. Anyone can pick up a Molecular Sword and whack at things with it, but it takes real skill to use effectively. A person using a weapon uses it at the lowest level of the appropriate skill unless their skill level meets or exceeds the skill required to wield the weapon effectively. For example, Margaret, with a skill of blade+3, attempts to wield a Molecular Sword, which requires a skill level of blade+4. Margaret will be effectively blade+1 while using the Molecular Sword until her blade skill is at least blade+4. At that point, Margaret can use the Molecular Sword to its full potential and has an effective skill of blade+4 with the Molecular Sword. Damage is prorated to the level of skill the weapon wielder possesses. For instance a sword has a damage rating of +15 and requires a skill level of blade+2. The damage is divided by the level and rounded down, so that the sword has a damage rating of +7 in the hands of a person with a skill level blade+1 and a damage rating of +15 in the hands of a person with a skill level of blade+2. To return to Margaret, our example from before, she has the following to hit and damage ratings at various skill levels:

At 15 Margaret gets blade+1, making her a blade+1. She uses a Molecular Sword with a 45% chance to hit and a damage of +10.

At 18, Margaret gains a blade+1, making her a blade+2. She is still 45% to hit and her damage is now +20.
At 22, Margaret gains a blade+1, making her a blade+3. She is still 45% to hit and her damage is now +30.

At 30, Margaret gains another blade+1, making her a blade+4. She is now 60% to hit, and her damage is the full +40, which is the maximum damage with this weapon.

People with no skill in the appropriate weapon type inflict damage as if at the character were at skill level +1, but halved.

For example: Before she was 15, Margaret wielded a Molecular Sword at a damage rating of (+10)/2 or +5.

AUTOMATIC FIRE

Automatic fire weapons such as assault rifles, machine guns, and submachine guns can fire more than one bullet with each pull of the trigger. When using automatic fire weapons, there are three possible modes of operation:

SINGLE SHOT:

When using single shot mode, one bullet for each pull of the trigger. This is treated exactly the same as a normal rifle or pistol. Assault rifles and submachine guns can use single shot modes.

BURST FIRE:

With burst fire, the weapon fires three rounds with each pull of the trigger. This gives the best compromise between ability to hit and damage. One roll of the dice is made. The first round is at -20% to hit, the second at -40%, and the third at -60%. For example, Bob hits skin at 85%. He rolls a 35. The target number of 85 is dropped 20 for the first round for a result of 65, which is higher than the roll, so the first round hits. The second round fired is at -40, resulting in a target number of 45, which again is higher than the roll of 35. so the second round also hits. The third round is at -60, resulting in a target number of 25, which is lower than the roll of 35, so the third round misses. Assault rifles, submachine guns, and machine guns can use Burst Fire.

FULL AUTOMATIC (SUPPRESSIVE) FIRE

Full automatic fire is generally used to pin down the enemy in heavy cover, giving them substantial penalties in firing. It is primarily a defensive option, but if the fire happens to hit an unprotected human, the results are generally lethal. For example, a machine gun is pinning down a small group of three in a rockpile. They are safe as long as they stay under cover. If one of the three breaks cover, a roll to hit is made by the machine gunner. On a hit, 1d10 rounds hit the target. If a machine gun is used against unsuspecting targets out in the open, cover rules are not used for the first round. Full automatic fire is very useful against vehicles. Submachine-gun rounds cannot penetrate any vehicle armor, while machine gun rounds can penetrate light armor.

GRENADES

Grenades burst in an area of effect 10 feet (approx. 3 meters) in diameter. The character using the grenade picks a particular target. On a hit, the target suffers the grenade's standard damage. If any other character is within the area of effect, and the number rolled for the original hit would hit that other character with a -30 penalty, that character is also hit. Cover rules apply, but the cover must be between the character and the blast.

For example, Joe throws a grenade onto a group of three enemy in the wood. He has a target number of 65% with grenades, and hits the target with a roll of 20. The target number of 65 -30 is 35, which is above his roll of 20, so both other characters in the radius of effect are also hit. The trees provide some cover, so each of the three characters make cover rolls. The first roll, for the target, fails, as does the second, but the third cover roll succeeds. Thus targets one and two are hit by the blast, while a tree happens to be between 3 and the blast, and thus he suffers no damage.

Other area of effect weapons such as mines, molotov cocktails, artillery fire, etc. use the same process as above, varying in the radius of their area of effect and

the damage suffered on a hit. Area of effect weapons can be smothered at great risk. A character can throw herself on a grenade if within the area of effect. If she does, the character suffers 4 times the damage she would normally with no chance of cover. This does protect any others in the area of effect from the blast. Throwing oneself on a grenade is an act of great heroism, and few such heroes survive.

AMMUNITION USE

A full minute round gives time for a lot of shots to be traded. Assume a character is using up a full allotment of ammo per round - that is if the ammo is in clips, the player uses up a clip. If the ammo is in a feed chamber as in a revolver or repeating rifle, the full chamber is used up. Single shot weapons use only the number of shots actually taken.

GENERAL KNOWLEDGE AND LANGUAGES

There are a lot of situations in which the character has unquantifiable knowledge, such as general geographic knowledge of an area or perhaps cultural knowledge of a people. In these cases, the GM should decide if the player knows anything concerning the situation based on the character's background, and how much the character knows. The level of knowledge can be placed as 4 basic categories: None, Acquainted, Competent, and Fluent.

None means the character has no knowledge or only the most rudimentary knowledge of a situation.
Acquainted means the character has some knowledge, but that knowledge is sparse and incomplete.
Competent means that the character's knowledge is quite good, and the character can be expected to know quite a bit concerning the subject.
Fluent means that the character knows anything a native of the area or equivalent would know. Fluent does not mean the character knows everything.

These categories should be used for languages as well. The skill of linguistics is the study of languages from the inside, as it were, so that one skilled in linguistics can learn languages quickly from first principles, and can decipher languages because the roots of the language are known and the differences can be deduced. Most people cannot learn languages from these operational principles, they learn them from doing. The GM should decide what languages the characters speak, and at what level of competence.

A person with a Fluency in a language is automatically rated competent in any nonnative dialect of that language, and is automatically rated as Acquainted in related languages. For example, using Earth languages, a Fluency in Standard German means the person is automatically Competent in the Bavarian dialect and is automatically Acquainted with Dutch. This simulates the fact that root words can be similar enough to be understandable between languages. A German speaker would be able to - say - ask where the bathroom is and be generally understandable to a Dutch speaker with a bit of effort on both parts, but would be unable to have anything approaching a normal conversation. With Competence, the people involved can communicate normally, but many subtleties are lost. No one would mistake a Competent person as a native. With Fluency, all shades of meaning come through, true translations become possible, and one can pass as a native, all other things being equal.

LEVELS OF MASTERY

Levels of mastery are skill levels at the multiples of +5 (+5, +10, +15, etc.) Each level of mastery gives the character repeated attempts at success. In combat, this translates to multiple attacks per round. A character with a single level of mastery gains a second attack, while one with double mastery (+10) has three attacks per round. Repeated attacks wouldn't mean much for - say - a biology check, so for non-combat skills, each level of mastery gains the character a re-roll if the previous roll fails.

For example, a character with a skill level of +11 not only has a base success chance of 95%, but if the first roll is a failure, the character has 2 re-rolls to make it. A character with a double mastery should almost never fail at that skill.

DEGREE OF SUCCESS

In many cases use of a skill is on a pass-fail basis - that is, you need only to know whether the test succeeded or failed, such as "Did my character make the jump?". Other times it is best to find out not only if something succeeded, but by how much, such as "Made my Writing skill check! How good is the story I wrote?" In these cases, the player can make a percentile dice roll, the higher the result, the better - exactly as in combat with its to-hit and damage rolls. The player may trade points between them before the roll is made - i.e. he may trade a decreased likelihood of success (a penalty on the skill check) for an increase in the quality of the work (a bonus on degree of success roll) thus indicating he has tackled something more ambitious than usual. The degree of success can be made at any time and for any skill where the players and GM feel it's needed.

DESCRIPTIONS OF SUCCESS OR FAILURE

The players should describe what they are attempting to do with a success or failure, whether in combat or non-combat. The GM interprets the degree of success/damage roll according to what was attempted and the remaining constitution of the opponent, if any.

For example: Paula: "A 38! That's a hit! I thrust the arc knife into the bot's thin-skinned belly and rip up!"
Paula:"I roll for damage - a 52, plus 20 from my initiative, +20 for the arc knife, makes a 92 total.
GM: "Ahhh - the bot shudders and jerks away from you, twisting toward Yves. A shower of sparks rains down underneath it.Yves? You are next."

Yves: "I swack it away from me with my baton. Umm - drat! That's a 74! A miss! I needed a 65 or less!"
GM: "Your blow lands on the curved carapace of the bot and glances off, deflecting the force into a tree. It moves on past you toward Lonac.
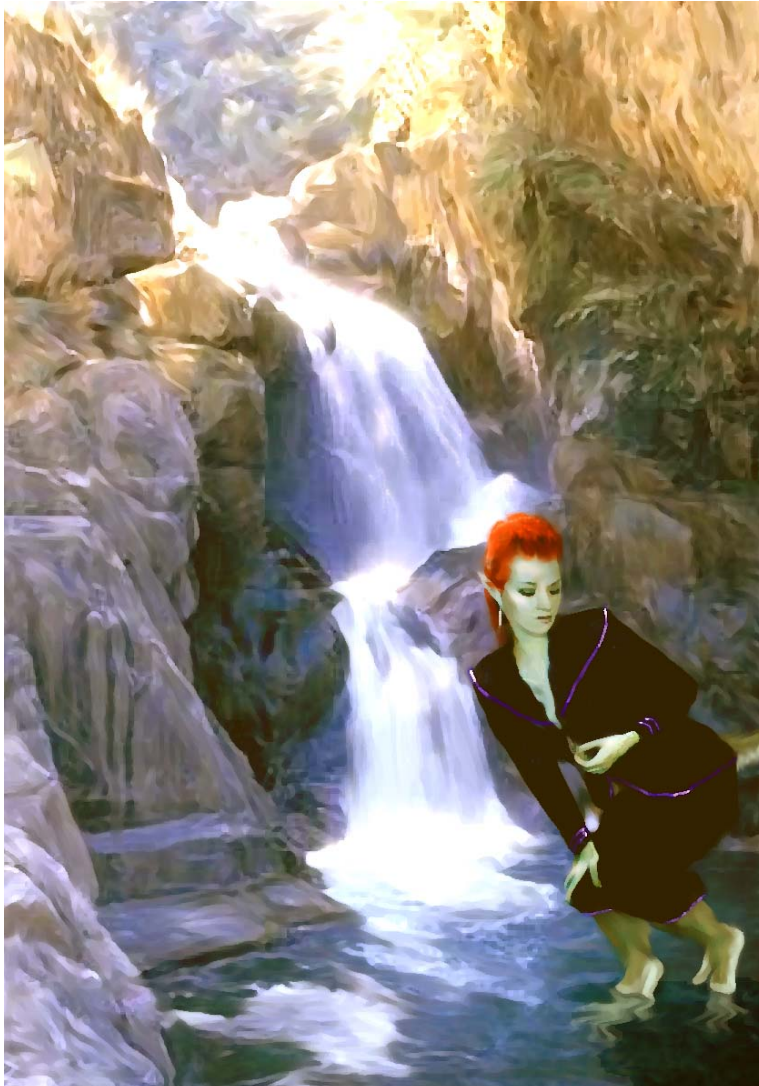
STARSHIPS AND VEHICLES

SAMPLE SPACESHIPS

One of the most important things a party will need is a spaceship, but buying a new spaceship - even a small one - is out of the question for any character or even a small group of characters. They can "find" one, steal one, get one in a will, go into debt to their eyebrows, or buy a "fixer-upper". Usually, the GM somehow finagles a ship into the hands of the players, but it is best if the players buy one collaboratively, as it will help bind the group together.

Following are 2 spaceships to use in your games. Both ships are inexpensive enough for a small group of characters to buy pooling their money, but for different reasons. The Kane Class ships have a known defect, while the Owl Class ships are awkward and old fashioned.

THE KANE CLASS JUMP SHIP

KANE CLASS 200 TON CARGO SHIP   JUMP CAPABLE

RAMP
CARGO
LASER
MISSILE LAUNCHER
LOUNGE
CREW QUARTERS A
CREW QUARTERS B
CAPTAIN'S QUARTERS
CARGO DECK

TOP VIEW

PLAN
OBSERV
BRIDGE
CARGO DECK
DRIVE DECK

SIDE

COMBO A   COMBO B
COMBO C   COMBO D
WC   NAV
BRIDGE

OBSERVATORY

JUMP DRIVE
FUEL   FUEL
G-DRIVE

DRIVE DECK

BOTTOM VIEW

FRONT
M

200 TON CARGO SHIP
CARGO CAPACITY 34 TONS
VESSEL CLASS KANE
ARMAMENT 1 LASER
          8 M/AM MISSILES
NOMINAL DRIVE   1 G
FUEL RATING   400 HRS
STANDARD CREW 10

STAR CLUSTER

The Kane Class is a fairly new design, first laid down in the year 140 at the Shamshir Yards orbiting Thinker. The designer is Ibrahim Jamaal al Musa, who created the Kane class as a somewhat larger and more expensive scion of the wildly successful Egg trader. The Kane was launched with much fanfare, and orders poured in, until it was discovered that the Kane ships had a nasty defect. After a couple of years of operation, the drives began to go 'flakey', developing odd and unpredictable quirks. The complaints came in, and the Shamshir Yards tried replacing the drives, but so many had been sold that the company went bankrupt before a tenth of the Kanes sold had been fixed. Thousands of Kanes were dumped on the market, prices reaching 1/10 the original cost.

Player Characters can pick up a 5-10 year old Kane class ship for 15,000-20,000cr if they are willing to deal with the quirkiness of the drives. The drives will suddenly shut off, burn out components, run at top thrust for no reason, unpredictably change thrust, and other annoying and possibly dangerous problems. A good engineer is a must on a Kane crew. Kane cargo handling is excellent, with a drive on ramp and wide loading doors. The Kanes have a 9:1 M/AM ratio, so they can run for 1200 hours at 1G on 10% mix, or 400 hours at 3G on Cruise Mix.

THE OWL CLASS JUMP SHIP

LANDING LEGS | JUMP DRIVE | MISSILE | G-DRIVE | ELEV | JUMP DRIVE

DRIVE DECK | JUMP DRIVE | MISSILE | CARGO | ELEV | JUMP DRIVE

FUEL DECK | JUMP DRIVE | INLINE LASER | WATER | ANTI-HYDROGEN | ELEV | JUMP DRIVE

MAIN DECK | JUMP DRIVE | LOUNGE | STANDARD ADD-IN #1 | INLINE LASER | ELEV | PEEP-SICKLES | STANDARD ADD-IN #2 | HYDROPONICS | JUMP DRIVE

BRIDGE DECK | COMBO #1 | COMBO #2 | NAV
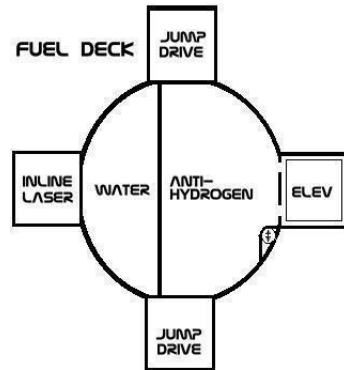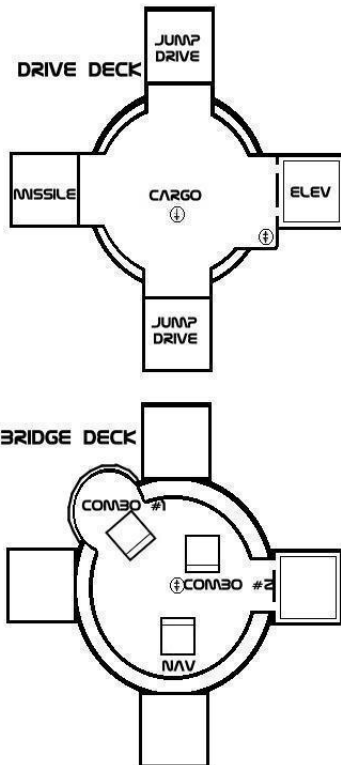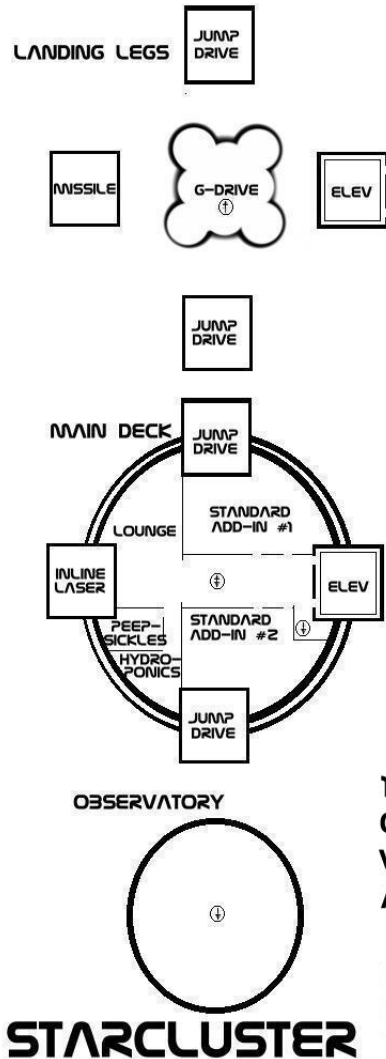
OWL CLASS MERCHANT SHIP
REG NO. OWLP0P001
REG WORLD: PAPAGENIOPOLIS STATION

OBSERVATORY | BRIDGE | MAIN | FUEL | CARGO | DRIVE

OBSERVATORY

STARCLUSTER

**100 TON MERCHANT CRAFT
CARGO CAPACITY 29.5 TONS
VESSEL CLASS OWL
ARMAMENT INLINE LASER
4 M/AM MISSILES
NOMINAL DRIVE 1G
FUEL RATING 200 HOURS
STANDARD CREW 4**
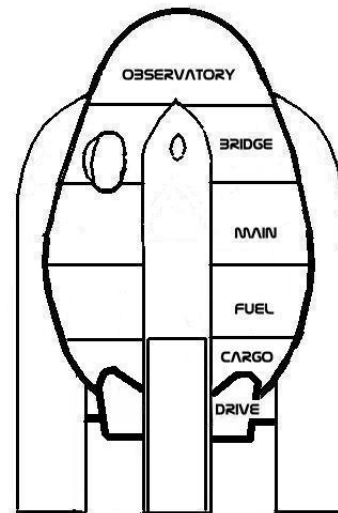
100 TON FAMILY MERCHANT POD

The Owl Class Jump Craft is tiny, cramped, and ill-laid out. The last Owl was built around the year 100, and the craft is ancient, but it has a high cargo-to-weight ratio, and requires a only the smallest of crews. Thousands of Owls were built over the years, and most of those sturdy, ugly little craft are still running - somewhere.

The Owls are ubiquitous, cheap, and reliable, thus certain smugglers love them. The Owl is as unremarkable as a beige family sedan, and often escapes notice. They carry a 9:1 Matter to AntiMatter ratio, and can run for 200 hours at 3G on cruise mix or 600 hours at 1G on 10% mix despite the nominal ratings.

With any old ship, maintenance is a problem. Owls are very reliable when maintained well, but break down quickly if they are neglected. Owl crews need to be trained in a variety of shipboard duties, as the crew is limited to 2 on mainday and 2 on alterday, and thus each crew member wears a lot of hats. The Owl's configuration is awkward - no loading ramps or big cargo doors, thus the size of cargo is limited to what can fit in the elevators - standard 2 ton container cargo is normally the maximum. Owls can be found for 5,000-10,000cr in decent condition.

STARCLUSTER - VEHICLE AND STARSHIP GUIDE

SAMPLE VEHICLES

Planetary vehicles, those limited to planet surfaces of- one type or another, are worth their weight in gold in the proper circumstances. Players love to buy vehicles for their characters, and love to use them in game. Like most things in the cluster, vehicles are created by design houses, who sell the rights to manufacture the vehicles to off world manufacturers. Usually only sample vehicles are shipped from world to world, as data files are much cheaper.

THE PATHFINDER

by Albrecht M. Dorfman Design Bureau
Tech Level 8

The Pathfinder is a big vehicle, weighing in at 33.8 tons. It is designed for use in remote wilderness areas. It requires a breathable atmosphere, though turbochargers could be used in thin atmospheres. The Pathfinder has a crew of 2, with one computerized driver station and one computerized gunner station, and a six person living/ sleeping section with WC and kitchenette facilities. The machine rides on 6 oversize wheels, with a high ground clearance and wide track. The Pathfinder can carry 5 tons of cargo, and sports a turret with twin 20mm autocannon on top for a Weapon Factor of 8 each, teleoperated by the gunner. The powerful gas turbine engine pumps out 7500 energy units, and the vehicle has a top speed of 220 kph on smooth roads, and can expect almost half that in rugged terrain. The big fuel tanks hold enough kerosine for a 1600 kilometer range. The ceramic shell can be pigmented in any color or pattern. Cost is around 1050cr

K-BAT

by Kaman Designs
Tech Level 9

The K-Bat is a small, acrobatic airplane, at 20 tons. There is one crewmember - a pilot - who sits at an advanced driver station near the nose of the craft. The K-Bat is powered by a small turbojet of advanced design, producing 5000 energy units. The craft is well armed, with 1 30mm Weapon Factor 12 autocannon in a fixed mount beneath the pilot in the nose, and up to 6 sophisticated computer controlled Jaegger missiles rated at a Weapon Factor of 16 each. The thin, delta wings are supplemented by a small canard in front and a tall stabilizer fin in the rear. The plane can reach top speeds of 750 kph with 6 missiles, 833 kph with 4 missiles, 937 kph with 2, and 1078 kph with none. The in-wing tanks give the craft a range of 4800 kilometers at a cruising speed of 600 kph. The plasteel monocoque body is rugged and can be finished in any color or pattern desired. Cost is approximately 2900cr fully equipped. Replacement Jaegger missiles are available for 300cr each, and weigh 1 ton each.

JALOUSIE

by Service d'Esthétique Industrielle du Etienne Dugas
Tech Level 8

The Jalousie is a small (4.5 ton) efficient and remarkably flexible ground vehicle. The passenger box contains a computerized driver station and three passenger stations with interactive displays. The engine compartment is underneath the passenger box, and accessed through a drop panel in front. The engine is a Duhammel Grande, an alcohol fueled internal combustion device putting out 1500 energy units, driving four wide track wheels with high ground clearance, independently sprung with look-ahead sensors. There is a small cargo compartment in the back for carrying up to 400 kg of cargo. The Jalousie can reach a high speed of 300 kph, but is more comfortable cruising at 120. At that speed it carries enough alcohol for a 4000 km radius. The Jalousie is simple to manufacture, and cheap to buy and operate at approximately 140cr.

GRAVMASTER MARK 6

by Hologenic Technologies
Tech Level 9

The Gravmaster series of simple A-Grav vehicles is famous for its rugged dependability. Open Simple Rider and Standard Passenger stations straddle a small (60 kg) alcohol fueled internal combustion engine, pumping out 600 energy units. A big quarter-ton fuel tank is situated behind the passenger station. Folding outrigger booms carrying A-Grav plates stretch ahead and behind, and smaller balancing plates fan out to the left and right of the midsection. The Gravmaster Mark 6 weighs a mere 0.9 tons, has a range of 2600 km, and a max/cruising speed of 300 kph. It can be found new for approximately 66cr.

NON-PLAYER CHARACTERS AND CHARACTER OPTIONS

NON-PLAYER CHARACTERS

Non-Player Characters are all the other people in your game setting, besides the Players' characters. They are the farmers whose land the player characters cross. They are the lawyers whose advice the Player Characters seek. They are the mothers and fathers, sisters and brothers, and long lost cousins who show up on the doorstep needing a place to stay. All of them are created by the Game Master to propel the game along and populate the setting.

CHANCE MET NPCS

There are various levels of reality which go into making up Non-Player Characters (**NPCs**). Some NPCs are chance met on the road or bumped into at the bar. For example, here is an encounter with a chance met NPC in the *World of Faren* setting:

[GEORGE] Hey, the old Erol City Inn is really hopping today! My character *Paul Small* looks for a drunken yokel he can fleece in a game of Three Card Monte.

[Game Master) There's a pack of Riggers in from the drillheads, and a group of Archeologists up to see the Olde Vantor Homeland. The Riggers are singing bawdy drinking songs and the Archeologists are trying to ignore them.

[ANNA] Anyone else? *Nike Adidas* looks them over to see if any of them are interesting.

[Game Master] Well, ones a phytofarmer, obviously, but well-to-do. Um... (shuffles some papers, pretends to read while furiously making things up] there's a human tourist and his uhh... girlfriend of the night, and a petro-techie, and uh... a big Tagris, and uh...

[ANNA] A Tagris? What's a Tagris doing here on Faren? A Tagris? Give me a break!

[GEORGE] What? A Tagris who's a Vantor Archaeologist? You're kidding, right?

[Game Master] Nope. He's uh... sitting, talking to a young human wearing a worn out spacesuit and a pros-thetic eye.

[LOUIS] Ah the heck with Mr. Typical Smuggler. What's the Tagris wearing?

[Game Master] [Madly inventing] He's wearing an uh... a gold colored over tunic that's seen better days, and a pair of disreputable pantaloons. Oh! and a scintillating Owl pinned to a red velvet hat.

[ANNA] Hey! That is just too weird! Tagrises are tall. How tall is this one?

[Game Master] Well, he's sitting down now, but he's at least 250 centimeters.

[LOUIS] Whoa! Big Dude! *Phineas Phalanx* goes over and asks if he wants to arm wrestle!

[GEORGE] Back off Phin! Paul Small saw him first! "Hey, fur boy! You likee 3 Cardee Monty?"

[Game Master] Paul barely comes up to the Tagris' waist. The Tagris looks around like he's trying to find where the whining sound is coming from.

[ANNA] Nike doesn't like Tagrises. She thinks they look like animals with all that fur. She dumps her beer into the Tagris's lap, then she laughs in his face.

[GEORGE] Oh no! Not agaaaiiinn!

[LOUIS] "Niiiike!"

[Game Master] OK, Nike gets her wish. He jumps up snarling and backhands her. The area clears out, and you two are standing at either side of a ring of spectators. Just a sec, while I get the character ready. I don't know why I didn't expect this.

THE INSTANT CHARACTER

The Game Master needs to very quickly roll up a character. He knows there's about to be a fist fight, and he wouldn't put it past Nike to pull a knife. What he needs is an **Instant Character,** just a couple of skill levels and a basic sketch of a personality. He didn't anticipate this particular interaction. He rolled twice on the following table - **Relevant Skill Level Table**- once for unarmed and once for blade, getting a +3 and a +3. He decided to change that to a blade+5. Then he rolled on the table after that - **Quick Stats Table**- but he didn't like the roll, a 05, so he chose a STRENGTH of 15. Finally he rolled on the last table - **Quick and Dirty Personalities Table**- and got a 29 - Honorable. He liked the result and kept it.

Of course, other NPCs are not just met once and then discarded. Some are coworkers or professionals who interact frequently with the player characters, and some are folk who hire their services, such as guards, or perhaps students who follow the characters around to learn from them. If the characters meet up with or travel with these NPCs frequently, the Game Master will want a bit more detail in the NPC.

THE TEMPORARY NPC

For instance, the Game Master had initially decided that the Tagris was just window dressing for the man with the prosthetic eye, who was going to be an smuggler, but when Louis called the man "Mr. Typical Smuggler", the Game Master realized he was being a bit too stereotypical. He decided right then to make the Tagris the focus. After the fight, which the Tagris won by pinning Nike Adidas to the ceiling with a grav-belt, the Game Master began shaping the newly important Tagris.

The Tagris was now to be an archaeologist, and the Game Master decided to make him be a priest as well. He needed a hook for the new NPC, so he rolled on the **NPC Missions Table**. There he rolled that the Tagris was on a *Secret Political Mission*. Further amplifying his NPC's background, he chose *Relic or Religious Artifact* from the **Object of Mission Table.** He decided to make this the bones of a human missionary priest who was killed on Adma during the first contact and subsequently canonized, which the Tagris is returning to the Church. The mission is secret because the bones of the priest are supposed to have been already recovered. The GM decides to name the Tagris **"Folea Kaumal"**.

The Game Master decides to give *Folea Kaumal* 3 more relevant skills and 10 incidental skills. He rolls 3 more times on the Relevant Skill Table and 10 times on the **Incidental Skill** table. The relevant skills in this case are important skills an archaeologist would have, and the incidental skills are minor skills which the Game Master decides should include climbing, riding, linguistics, and such other useful skills. He adds up all of Folea's skill levels and subtracts one out of every 7 skills. Rounding to the nearest whole number results in Folea's approximate age.

Deciding how many skills to award an NPC is a delicate thing, and should be left to the discretion of the GM. We offer the following as guidelines:

*   Unless a character is very old, she will not have a lot of very high level skills. Remember the trade-off between many skills and depth in those skills. Typical characters will have mastery (skill+5) in at most one skill by the age of 25, and perhaps three or four by age 45. Double mastery (skill+10) is rare, and triple mastery (skill+15)is truly exceptional. Double and triple mastery are indications that the character has neglected breadth of knowledge for the sake of depth of knowledge.
*   Giving a character very many skills, many skill masteries, or both means the character will be old. Remember to decrease the character's physical attributes appropriately to reflect the character's aging.
*   All these tables are there for your convenience as GM. Think of randomly rolling such things as spur to your imagination. If you decide to just pick something interesting instead of rolling, go for it! If you do roll randomly, ignore any result that is inconsistent with the setting or anything previously established about the character.

The listings are very vague. They should be used as spurs for your creativity. For instance, the result of "Fleeing Persecution" in the **NPC Missions** table implies that there is persecution to be fled from, that someone/some organization is persecuting people, and that this someone has a reason for this persecution, good or bad. Fitting this into your game setting may be impossible, in which case toss out the result and select something different. On the other hand, this could be a hook deeper into something interesting that you hadn't thought about. Is the persecution public? Is it deadly? Are the persecutors likely to come here looking to enforce the persecution? What about the PCs? What will their reaction be? A lot can be built on a vague little two word table result.

The last table the Game Master uses is the **NPC Relative Wealth** table. This gives an indication of the NPC's possessions. The Game Master selects a moderately wealthy result. This is to reflect the bizarre but expensive clothing he has already given Folea Kaumal. With this the character is ready to play for a fairly long term.

NPC RELEVANT SKILLS TABLE

RELEVANT	SKILL LEVEL TABLE		QUICK STATS	TABLE
Roll or Choose	Add a +1 if the NPC is a professional		Roll or Choose	
%d roll	Skill Level		%d roll	Statistic
01-10	0			
11-35	1		01-02	1
36-60	2		03-05	2
61-84	3		06-10	3
85-98	4		11-18	4
99	5		19-28	5
0	6		29-39	6
			40-50	7
			51-60	8
			61-64	9
			65-69	10
			70-74	11
			75-80	12
			81-84	13
			85-88	14
			89-92	15
			93-94	16
			95-96	17
			97-98	18
			99-00	19

NPC MISSIONS TABLE

Roll or choose	NPC Mission
01-05	Open Religious Rite or Ceremony
06-10	Secret Religious Rite or Ceremony
11-15	Victim of Vast Political Conspiracy
16-20	Delusions of Vast Political Conspiracy
21-25	Trade Mission
26-30	Spying
31-35	Searching
36-40	Open Political Mission
41-45	Secret Political Mission
46-50	Tourist
51-55	Member of Political Cabal
56-60	Delusions of Membership in Political Cabal
61-65	On Way to Somewhere Else
66-70	Fleeing Persecution
71-75	Fleeing Law
76-80	Theft or Criminal Activity
81-85	Compelled Against Will
86-90	Madness
91-95	Prophecy
96-00	Love

QUICK AND DIRTY PERSONALITIES TABLE

Roll or Choose	Personality Hook
01-03	Whimsical
04-06	Brooding
07-09	Pondering
10-12	Joking
13-15	Teasing
16-18	Flighty
19-21	Monomaniacal
22-24	Laid Back
25-27	Focused
28-30	Honorable
31-33	Scheming
34-36	Byzantine
37-39	Straight Arrow
40-42	Patient
43-45	Sneaky
46-48	Despondent
49-51	Sloppy
52-54	Haughty
55-57	Tricky
58-60	Earnest
61-63	Bashful
64-66	Humble
67-69	Angry
70-72	Bitter
73-75	Paranoid
76-78	Watchful
79-81	Planner
82-84	Improvisor
85-87	Whacky
88-90	Reserved
91-93	Brash
94-96	Whining
97-99	Languid
00	Roll twice

STARCLUSTER - NPC & CHARACTER OPTION GUIDE

OBJECT OF MISSION TABLE

Roll or Choose	Mission Object
01-05	A Particular Player Character
06-10	A Particular Political Figure
11-15	A Particular Religious Figure
16-20	A Particular Relic or Religious Artifact
21-25	A Particular Weapon
26-30	A Particular Person of Opposite Sex
31-35	A Particular Person of Same Sex
36-40	Political Information
41-45	The Player Character Party
46-50	A Particular Symbolic Item
51-55	A Particular Item of Great Monetary Value
56-60	A Particular Item of Great Political Value
61-65	A Particular Technological Item
66-70	A Particular Animal
71-75	A Particular Plant
76-80	A Particular Mineral
81-85	Military Information
86-90	A Particular Piece of Property
91-95	A Particular Item of Great Religious Value
96-00	Information on a Process

INCIDENTAL SKILL TABLE

Roll or Choose	Skill Plus
01-45	1
46-85	2
86-93	3
94-97	4
98-99	5
00	6

Incidental Skills are skills which the character has learned, but which have not proven vital in the character's life's work. For instance, Ride skill for a Diplomat is not vital to the Diplomat's performance of duty, although it may be very useful.

NPC RELATIVE WEALTH TABLE

%d roll	Possessions
01-15	Poor Clothing and Poor Weapon
16-30	Poor Clothing, Poor Weapons, and Poor Mount/vehicle/property
31-40	Decent Clothing and Poor Weapons
41-50	Decent Clothing and Decent Weapons
51-55	Decent Clothing, Decent Weapons, and Decent Mount/vehicle/property
56-60	Good Clothing, Decent Weapons, and Decent Mount/vehicle/property
61-65	Good Clothing, Good Weapons, and Decent Mount/vehicle/property
66-70	Good Clothing, Good Weapons, and Good Mount/vehicle/property
71-73	Excellent Clothing and Decent Weapons
74-76	Excellent Clothing and Good Weapons
77-79	Excellent Clothing, Good Weapons, and Good Mount/vehicle/property
80-82	Excellent Clothing, Excellent Weapons, and Good Mount/vehicle/property
83-85	Excellent Clothing, Excellent Weapons, and Excellent Mount/vehicle/property
86-88	Superb Clothing and Good Weapons
89-90	Superb Clothing and Excellent Weapons
91-92	Superb Clothing, Good Weapons, and Good Mount/vehicle/property
93-94	Superb Clothing, Excellent Weapons, and Good Mount/vehicle/property
95-96	Superb Clothing, Excellent Weapons, and Excellent Mount/vehicle/property
97	Superb Clothing, Superb Weapons, and Good Mount/vehicle/property
98	Superb Clothing, Superb Weapons, and Excellent Mount/vehicle/property
99	Superb Clothing, Excellent Weapons, and Superb Mount/vehicle/property
00	Superb Clothing, Superb Weapons, and Superb Mount/vehicle/property

MOOKS AND GUNMEN

Sometimes you want less complex characters, ones you can drop in most anywhere to provide opposition to the Player Characters without a lot of social interaction. In other words, sometimes you just want someone to shoot and be shot at. The following characters are generic gunmen, able to be dropped into most any situation with only slight customization. The generic characters are graded from easiest to most difficult to allow you the most flexibility. Throughout this section, the term "weapon skill" is used in place of the actual weapon skill relevant to the situation. Replace this term with the skill appropriate to the scenario and go. The stat for "Unarmed Combat Damage" assumes that Unarmed Combat skill is equivalent to Weapon Skill.

MOOK:

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+2	Armor: Ballistic or Skin			Hindered Level:	240
Other Relevant Skills: None				Unconscious Level:	160
Unarmed Combat Damage: +10	To Hit:50%			Ser. Wounded Level:	80

THUG:

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+3	Armor: Ballistic or Skin			Hindered Level:	240
Other Relevant Skills: None				Unconscious Level:	160
Unarmed Combat Damage: +15	To Hit:55%			Ser. Wounded Level:	80

COP:

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+4	Armor: Ballistic or Skin			Hindered Level:	240
Other Relevant Skills: Sneak+1				Unconscious Level:	160
Unarmed Combat Damage: +20	To Hit:60%			Ser. Wounded Level:	80

GUNMAN:

STR:9	COOR:9	AGY:9	END:9	Full Constitution:	360
Weapon Skill:+3	Armor:Ballistic or Steel			Hindered Level:	270
Other Relevant Skills: Sneak+1, React+1				Unconscious Level:	180
Unarmed Combat Damage: +20	To Hit:60%			Ser. Wounded Level:	90

ARMY:

STR:9	COOR:9	AGY:9	END:9	Full Constitution:	360
Weapon Skill:+4	Armor: Ballistic or Steel			Hindered Level:	270
Other Relevant Skills: Tactics+2				Unconscious Level:	180
Unarmed Combat Damage:+25	To Hit: 65%			Ser. Wounded Level:	90

STARCLUSTER - NPC & CHARACTER OPTION GUIDE

MASTER:

STR:10   COOR:10   AGY:10   END:10   Full Constitution: 400
Weapon Skill:+5   Armor: Any   Hindered Level: 300
Other Relevant Skills: Dash+2, React+2   Unconscious Level: 200
Unarmed Combat Damage:+30   To Hit: 70%   Ser. Wounded Level: 100

BODYGUARD:

STR:10   COOR:10   AGY:10   END:10   Full Constitution: 400
Weapon Skill:+5   Armor: Ballistic or Ceramic   Hindered Level: 300
Other Relevant Skills: Observe+3, React+3   Unconscious Level: 200
Unarmed Combat Damage: +30To Hit:70%   Ser. Wounded Level: 100

MARINE:

STR:10   COOR:10   AGY:10   END:10   Full Constitution: 400
Weapon Skill:+6   Armor: Ballistic   Hindered Level: 300
Other Relevant Skills: Dash+2, Observe+2, React+2   Unconscious Level: 200
Unarmed Combat Damage: +35   To Hit: 75%   Ser. Wounded Level: 100

ARMORED MARINE:

STR:20(10)   COOR:10   AGY:10   END:10   Full Constitution: 400
Weapon Skill:+6   Armor: Ceramic or Plasteel   Hindered Level: 300
Other Relevant Skills: Zero-G+2, React+2, Tactics+2   Unconscious Level: 200
Unarmed Combat Damage: +55   To Hit:100% (75%)   Ser. Wounded Level: 100

SPECIAL FORCES:

STR:11   COOR:11   AGY:11   END:11   Full Constitution: 440
Weapon Skill:+7   Armor: Ballistic or Plasteel   Hindered Level: 330
Other Relevant Skills: Tactics+3, Demolitions+3, gunnery+3 Unconscious Level: 220
Unarmed Combat Damage: +45   To Hit:85%   Ser. Wounded Level: 110

DOUBLE MASTER:

STR:13   COOR:13   AGY:13   END:13   Full Constitution: 520
Weapon Skill:+10   Armor: Any   Hindered Level: 390
Other Relevant Skills: React+5, Observe+5   Unconscious Level: 260
Unarmed Combat Damage: +65   To Hit:105%   Ser. Wounded Level: 130

Note: The names are for illustrative purposes. The Strength stat of 20 under Armored Marine assumes powered armor while the number in parentheses is the un-enhanced non-powered stat.

STARCLUSTER - NPC & CHARACTER OPTION GUIDE

THE PERMANENT NPC

For NPCs which require more than this, the NPC should be created exactly as if the character were a player character. This will always give the best and most realistic results. Any character which needs to be that realistic should go through the complete process.

One way to speed things up, and this can be done for a PC as well, is to take employment in blocks. In a ten year block, an average result would be 2 promotions, so a less than average character would have 1 promotion, a good character would have 3 promotions, and a very good character would have 4 promotions. Halve that for 5 year blocks - thus zero for a below average character, one for an average character, and 2 for a very good character. Physical Deterioration should be assigned. For an NPC, you can select skills rather than roll them. This should drastically speed character creation up.

CHARACTER OPTION - TEMPLATE CHARACTERS

Another way of speeding up character creation is to use pregenerated Template characters. This gives a typical character of the profession, fully fleshed out, but at a young age. The GM can modify this with subsequent years of skill acquisition or tweak the stats if needed. All of the following templates were created using the Determined method of character generation outlined in the Character Generation section of the core rulebook. All of these characters have been generated up to the age of 26. These do *not* include Mothers Milk skills, as they are determined by the character's background. The GM is encouraged to create more templates as needed.

THE EX-MARINE

STR:10   COOR:10   AGY:6   END:9   IQ:127 PSI:0   RANK:I   CHAR:5
Military School, Military College, Marine/6/2   Constitution: 350   Money: 685cr
Skills: Discipline+1, Gun+5, Unarmed+2, Organize+1, Leadership+1, React+2, Tactics+1, Ship's Guns+1, Beam+1, Astronmy+1, Gyrojet+1

THE EX-PSIMAN

STR:9   COOR:7   AGY:9   END:7   IQ:121 PSI:4   RANK:8   CHAR:7
High School, Psionics College, PSIman/ 6/2   Constitution: 320   Money: 545cr
Skills: Relate+1, Programming+2, Unarmed+1, Shield+1, Stun+2, Heal+2, Pyrokinesis+3, Electronics+1

THE EX-SMUGGLER

STR:5   COOR:9   AGY:7   END:5   IQ:117 PSI:2   RANK:D   CHAR:10
No School, No College, Spaceman/4/1, Smuggler/6/2Constitution: 260   Money: 1100cr
Skills: Obtain+1, Streetwise+3, Drugs+1, Melee+1, Pilot+3, Gun+1, Blade+1, Dash+1, Stash+1, Negotiate+1

STARCLUSTER - NPC & CHARACTER OPTION GUIDE

THE EX-SPECIAL FORCES

STR:10   COOR:10   AGY:8   END:12   IQ:121 PSI:0 RANK:F   CHAR:5
Military School, Military College, Special Forces/6/2 Constitution: 400   Money: 1280cr
Skills: Discipline+1, Gun+3, Unarmed+2, Organization+1, Leadership+2, Tactics+2, Cryptography+1, Demolition+1, Zero-G+1, Electronics+1

THE EX-ENGINEER

STR:5   COOR:12   AGY:8   END:9   IQ:145 PSI:0 RANK:H   CHAR:7
Tech School, Engineering College, Engineer/6/2   Constitution: 340   Money: 600cr
Skills: Programming+2, Design+1, Drives+4, Physics+1, Gun+1, Electronics+2, Mechanics+1

THE EX-ASTEROID MINER

STR:11   COOR:11   AGY:7   END:8   IQ:109 PSI:1 RANK:9   CHAR:7
No School, No College, Asteroid Miner/10/3   Constitution: 370   Money: 1740cr
Skills: Streetwise+1, Drugs+1, Melee+3, Orient 3D+1, Pilot+2, Astronomy+1, Gun+1, Minerology+3, Ship's Guns+1, Navigation+1

THE EX-COURIER

STR:8   COOR:9   AGY:6   END:10   IQ:125 PSI:2 RANK:D   CHAR:9
High School, Acting College, Courier/6/2   Constitution: 330   Money: 825cr
Skills: Streetwise+2, Drugs+2, Blade+2, Disguise+1, Small Craft+1, Driving+1, Unarmed+1, Stash+1, Protect+1

THE EX-EXPLORER

STR:12   COOR:9   AGY:9   END:10   IQ:131 PSI:0 RANK:G   CHAR:6
High School, Art College, Explorer/6/2   Constitution: 400   Money: 365cr
Skills: Drugs+1, Unarmed+1, Paint+2, Sculpt+2, Programming+1, Planetology+1, Biology+1, Pilot+2, Gun+1, Beam+1

THE EX-COP

STR:7   COOR:12   AGY:8   END:10   IQ:117 PSI:2 RANK:D   CHAR:6
Military School, Thieve's College, Lawman6/2   Constitution: 370   Money: 665cr
Skills: Gun+4, Unarmed+2, Streetwise+2, Appear+1, Melee+2, Protect+1, Law+2, Psychology+1

THE EX-PRIEST

STR:8   COOR:8   AGY:9   END:10   IQ:124 PSI:2 RANK:7   CHAR:10
Agricultural School, Seminary College, Priest/6/2   Constitution: 350   Money: 250cr
Skills: Programming+1, Streetwise+2, Sociology+1, Psychology+3, Relate+1, Drugs+1

STAR TRAVEL AND   SPACE COMBAT

STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

THE VARIOUS METHODS OF SPACE TRAVEL

The first method of space travel in the Cluster is A-Grav. A-Grav is a field which is generated by an A-Grav drive. Within the boundaries of the field, gravity - up to the mass limit of the drive - is arbitrary. It can be whatever is desired, and from any particular direction. As a space drive, it only works in the presence of a large body which can be pushed against or attracted to effectively. Weapons pods use A-Grav to move around outside the ship. Ships and pods use it to lift from planetary surface to space. Of course, internally it makes possible acceleration faster than the human physical limit. A-Grav is a Technology Level 9 device, and is the key breakthrough technology of that Tech Level.

The second method of space travel in the Cluster is by G-Drive. G-Drive is a constant acceleration reaction drive, caused by combining matter and anti-matter in a burn chamber. Most of the mass of the drive is a complex maze of gravitic piping and shielding, used for the handling of matter and anti-matter safely. G-Drive is used to travel from place to place within a star system. It can be used to travel from star to star, but travel times are long due to relativistic speed limits. It can take years to travel between stars even at very fast accelerations. G-Drive itself uses gravitic enhancement, and is rated by the number of G's, or standard gravity units of acceleration, it produces. G-Drive is a Technology Level 9 device.

The third method of travel is by Jump. Jump is a field effect, like A-Grav. Within the spherical confines of a Jump field, everything up to the rated mass limit becomes detached from the normal space-time continuum. The ship becomes, in effect, located nowhere. Within the field, the Navigator uses her skill and psionic power to 'focus' the ship into a new location, and the ship returns to the universe at that location. The two attributes of the Navigator are Transfer Skill - which determines how fast the transit is in objective time - and Psionic Power - which determines how far away that relocation can be.

Jump Travel is by Jump Routes. Jump routes are naturally formed by a complex relationship of stellar type and location. The Jump Routes for the Cluster are a closed system, meaning there is no way to use a Jump Drive to enter or leave the cluster. The only way in or out is via slow G-Drive or Fusion Drive travel.

Jump along a particular Jump Route can only be effected at one point in every system. This point is called the Jump Point for that Route, and there are as many Jump Points as there are Routes. It is always located somewhere on Orbit 1 of the system, but it's exact location changes continually. Astronomers can locate the jump point by a tedious process of estimation, which is why all Jump Ships must carry an astronomer, to locate the Jump Point. Jump Points must be entered into at a particular speed, that being the speed at which the relative motion on the ship and of the system you are entering into are zero. The other end of a Jump Route is the Exit point. The exit point is a place somewhere on the orbit after the last occupied orbit of a star. In other words, if the last planet is in Orbit 4, then the Exit Point is located somewhere in Orbit 5. Astronomers can locate it by the same process used in locating Jump points, but it is almost never done. The ship enters and exits the Jump Route at a relative speed of zero in comparison to the system it is entering.

Do not think that because the relationships between the star systems are called Jump Routes that they are some kind of space highway which is traveled by ships. Nothing travels along these routes. The ship ceases to be part of our normal frame of reference at the Jump Point of one system and becomes part of the universe again at the Exit Point of another. Jump Drive is a Technology Level 10 device.

The fourth method is by Fusion Drive. Fusion Drive is a method used by Tech Level 8 cultures to travel within a star system. There are 2 types of fusion drive and they are a constant acceleration drive, analogous to G-Drive, except that they fuse hydrogen nuclei to produce power. Fusion Drive is fairly inexpensive and efficient, but not as good as G-Drive.

The fifth method is by Fission Drive. Fission Drive uses the power obtained by splitting heavy elements to drive ships through star systems. It is an order of magnitude (or more) less efficient than Fusion Drive, and used for the same purpose. Fission Drive becomes available at Tech Level 7.

The sixth and final method of travel is by Chemical Rocket. Chemical Rocket is the most inefficient drive of all, but for various reasons is used in Tech Level 7, when it becomes available, as the main means of lifting things to orbit from a planetary surface.

TECHNOLOGY LEVELS

Reference has been made here to Technology Levels, also called Tech Levels or TL. Tech Levels are a rating of the capacity of a culture to build and repair a certain type of technology. The Standard Tech Levels are given below:

TL	Age	Description

1 **Stone Age** Beginnings of Agriculture, towns and cities. Trade is by barter. Stone, Copper, and Wood are the characteristic materials. The defining technology is Agriculture.

2 **Ancient Age** City-states and empires. The first real roads. Trade is by coin and barter. Iron and Bronze are the characteristic materials. The defining technology is Metalworking.

3 **Medieval Age** Feudalism, peasants, and serfs. Trade is in coin or by barter. The characteristic materials are Stone, Wood, and Iron. The defining Technology is Fortification.

4 **Renaissance** Growth of cities and trade, and new knowledge. Trade is in coin, and the characteristic materials are Steel, Stone, and Plaster. The defining Technology is Printing.

5 **Age of Discovery** Voyaging, exploration, and colonization. Trade is in coin and paper backed by bullion. The characteristic materials are Wood, Iron, and Cloth. The defining technology is Steam.

6 **Age of War** Revolution, war, and the first exploits of true science. Trade is in paper backed by coin or bullion. The characteristic materials are Steel and Concrete. The defining technology is Internal Combustion.

7 **Age of Science** Science and trade are king. Crude chemical rockets propel tiny payloads into space. Trade is in paper backed by goodwill. The characteristic materials are Aluminum and Plastics. The defining technology is Computers.

8 **Space Age** Fusion Drive, Mag-lev, colonization of nearby planets and moons. Trade is in paper and credits. The characteristic material is Ceramic. The defining technology is Fusion.

9 **Interplanetary Age** A-Grav, G-Drive, and robotics. Trade is in credits. The characteristic materials are Plasteel and Ceramic. The defining technology is A-Grav.

10 **Interstellar Age** Jump Drive, interstellar colonization, and MatTran. Trade is in credits. The characteristic material is Active Plasteel. The defining technology is Mental Control.

While it is possible to get an item from a higher tech culture on a lower tech world, it is very expensive because the item cannot be manufactured by lower tech methods. Primitive cultures, that is from Tech Level 1 through Tech Level 4, are not traded with, as the impact on such cultures would be catastrophic. Observers are sent down to study these primitive cultures in as unobtrusive a manner as possible. Backwards cultures, those of Technology Levels from five

to seven, are traded with openly. These cultures are advanced enough to withstand the cultural shock of advanced technology.

Backwards Diasporan cultures are allowed into both the Diasporan Community and SaVaHuTa, but they have no voting privileges. They are also not taxed, and have the benefits of membership in the larger communities. Advanced cultures, those rated with Tech Levels of eight and above, are the heart of modern civilization. These are the cultures that build and operate starships, that colonize and trade throughout the Cluster. Not all areas of a world are necessarily the same Tech Level.

NOMENCLATURE

StarCluster uses some words in fairly specific, nonstandard ways. Below are some examples of StarCluster nomenclature:

Ship   A space vehicle of over 100 Tons.

Small Craft   A space vehicle of 100 Tons or less.

Jump Ship   A ship with Jump Drive.

Jump Craft   A small craft with Jump Drive.

Space Ship   A ship without Jump Drive.

Pod   A small ancillary vessel powered by A-Grav

Weapons Pod   A pod designed to be carried on a ship, housing weapons. These pods are remotely operated by gunners. Since they operate using A-Grav, they are only available at TL 9 or 10.

Weapons Turret   A turret carrying weapons. These are only used in TL 7-8 ships and pods, since weapon pods are inherently superior. A turret will cost the same as an equivalent pod, and be the same tonnage. A TL 8 ship which is atmospheric must enable the turrets to become recessed, at the same cost and tonnage as a ships bay.

In-line Weapon   A weapon built into the ship or pod itself, aimed by pointing the whole ship or pod.

Add-in   A standardized drop-in sub unit. Used on pods because of the premium of space and flexibility over cost. Weapon Add-ins are either in-line weapons or turrets. Turreted weapons require a separate gunner, as the pilot fires in-line weapons. Add-ins can be swapped out in any ships bay.

Station   A cluster of equipment optimized to allow an operator to perform a specific function. A more powerful station can be reprogrammed to substitute for a lesser station, if necessary.

Pod Deployment   Weapons pods are normally carried inside the ship's bay or their own specialized weapons bays. In order to use them, the pods must be "deployed" - i.e. moved outside the vessel. This is considered an aggressive act and may be grounds for shooting, especially with police, customs, or naval vessels. Naval vessels usually travel with pods deployed, except during pod refueling and Jump.

Scan   Detection and measurement instrumentation. Scan uses both passive - no detectable emissions - and active methods to locate and quantify hazards. Active scan can be turned off. With active scan off, and shields and drives off, a ship cannot be easily differentiated from asteroids or other space debris.

Shields   Protective measures used by ship to defend itself. This is a collective term which covers a number of different technologies such as antimissile lasers and mass drivers, reflective plasma fields, EM dispersion, and other measures. Shields are an active defense, and require skill and knowledge to use.

Engineering   Works with the various systems and subsystems on a ship or pod, primarily the drives.

M/AM Fuel   Matter and anti-matter. Each fuel component is kept separate until combined in the mixing/combustion chamber.

Observatory   Area containing instrumentation for locating and identifying objects in space. Used by astronomers for finding Jump Points and assisting in targeting during combat.

Trivox   Literally "three voice".

Trivox is a 3 dimensional display system. It can be used in passive mode - watching prerecorded programs - or active mode - playing games and simulations. Trivox can be watched from a distance, or with personal gear, immersively, where the person is part of the action.

SHIPS WITHOUT A-GRAV

It is possible that ships built on TL 9 or 10 worlds might have G drive, but no A-Grav. Humans and Humanoids can withstand indefinite time at up to 2.5G constant acceleration, but higher G forces can only be withstood for limited periods. Generally, ships without A-Grav have a maximum constant velocity of 2G, but can use reserve power for maneuvering in battle. For example, an A-Gravless ship can be constructed with a G-Drive rated at 6G, but when traveling can only boost at 2.5G. In combat, all 6Gs may be used. When using more than 2.5G, people and cargo must be secured and safety procedures followed. Even a ceramic coffee mug can be a lethal weapon at 6 G. People can be fitted into special G-compensation seating, and special suits can also be worn to increase this limit to 3G.

SPACEPORTS

There are 4 general types of spaceport, types A, B, C, and D.

Spaceport Type A is a ground spaceport with no orbital component, and with refueling capabilities appropriate to the Tech Level of the world or lower. Type A spaceports can be anything from a cleared field in a primitive world to a complex like the NASA installation at Cape Canaveral or Baikonur Cosmodrome. The ability of the spaceport to service the arrivals is dependent on the Tech Level of the world. This type of spaceport is typical on backward or primitive worlds.

Spaceport Type B is a ground spaceport with no orbital component, and with refueling capabilities of a Tech Level 9 or 10 world, i.e. Matter-Anti-Matter, no matter what the

Tech Level of the world is. Type B spaceports are generally small but well equipped, high tech level ports. This is because the spaceport has been imported from a higher tech world. These installations are typical on Thieves' Worlds and on Hunting Planets, both of which get much traffic from high tech worlds in comparison to the size of the population.

Spaceport Type C is an orbital spaceport with no ground component. Type C spaceports are usually found around colony worlds, as the colony ship or ships generally remain in orbit around the colony after the colonists land on the new world, serving as the base of a starport, with the landers now functioning as shuttles. Older colonies have substantially modified these original colony ships as their needs have grown, but the core is still there, even if it has been dismembered for component parts.

Spaceport Type D is a spaceport with both orbital and ground components. Type D spaceports are found on and around worlds of Tech Level 8 and above with substantial populations, in other words, States or Colonizers. In busy systems like Gloria, there might be half a dozen spaceports on the ground or in orbit, some very specialized in what traffic they care for. One station might tend only to fission craft, with special safeguards against the radiation, or another might only work with asteroid mining craft. Each world is different in it's needs, and thus in the exact distribution of services.

STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

SPACE COMBAT

The players are encouraged to dramatize and narrate the results of the combat, especially making use of in-character dialog over the ship's Comm net. This system does not scale well for use in situations of spaceships vs. vehicles and people. Starship weapons are **incomparably** more powerful than vehicular and personal weapons. Wherever reference is made to Ships, small craft are intended as well.

Sides make standard %dice initiative rolls. Side goes on its initiative.

COMMUNICATIONS AND COMPUTER CONTROL

Comm station coordinates all activities.
Each round of combat, Comm rolls a programming check. If the check fails, all subsequent activities have a further -5 penalty applied.

Comp station maintains the actual network within the ship, rerouting through redundant lines to bypass breakdowns.
Each round of combat, Comp rolls a programming check. If the check fails, all subsequent activities have a further -20 penalty applied.

FIRING WEAPONS AT TARGET

Scan acquires the target for the gunner, vastly improving chances to hit.
For each weapon, Scan rolls an astronomy check. If the check fails, the gunner has a -20 penalty to hit.

Gunner for that weapon rolls to-hit, with these modifiers.
Target not evading (surprised for instance) = automatic hit
If the firing ship has an observatory only:
A successful astronomy skill check by the observer = +10

PENETRATION OF SHIELDS

The character manning the shields station attempts to block penetration of the Shields by the weapon if a hit is scored.
A successful ship's guns check means the weapon did not penetrate and the attack fails. An unsuccessful check means the weapon penetrated.

The following modifiers apply to the Shields target number:
Ship is using Deflection Equipment rather than Shields = -20
Weapon is Pacc = automatic failure - neither reflective plasma nor anti-missile lasers can stop Pacc bursts
Weapon is X-Ray laser missile = -20

DAMAGE

If weapon penetrates, roll damage. Damage is 1d10*DM*10. GM interprets the damage result for best judgement of the effect and describes it to the players.

Any damage roll of 10 on the 1d10 is a critical hit, and a second d10 is rolled. Multiply the damage times this result for critical damage. .

Example:
KEW mine penetrates for damage. A 1d10 is rolled, and a result of 10 is obtained. This is a critical hit, and a second d10 is rolled for a Critical Damage result of 4. Final damage = 1d10(10)*DM(2)*10=200*Critical damage(4) = 800

If a 10 is rolled for the Critical Damage, another critical damage d10 is rolled and multiplied by the previous result.

Example:
KEW mine penetrates for damage. A 1d10 is rolled, and a result of 10 is obtained. This is a critical hit, and a second d10 is rolled for a Critical Damage result of 10. A third d10 is rolled for a Critical Damage #2 result of 4 Final damage = 1d10(10)*DM(2)*10=200*Damage(10)*Critical damage #2(4) = 8000

STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

This process is open ended - that is the multipliers continue to accrue until a Critical Damage result of less than 10 is rolled.

ARMOR

Armor absorbs damage which is below a critical amount. This amount is 500*armor factor

Example:

A ship has an armor factor of 2. The critical amount is 2*500 or 1000.

The ship is hit for 800 points. This damage is absorbed by the armor.

The ship is hit for 8000 points. This damage is applied to the ship

MAINTENANCE

Maintenance controls Damage which penetrates armor:

A successful electronics roll by Maintenance will halve (*.5) damage.
A successful mechanics roll by Maintenance will halve (*.5) damage.
If both rolls are successful, damage is quartered (*25).
On small ships and craft, Maintenance is usually done by the Engineer.

SHIP CONSTITUTION

Ships have 10 constitution points per ton, rounded up.

Examples:

5 ton small craft = 50 constitution
100 ton shuttle =1000 constitution
550 ton merchantman = 5500 constitution

At its full constitution*.75, the ship is Hindered.

All rolls are at -20% and max acceleration is *.75
At its full constitution*.50, the ship is Damaged.

All rolls are at -40% and max accelera-

tion is *.5
At its full constitution*.25, the ship is Hammered.

All rolls are at -60% and max acceleration is *.25

A successful drives check will repair 200 constitution points per round.
A successful mechanics check will repair 100 constitution points per round.
A successful electronics check will repair 100 constitution points per round.
Once a ship passes Damaged level, repairs cannot fix the ship beyond Hindered level.
Once a ship passes Hammered level, repairs cannot fix the ship beyond Damaged level.
In order to fully repair this damage, the ship must go to a starport for a refit.

DUTIES OF THE CREW IN COMBAT

This combat system is designed to keep all the crew involved in combat, giving each a task to perform as a team.

EVERY ROUND

Comm coordinates all activities, allowing the crew to work as a team, rolling checks against programming to avoid communications failures.

Comp maintains the intership network, rerouting resources as necessary, rolling a check against programming to avoid system breakdown.

EACH WEAPON FIRING AT TARGET:

Scan acquires the target for the gunner, predicting movement in time lag, rolling an astronomy check to avoid failing to correctly acquire target

Observer allows more precise target acquisition for the gunner, rolling an astronomy check to boost the chances of a hit.

Gunner fires the weapon, rolling a ship's guns check to hit the target.

STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

EACH HIT ON SHIP:

Pilot maneuvers the ship, rolling a pilot check to avoid hits, with these modifiers:

+10% if the ship has Courier Grade Attitude Jets

+20% if the ship has military Grade Attitude Jets

EACH UNAVOIDED HIT:

Observer allows more precise target acquisition for shields, rolling an astronomy check to boost the chances of a block.

Shields moves the reflective plasma layers in or out to protect against missile or beam weapons, rolling a ship's guns check to block hits

EACH UNBLOCKED HIT:

Check to see if Armor absorbs damage

EACH UNABSORBED HIT

Maintenance runs damage control, rolling a mechanics and electronics check to limit damage.

EVERY ROUND:

Engineering repairs accumulated damage with checks against drives, mechanics and electronics

Security detects hostile intrusions and organizes resistance.

STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

EXAMPLE OF PLAY

In this example, the PCs are Danner (Comp Tech), Eunice (Shield Tech), Gregor (Engineer), Tamauna (Scan Tech), and Ketto (Gunner). The other parts are played by the GM as NPCs. The PC's ship, the **Asa B**. **Pettit**, is a 200 ton smuggler craft which has been jumped by the **Perkin Warbeck**, a competitor of similar size, as they are nearing their destination. After several rounds, the **Warbeck** and the **Pettit** are both Hindered, making them start out the round at -20% on all skill checks.

The ships roll initiative for the round, and the **Warbeck** wins.

GM as Nate (Comm Op): (Rolls a programming check and fails) "Whoa, The circuit is jammed! That last hit did more than knock out the A-Grav!". *The ship is now at -25% for all skill checks.*

Danner (Comp Tech): (Rolls a programming check and succeeds) "OK, I've managed to reroute data lines around the damaged section. I'm going to attempt to send them a virus." Rolls a programming check at -55 (-30 + -25) and fails. "Grr! The stupid thing won't compile! I'm gonna work on it!"

GM to the group: "The **Warbeck** fires a laser and a missile." Rolls skill checks for the **Warbeck**'s gunners and succeeds both times. "Look out! They are both targeted dead on!"

GM as Micah (Pilot): (Rolls a pilot check and fails) "Great! I just zigged when I shoulda zagged! Eunice! You'd better get these babies!"

GM as 845-Lo2 (Observer): (Rolls an astronomy check and succeeds) "I have acquisition on the laser! Over to you, Eunice!"

Eunice (Shield Tech): (Rolls a ship's guns check at -15 (+10 + -25) and succeeds) "Yes! I nailed that one! Have you got the missile, 845?"

GM as 845-Lo2 (Observer): (Rolls an astronomy check and fails) "Dang it! I must have lost it in the shield flare!"

Eunice (Shield Tech): (Rolls a ships guns check and barely fails) "Arrrrgh! I hit it too late! Brace yourselves folks! We're gonna get nipped!"

(Being a smuggler, the **Pettit** has no additional armor, thus none of the blast is absorbed.)

GM to group: "The missile penetrates the shields and detonates too close to the ship!" (GM looks down systems tables, decides on the Sensor Array Subsystem) (GM rolls damage on a d10 and gets a 7, for a damage result of 700, putting the ship below Damaged level if Damage Control fails.) "Tamauna! Scan just filled with noise! You are having trouble picking out the other ship. Gregor! There's a fire in the sensor tunnel, and one of the bulkheads has collapsed over the data line."

Gregor (Engineer - the ship has no Maintenance Tech): (Rolls an electronics check and succeeds) "I'm on it! I've got the fire out, now to relieve the pressure from that ruptured bulkhead!" (Rolls a mechanics check and succeeds) "Whoohoo! Who da man! Who da man!"

GM: (reduces the damage to 175 points (700*0.25) which leaves the ship back above Damaged level) "Tamauna, Scan just snapped back in! You are go!"

Tamauna (Scan Tech): "You bet! That was a close one! Piotr! (rolls an astronomy check and fails) Sending, but this one's blurry as hell! Can you help, 845?"

GM as 845-Lo2 (Observer): (Rolls an astronomy check and succeeds) "I've got a bit better lock. Sending!"

Danner: "Good luck Piotr!"

GM as Piotr (Laser Gunner): (Rolls a ship's guns check at -35 (-25 + 10 + -20) and fails spectacularly) "No good, guys! That one was so far off I might have hit *us*!"

Tamauna (Scan Tech): "Sorry Piotr!" (Rolls an astronomy check and succeeds) "Got one for you, Ketto! Nail the bastard!"

GM as **845-Lo2** (Observer): (Rolls an astronomy check and succeeds) "Enhancing! This one looks good, Ketto!"

Eunice: "I got my fingers crossed, Ketto!"

Gregor: "Get him, Ketto!"

Ketto (Missile Gunner): "Beautiful!" (Rolls a ship's guns check at -15 (-25 + 10) and succeeds) "Oooh Yes! Take *that* Mister Warbeck!" (rolls damage on a d10 and gets a 10.) "Whoooeeee! Critical, baby!" (Rolls a d10 again and gets an 8 for a total of 1600 (10*20*8) points of damage) "Sent that one right up the old tubes!"

GM: "You see the M/AM warhead explode just behind the *Warbeck*, right on the tail." (Rolls for mechanics and electronics checks for opposite maintenance and fails both times) "The 'Warbeck explodes spectacularly in a huge fireball. Streamers of unidentifiable debris go streaming in all directions. Congratulations!"

Gregor (Engineer): "Yes! Now for the repair party!" (Rolls a drives check and succeeds) "I got a success on A-Grav! Hallelujah!" (Rolls a mechanics check and fails) "The cargo doors are still stuck. I'm gonna have to work on that!" (rolls an electronics check and succeeds) "Yeah! I got the landing gear working again, I think! We are rocking!"

GM: (Adds 500 points to the total ship constitution, moving it slightly above Hindered level.) "A-Grav is back online, though not above 1G. The landing gear indeed retracts, but it's jerky. You guys got a lot of work ahead of you!"
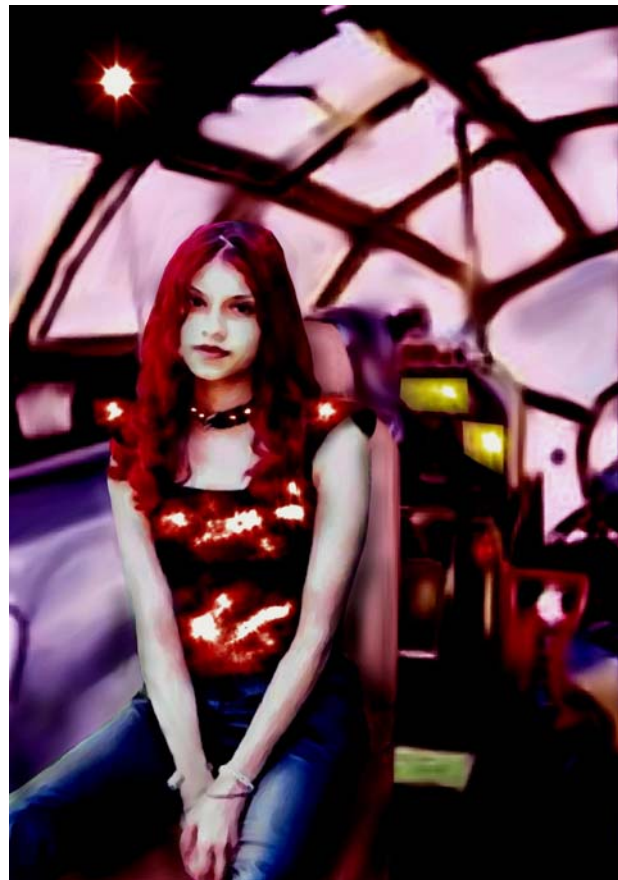
STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

LIST OF WEAPON DAMAGE FACTORS (DF) BY TECH LEVEL

Weapon	DF
TL7 Pulse Laser. (Weak beam weapon)	1
TL 7 KEW mines (Unguided Kinetic Energy Weapon.) -20% to hit	2
TL 7 Reaction Cannon (Small Rifled cannon which fires unguided shells.) -20% to hit	1
TL 7 Reaction Cannon (Medium Rifled cannon which fires unguided shells.) -20% to hit	3
TL 7 Reaction Cannon (Large Rifled cannon which fires unguided shells.) -20% to hit	5
TL 7 Mass Driver (Accelerates small payloads magnetically to extremely high speed.)	1
TL 7 X-Ray Laser (Nuclear missile which explodes and lases resulting X-Rays.)	10
TL 7 WG-Nuke Missiles* (Nuclear missiles tele-guided by weapons console.)	2
TL 7 CG-Nuke Missiles* (Nuclear missiles guided by onboard computer.) -20 to hit	2
TL 8 Beam laser (Powerful beam weapon)	10
TL 8 GG-Nuke Missiles* (Nuclear missiles tele-guided by gun station.)	2
TL 8 Pacc (Particle accelerator.)	40
TL 9 Mag Gun (advanced Mass Driver)	2
TL 9 Cogar (Gamma Ray Laser)	30
TL 9 Laselet (Small form factor laser. Specially tuned and constructed.)	5
TL 9 CG- M/AM Missile* (Computer guided Matter/Anti-Matter missiles.) -20 to hit	20
TL 9 GG-M/AM Missile* (Gun station-guided Matter/Anti-Matter missiles.)	20
TL 9 M/AM Torpedo (Large Gunner/computer guided Matter/Anti-Matter missile.)	40

STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

Use the following table for hit locations to help in describing damage. Roll or choose result for best dramatic effect.

%d roll	System	%d roll	Subsystem
01-20	**Drive System**		
		01-80	Main Drive Subsystem
		81-00	Auxiliary Drive Subsystem
22-42	**Life Support System**		
		01-45	HVAC Subsystem
		46-53	Waste Recycling Subsystem
		54-60	Hydroponics Subsystem
		61-00	Food & Water Subsystem
43-48	**Scan System**		
		01-50	Sensor Array Subsystem
		51-55	GRADAR Subsystem
		56-70	Spectral Analysis Subsystem
		71-00	Data Integration and Projection Subsystem
49-60	**Shield/Deflector System**		
		01-45	Antimissile Subsystem
		46-90	Anti-Energy Weapon Subsystem
		91-00	Drone Lure Subsystem
61-70	**Control System**		
		01-20	Attitude Jet Subsystem
		21-75	Lift Subsystem
		76-00	Landing Subsystem
71-73	**Cloak and Dagger System**		
		01-25	EM Countersank Subsystem
		26-50	Active GRADAR Subsystem
		51-75	Configured Transponder Subsystem
		76-00	Reflective Plasma Shaping Subsystem
74-79	**Communications System**		
		01-45	In Ship Comm Subsystem
		46-85	Radio Subsystem
		86-00	MASER Subsystem
80-95	**Structural System**		
		01-95	Hull Armor
		96-98	Docking Subsystem
		98-00	Emergency Airlock Subsystem
96-00	**Weapons System**		
		01-50	Laser Subsystem
		51-60	COGAR Subsystem
		61-85	Missile/Torpedo Subsystem
		86-90	Particle Beam Subsystem
		91-92	KEW Subsystem
		93-00	Reaction Cannon Subsystem

STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

JUMP TABLE

When using Jump Drive, roll percentile dice on the following table. Subtract 10 from the roll for every Transfer skill level. Add 10 to the roll for each number in the length of the jump route - i.e. A route length of 2 adds 20 to the roll. Minimum is zero. If the result is over 100, the jump fails and must be retried. Retrying a Jump is a delicate procedure. The ship must come to a full stop relative to the destination system exactly at the Jump Point. This takes hours of maneuvering, 10 hours at 1G. This is shortened by the acceleration of the ship, so at 2Gs it would take 5 hours, 3.33 hours at 3G, 2.5 hours at 4G, etc.

%d roll	Objective time taken in Jump
0	2 hours
01-10	5 hours
10-20	10 hours
21-30	1 day
31-40	2 days
41-50	5 days
51-60	10 days
61-70	20 days
71-80	40 days
81-90	80 days
91-99	160 days
00	320 days

STARCLUSTER - STAR TRAVEL AND SPACE COMBAT

THE ORBITS
The 10 available standard orbits are centered at the following distance from the star:

Orbit # Distance in miles
1   35,000,000
2   65,000,000
3   90,000,000
4   150,000,000
5   275,000,000
6   500,000,000
7   1,000,000,000
8   2,000,000,000
9   3,000,000,000
10   4,000,000,000

With constant acceleration, the longer you travel, the faster you go. You have to speed up to the half-way point then slow down the rest of the way because otherwise you'd overshoot your destination. The times given for transit are in objective time, that is, time as the universe measures it. The subjective time, that is, time as the ship measures it, would be somewhat less due to relativistic effects. Since the speed of light is 670,616,629.38 MPH, there would be some slight time dilation, but the difference is negligible for the effort expended. Over longer trips with higher maximum speed, time dilation could be significant, but the math involved is far too difficult for most people.

MOON ORBITS
Moon orbits are much smaller than planetary orbits. All moon orbit travel takes less than 24 hours at 1G, so It's not worth the bother of accelerating any faster. Following are the standard moon orbits established by convention.

Orbit#	Distance in Miles from center of Primary
X+1	50000.00
X+2	80000.00
X+3	120000.00
X+4	250000.00
X+5	400000.00
X+6	650000.00
X+7	1200000.00
X+8	3500000.00
X+9	7000000.00
X+10	14000000.00

There may be more than one actual orbiting body in any given standard orbit, but they are treated as one moon. Any such occurrence is with tiny moonlets which can be taken in aggregate as one moon. If a name is given, it is for the largest such moonlet. For instance, Saturn's moons Tethys, Telesto, and Calypso share the exact same orbital radius, and Epimetheus and Janus have less than 50 km difference in their orbital radius. In this case, only Tethys is a major moon. The others are moonlets.
Use the following tables in the same manner as the preceding planetary orbit tables. In the case of going to the primary planet from a moon or vice versa, use the Orbit# x+1 column, as the difference is tiny.

Maximum Transit time - Moon Orbits - in hours

Orbit #	x+1	x+2	x+3	x+4	x+5	x+6	x+7	x+8	x+9	x+10
X+1	X	1.48	1.70	2.26	2.76	3.44	4.60	7.76	10.94	15.44
X+2	1.48	X	1.84	2.36	2.86	3.56	4.66	7.80	10.96	15.46
X+3	1.70	1.84	X	2.50	2.98	3.62	4.74	7.84	11.00	15.48
X+4	2.26	2.36	2.50	X	3.32	3.90	4.96	8.00	11.18	15.56
X+5	2.76	2.86	2.98	3.32	X	4.22	5.22	8.14	11.20	15.62
X+6	3.44	3.56	3.62	3.90	4.22	X	5.60	8.40	11.40	16.06
X+7	4.60	4.66	4.74	4.96	5.22	5.60	X	8.94	11.80	16.06
X+8	7.76	7.80	7.84	8 8.	14.00	8.40	8.94	X	13.36	17.24
X+9	10.94	10.96	11.00	11.18	11.20	11.40	11.80	13.36	X	18.88
X+10	15.44	15.46	15.48	15.56	15.62	15.76	16.06	17.24	18.88	X

Minimum Transit time - Moon Orbits - in hours

Orbit #	x+1	x+2	x+3	x+4	x+5	x+6	x+7	x+8	x+9	x+10
X+1	X	0.72	1.10	1.84	2.44	3.18	4.42	7.66	10.86	15.38
X+2	0.72	X	0.84	1.70	2.34	3.10	4.36	7.62	10.84	15.36
X+3	1.10	0.84	X	1.48	2.18	3.00	4.28	7.58	10.80	15.34
X+4	1.84	1.70	1.48	X	1.60	2.60	4.02	7.42	10.70	15.28
X+5	2.44	2.34	2.18	1.60	X	2.06	3.68	7.26	10.58	15.20
X+6	3.18	3.10	3.00	2.60	2.06	X	3.06	6.96	10.38	14.74
X+7	4.42	4.36	4.28	4.02	3.68	3.06	X	6.26	9.92	14.74
X+8	7.66	7.62	7.58	7.42	7.26	6.96	6.26	X	7.70	13.36
X+9	10.86	10.84	10.80	10.70	10.58	10.38	9.92	7.70	X	10.90
X+10	15.38	15.36	15.34	15.28	15.20	15.06	14.74	13.36	10.90	X

TRANSIT TIME BETWEEN STANDARD PLANETARY ORBITS

Use the Orbit Transit Time Calculator included in this package for all transits between planets.

GUIDE TO CLUSTER POLITICS AND SOCIETIES

STARCLUSTER - POLITICS AND SOCIETIES

PREFACE

The political situation of the Cluster is a fluid, ever changing relationship between many participants. The prevalent doctrine in the academic circles of SaVaHuTa is that the current political arrangement is an "inevitable consequence", and they marshal endless arguments to prove this inevitability. This is, however, an artifact of the fact that the past is in the past, and thus has a certain aura of destiny to it. At the time decisions are made, there is no inevitability, and the people involved in those choices do not confidently and unerringly take the course which leads to the present. These choices are made in the heat of the moment with many intangible factors weighing in, for most of which we in the future will have no clue as to their existence. If nothing else, the very narrow escapes SaVaHuTa has had in the past, perhaps most tellingly in the Keltay affair, show that there is no pre-destination or inevitability to the present situation. It would be astonishingly easy to smash the fragile instrument that is called SaVaHuTa from within or without, and it is only with great vigilance that the continuation of that instrument can continue.

This Guide concentrates on the political/military organization of SaVaHuTa, the dominant alliance in the Cluster. How that alliance works and how it achieves its goals are the focus of the work. However, SaVaHuTa does not exist in a vacuum, and the various political organizations of the Cluster are also detailed here. The rival alliance of the Diasporan Community, the Independent worlds, the worlds of the Thieve's Guild, and the various Alien organizations are covered to a lesser degree.

HUMANS AND HUMANOIDS

Humans and Humanoids have become over the last 500 years the dominant life form in the Cluster. About 1 million years ago an alien race known as the "seeders" brought plants, animals, and people from Old Earth into the Cluster. They deposited these cargoes all over the Cluster, on various worlds, but the humans only at four different places in the Cluster. Jalan in the Anson System, Tamana in the Brass Sys-

tem, Adma in the Iris System, and Faren in the Plush System. They followed a similar pattern in each case, destroying about half the existing ecosystem and replacing it wholesale with the imported Old Earth ecosystem. The technology used must have been phenomenal, and the reason behind it inscrutable. The people deposited, a species known as Homo Erectus, evolved separately in 4 different places.

Jalan, Anson 2

On Jalan, the original Homo Erectus stock evolved in several different ways, but at least one variety of humanoid which evolved there is virtually indistinguishable from Diasporan Humanity. The peoples of Jalan did not evolve in a technological manner as quickly as on Earth, instead developing amazing psionic powers far beyond normal human abilities. As all information on Jalan, as well as contact with the planet, is under SaVaHuTa interdict, and as the humanoids of Jalan have had very little impact on the rest of the Cluster, we will move on to more important matters.

Tamana, Brass 2

On Tamana, under the smouldering red sun of Brass, Homo Erectus was at first almost wiped out. The large and aggressive plains carnivores of Tamana were ruthless in harrying the people. The bands of humans retreated into the rain forests, where they lived in the mid-canopy region. As Tamana is cooler than Earth, they evolved more hair as a covering. Their eyes became more receptive to dim light. Their feet evolved into efficient climbing gear with long grasping toes and an opposable thumb. Most remarkably, they evolved a long prehensile tail like some of the monkeys of Old Earth. Thus equipped, they came to dominate the forest and move out onto the plains.

Sastra was their name for themselves. It meant "The People". They were small, slightly built, and incredibly agile. They were also smart. They invented tools, first from wood and flint, then from bronze and iron, then from steel. Eventually, they created a thriving technologically driven society. It was then that they were invaded from space.

The creatures called themselves "Humans", and looked not too dissimilar from Sastra, but they were strange. They were fleeing the imminent death of their home star and the immediate area of space around it by shooting their people off in sub-light colony ships. They came to the Cluster because of the astonishing concentration of habitable worlds here, and this was to be their new world.

There was a long and bitter war fought there on Tamana, but before it ended, the Sastra and Humans discovered that they were very closely related to and could interbreed with humans. The war cooled down and the two sides decided they could get along after all.

ADMA, IRIS 4

Adma is a beautiful world. The largest continent lies in the northern hemisphere, and is very well watered, full of lakes and large rivers. This was the continent on which the Seeders placed their Homo Erectus colony. The hominids, however, did not fare well with the dangerous native carnivores and the radiation Iris pumped out, and they retreated to the lakes. They grew adapted to their semi-aquatic home, growing a dense pelt of fur to ward off the cold winters, and becoming much larger than they used to be, increasing their volume to surface area ratio. They also grew webbed fingers and toes, with the finger webs extending halfway up the fingers. They avoided the bright sunlight, becoming nocturnal creatures. Their eyes grew much larger and more sensitive to light. Their nostrils became flat and sealable, and their external ears migrated to the tops of their head, the better to hear while most of the body was under water.

They called themselves the "Tagris" which means "we". Their lake dwellings became more and more elaborate until they became cities. Aquaculture replaced agriculture, and fish were ranched and water vegetables were raised. They began building their own lakes by damming the rivers, building their cities and dams in stone. They began refining metals for stone cutting, and learned how to treat steel so that water did not corrode it.

Adma has two moons, both quite large. They perform a marvelous dance in the sky, and the tides are tricky and wild. The Tagris wanted to visit those other worlds they could see so easily in the sky. They could see the lakes and rivers on the moons and wanted to colonize them. The Tagris put together a concerted effort, and finally sent a small ship to the nearest moon, Flan. When they got there, they found that Flan was inhabited by creatures called Humans, but lately come to Flan, fleeing some disaster on their homeworld.

The two peoples shared technologies and planets, with many Humans coming down to Adma to live with the Tagris, but most of the Humans feared the Tagris, and would not allow them on Flan. There is a bit of Xenophobia in Humanity, and Flan was just the first of many to choose a solitary way.

Faren, Plush 3

Faren is a water world, with only scattered tiny islands breaking up a sea that stretches from pole to pole. The original Home Erectus set down by the Seeders soon stretched the food supply on the islands to the breaking point. Some of the H. Erectus colonizers began actually living in the shallow lagoons. It was a blessed respite. The intense amount of radiation pumped into Faren by Plush was mitigated by the water, and the water supplied plenty of food. The H. Erectus soon became very different from their forbearers. They lost their hair and grew a layer of subcutaneous fat. Their ears were tiny, and their nostrils could shut tight against the water. Their feet grew longer and flatter, and they grew a wide, muscular, diamond shaped tail. They could propel themselves through the water very quickly with the tail, using their paddle-like feet to steer. Their skins became patterned with wild colors for camouflage and for identification, as each person's pattern was individual.

Their hands were left free by this mode of travel, and they took to carrying stingray spines and coral spires as tools and weapons. They learned to make plastics from seaweed, using fires on the islands to cure and

shape it. They built bubble cities underwater, and factories on the islands, and brought the whole planet under their sway, lit with electricity powered by the tides. The tides of Faren are enormous, as Faren is a "Double Planet", with a moon nearly as big as Faren is. From this moon one day came visitors. Humans fleeing from Old Earth had colonized the moon and been intrigued by the lights in the ocean, and had gone down to meet with these "Aliens". The Humans and the people of Faren, known to themselves as the "Vantor" - which translates to "us" - soon became partners in colonizing. The Humans building artificial floating islands for the face of Faren, and the Vantor settling the seas of the moon, known at the time as "Plush", but since renamed "Committed-to-the-Lord" after a religious revolution. Committed-to-the-Lord entered the Diasporan Community, but it's Vantor population are recognized as citizens of the State.

The Vantor and Human cooperation on Faren extended further, and it was discovered that they were virtually indistinguishable via DNA testing, and could probably create viable offspring. This was shown to be the case, and the two people became one.

The Diaspora

Humans left Old Earth in thousands of sublight generational ships, slowly leaving the vicinity of the original homeworld. They left over a period of about one hundred years, the later ships arriving first because they were faster. There has been a colony ship reported within the last decade, though it proved dead, and there are others on their way. They were not aimed just at the Cluster, Humans scattered all over the galaxy, but the Cluster was the target for many.

Sometimes there were troubles along the way. Several colony ships arrived dead, and several more were damaged. On many ships, the humans, with no hand in guiding the pre-programmed ships, lacked purpose and slid into savagery. On others, people were able to retain their focus and survived the trip relatively intact. At any rate, several tens of millions of humans survived the trip and entered the Cluster.

This event, this tide of Humanity, is called **the Diaspora**, which means the Scattering. The influx of these peoples occurred over a long time period, with the densest time of arrivals some 300 to 400 years ago. As each colony ship - or sometimes a matched pair - was generally filled with people with something in common, the various worlds they settled became little islands in the sea of space, and the Diasporan communities they harbored became isolated populations. Each world became a totality, and the small genetic differences became exaggerated.

The worlds of course warped them also. The programming of the robot brains was seemingly imperfect, witness the selection of asteroid moons over lush earth-like planets, as happened several times. The robots were equipped to deal with settling asteroids, however, and they were settled. Many Diasporan communities descended into barbarism and savagery, either at this point or on the trip, and had to figure out a way to live in these strange circumstances. This was the way things were when the speed of light limited all interplanetary travel, and banished interstellar traffic altogether.

Transluminal Speeds

In the year 158 from founding - our year -211 - the skies of Loop (Loop 3+3) were split by 3 strange ships, of a technology beyond the comprehension of the inhabitants of Loop. The ships flew over the main city in broad daylight, and drew on past the town. 2 ships settled to the grass of a meadow while the third hovered above seemingly without effort. As the Loopers watched, one of the landed craft opened its hatch and a small alien stepped out. It was a Kertu-Drua, by the name of Keta Kakti. Somehow the inhabitants of Loop restrained themselves from killing this warty freak where he stood, and thus ensured their fortune.

What they did not know was that Keta Kakti was offering them Jump Drive technology for trade. They couldn't understand it because his Universal Translator didn't have any Diasporan Languages in it, as they were the first Diasporans the Kertu-Drua had ever

met.The Kertu-Drua had gotten the Jump Drive while examining some interesting ancient Etvar artifacts, dating from before the catastrophe that destroyed the solar system de-stabilized and collapsed the star-spanning Old Etvar culture. The Kertu-Drua had just used it to found a colony on Loop's primary, Kertu-Daturak, Loop 3. They noticed the traces of someone living on the 3rd orbit moon, and had come to investigate and trade.

Loop eventually bought the Jump drive for 30 years output from their porcelain factories and the translator rights to their language. They cranked up production and in less than a decade had a functional prototype unit. From then on, things began to snowball. The Kertu-Drua had not stopped with selling the design to Loop, but Loop was the first, and the first to get into production. Within twenty-five years, the jump routes throughout most of Sector Second had been traced, and a transluminal trade had started up.

SaVaHuTa and the Diasporan Community

In the year -1 of the present count, a conference was held on the planet Glorianna, Gloria 4. Representatives from many worlds were present for the purpose of negotiating a League of Humanity which would encompass all Human settled worlds in the Cluster. The conference turned bitter and acrimonious when representatives from Tamana, Adma, and Faren attempted to be seated. Many of the representatives were happy to have them join, but others refused to accept them as Human, calling them aliens and worse.

The conference eventually split, producing two separate leagues, one which included representatives of the Sastra, Vantor, and Tagris as well as Humans, and one which did not. The League of Sastras, Vantors, Humans and Tagris - commonly referred to as SaVaHuTa - was the first of the leagues formed. The other was the Diasporan Community. The two leagues agreed to mutual respect and trade, protocols for which were drawn up. Both had similar structures which were simple and worked. Representation was by State, Colonizer, and Colony. States had one vote,

Colonizers had one vote for themselves and one for each of their Colonies. Colonies which met certain requirements became States. All States and Colonizers donated a part of their income to League-wide interests, out of which was funded an Army and Space Navy to keep the peace. States and Colonizers could keep their own defence forces, and internal matters were the business of the worlds involved, not SaVaHuTa.

These loose associations were the largest political organizations in the cluster overnight. The virgin system of Leda was claimed for SaVaHuTa's capital, and the four earth-like worlds there were settled as new homeworlds for the four races of humanity. Each race elected leaders who held rotating chairmanship of the League. The burgeoning number of crossbreeds could be considered as whichever race they preferred. Sastra-Human crossbreeds became known as SaHus because of the short form of the Leagues name. Similarly, Vantor-Humans became known as VaHus, and Tagris-Humans as HuTas.

The Cluster was divided up by SaVaHuTa into administrative Sectors at the natural choke points of the Jump routes. Leda System became a sector of its own, known as Sector Prime. Sector Second included Iris System and every thing beyond it, with its capital on Adma. Sector Third included Bullet System and all beyond, with its capital on Faren. Sector Fifth included Artemis system and everything beyond it, with its capital on Tamana. Sector Fourth connected all the other systems together, with its capital on Glorianna. The next year, the first of the leagues, was called Year Zero, the start of a new calendar adopted by both SaVaHuTa and the Diasporan Community.

SAVAHUTA:

The political situation in the Cluster is dominated by SaVaHuTa, an alliance of individual worlds. SaVaHuTa worlds are independent, and free to leave the alliance if they wish, but have invested in a common currency and economic model, along with a common military.

The Alliance is organized into 5 sectors, Sector Prime containing only the capital system of Leda, with the other sectors apportioned as follows: Sector Second has its capital at the Tagris Homeworld of Adma, in the Iris system, Sector Third at the Sastra Homeworld of Tamana, in the Brass System, Sector Fourth at the Human world of Glorianna, in the Gloria system, and Sector Fifth at the Vantor Homeworld of Faren, in the Plush System.

The Sectors are administrative and military divisions, not electoral. The Sector capitals each house a military presence, consisting of a fleet, marines, and army troops, and a bureaucracy which protects and administers the member worlds in the Sector. The civil bureaucracy in each Sector is under the authority of a Procurator who is appointed for a single four year term, while the military presence is under the authority of a Proconsul, who is also appointed for a single 4 year term.

The terms of the Procurator and Proconsul overlap by two years. That is, after 2 years of a Procurator's term, a new Proconsul takes office, and vice versa. This is designed to limit the ability of Proconsuls and Procurators to rebel, as is the use of a civil Proconsul in control over the military officers. In practice is doubtful if this has any real effect beyond a strong psychological signal of military subordination to the civilian authority.

THE OFFICE OF THE PROCURATOR

The Office of the Procurator oversees - besides collection of taxes - citizenship, legal affairs, trade regulation and enforcement, and certain criminal proceedings. Citizenship is not universal, certain conditions having to be met such as service in the SaVaHuTa military, certain other services to the State such as diplomatic service, or other meritorious acts of benefit to the State. Citizenship can be inherited, but only by the next generation. If they do nothing worthy of citizenship, the third generation do not have a claim to citizenship.

Citizens can appeal world court decisions, and can claim protection and asylum from their world government. Many such citizens become stateless, and wander freely throughout the Cluster. Legal affairs under the Procurator's administration can be either a citizen's appeal from a world court, which can be turned down if the Procurator deems it frivolous or lacking in merit, or disputes between member worlds, such as rights to colonize, trade disputes, and the like. Trade regulation is also under the Procurator's Office, involving tariffs between members, delineations of member's trade rights, and other trade-related regulation.

Criminal proceedings are the jurisdiction of the Procurator only if the crime is against the State as whole, against humanity as a whole, against an alien species, or against two or more member States. Taxes are levied indirectly from the member states, and nonpayment of taxes is justification for expulsion from the Alliance. Taxes are levied only from Advanced members, Tech Levels 8, 9, and 10, while Backward members, Tech Levels 5, 6, and 7, are not assessed any taxes.

THE OFFICE OF THE PROCONSUL

The Proconsul is responsible for dispatching and maintaining the military forces made available by the Legislature. These forces include, but are not limited to, the Navy Sector Fleet, special Naval detachments, the Fleet Marines, the Sector Army, and various Special Forces.

The Navy Sector Fleet is designed around one inescapable fact: It is impossible to intentionally jump more than one ship in synchronization with another. If vessel A and vessel B hit the Jump Point ten minutes apart, they may arrive at the Exit Point in the destination system almost a year apart. This means that

fleets cannot jump as fleets because they will be scattered across months in time. The Fleet must be able to jump in discrete units, able to operate independently for extended periods. A favored configuration is that of the Jump Carrier, where a large ship carries small heavily armed small craft inside of it. A second, related configuration is that of the Jump Shuttle, where a ship with a vastly oversized Jump Drive pulls close-by craft with it into Jump. The third favored configuration is that of the massively armed and armored capital ship. Each has benefits and drawbacks, and is best used in certain situations and not in others. In any case, the advantage in any encounter lies with those already in the system.

Naval detachments are usually smaller patrol craft and frigates, used to suppress piracy, patrol shipping routes, restrain emergent technological cultures from harming themselves or others, train junior officers and crew, and generally "show the flag" to show people that the Navy is there. The Fleet Marines, in addition to invaluable service as security and boarders on shipboard, are also elite assault forces when used en masse.

The Sector Army are a much larger force than the Fleet Marines, and are stationed on military bases throughout the Cluster. They are the backbone for the SaVaHuTa military, essential in any major use of force to take and hold territory. The Special Forces are highly trained specialists in intrusion, demolition, and disruption of the enemy, working autonomously behind enemy lines for long periods of time, and are masters of improvisation.

The military arm faces many different challenges. The ongoing effort to suppress piracy is a constant, sometimes relegated to the background by more pressing problems, sometimes thrust to the forefront. The Diasporan Community is always a potential threat, though for the most part the two leagues have had a non-shooting rivalry, dealing more often in mutual subversion, espionage, and diplomatic feints and thrusts. Unaligned worlds are always dangerous, particularly the threat that they should combine into a third league. The internal name for such independent,

nonaligned worlds in the Proconsul's Office is "Rogue Worlds", which perhaps best expresses the feelings of the Office on this matter.

Rebellion of Member Worlds is technically not possible under the SaVaHuTan constitution. Member Worlds are members voluntarily, and can - and do sometimes - leave the League at any time and for any reason. A revolution on a Member World is the business of the World government, not of SaVaHuTa. When a rebellion spreads to other worlds, or where a rebellion threatens other Member states, or where SaVaHuTan citizens are systematically threatened, then SaVaHuTa can and will step in. Indeed, threats to SaVaHuTa citizens en masse are always occasion to show the flag and indulge in a little gunboat diplomacy, no matter who is on the other side.

The Thieves Worlds are always a thorn in SaVaHuTa's side. The Guild of Thieves is careful, however, not to cross the line between insolence and threat. They are too weak to truly defend themselves, and rely on bribery, diplomacy, and audaciousness to carry them through. Their very defenselessness is a kind of shield which they do not hesitate to exploit.

The most obvious threat to SaVaHuTa has always been Alien cultures. Their motives are, by definition, alien, and the difficulty in infiltrating their cultures limits information gathering to a great degree. Some cultures, like the Guaru and the Kertu-Drua, are friendly if not allied to SaVaHuTa, but others are neutral at best, hostile at worst. There have been full scale wars in the past, with some grim struggles barely won. The militant, expansionist cultures are targeted for the highest degree of watchfulness, but no alien culture can ever be deemed "safe", not even the Guaru.

Perhaps the greatest threat is that of rebellion of part or the whole of the military itself. It is the overriding reason why the sector forces are separated, why the separation of Procurator and Proconsul is so rigid, why the Proconsul is civilian, and why the Offices are overlapped in time. At least four times in SaVaHuTa history, a would be emperor from the Sector capitals was foiled at the last minute, thrice by their own slop-

piness, and once - in the case of the infamous Proconsul Keltay - by pure blind luck.

THE SAVAHUTA LEGISLATURE, THE HAN HOUSE

SaVaHuTa is an alliance, not a democracy. That is, its member states vote, but the citizens do not. The voting is uniquely weighted. Each Member State has one vote, and each Colony has one vote. The votes for the Colonies are exercised by the States which are colonizing them. Thus if a State has 2 colonies, such as Thinker in the Mink system, it has 3 votes, one for itself, and one for each of its Colonies. The Member States are responsible for selecting the person representing them in the Legislative Assembly, called the Han House after the Sastra word for "relation". Only States and Colonies are represented in the Han House. Backwards Worlds, those with a Tech Level between 5 and 7, are not taxed, and thus are not due representation. All Colonizers are States, the term "Colonizer" signifying a temporary condition only.

Colonies must be of a minimum size of 10,000 persons to qualify for a vote in the Han House. Settlements below that size are known as "Scientific Colonies", and their purpose is not the establishment of a potentially independent State, but the exploitation or study of a resource. Most Scientific Colonies are established by private enterprise. Small independent space stations and such are also not considered Colonies. While they are certainly not a colony of anything, they are also not large enough to form a State of their own. They are "Affiliate Members", and are not taxed, nor do they have a vote.

Scientific Colonies, Affiliate Members, and Backward cultures, like Member States and Colonies, are required to give free berthing and access to SaVaHuTa military, and to supply fuel and military items at cost plus 5%. Non-military and requisitioned items and services are to be supplied at standard Market prices less taxes and tariffs.

When a Colony reaches a certain size, somewhat arbitrarily set at 10 million, has a self-sustaining economy of at least Tech Level 8, and is united and cohesive, it becomes eligible to be a State. The vote that was formerly controlled by the Colonizer reverts to the new State, and it is theoretically independent. Most former Colonies remain attached to the Colonizer in informal ways, ties of relation and trade being usually quite strong, and remain in the voting block of the Colonizer.

It is possible to delay the independence of a Colony through various means, some blatant and some very subtle. For instance, it is rumored that Glorianna colonized Windsor because it was a heavy world, and the economic self-sufficiency of the Colony would either be delayed by the investment in imported A-Grav that the Colony would need, or if they did without A-Grav, the productivity of the people would be sharply curtailed. Either way, the colony would be delayed in gaining its independence. Delaying the Colony's independence, however, is a costly strategy in many cases. A Colony which feels that the Colonizer was delaying independence artificially - whether true or not - will be unlikely to remain in the Colonizer's block, and may actively seek to oppose its former Colonizer.

The Han House is dominated by groups of voters known as "blocks". Block members are knit together with bonds of blood, trade, and history. The most common way for a block to form is the special relationship between a former Colony, now a State, and its former colonizer. Sometimes blocks form because of commonalities of trade, particularly when two worlds are in the same system. Sometimes blocks are semi-permanent, sometimes they are evanescent.

JOINTLY ADMINISTERED WORLDS

There are 6 Jointly Administered worlds in SaVaHuTa. These are worlds where humans live and interact closely with an alien species. The Zebra Belt in the Zebra system is shared with the Uramkup, who call it Urumit Belt. Whitecap in the Whitecap system is shared with the Guaru, who call the world Slualu. Dandylion in the Dandy system is shared with the Kertu-Drua, who's name for the world is Kertu-Luku. Lucknow in the Fox system is shared with the Tommu, who call it e'Tommutesu'e. The planet Oliphant in the system of the same name is shared

with the Ronaure, who call the planet Komimu.

The idea behind the Jointly Administered worlds was that by living together, Humanity can better understand the alien species, and the alien species come to understand humanity better. In all but one case, these worlds have been successes, at least to some extent. Oliphant/Komimu, however, is judged a dismal failure. The Humanoid and Ronaure have kept to separate hemispheres of the world, and do not mix, resulting in two half worlds instead of a whole.

Jointly Administered Worlds are not considered States in SaVaHuTa, although some of the Alien political bodies do consider their "halves" to be States. They are special Colonies of SaVaHuTa as a whole, with the inhabitants coming from many worlds. The massive costs of settling these Jointly Administered worlds is paid by SaVaHuTa, for the ostensible purpose of furthering Alien-SaVaHuTa relations. They are also hotbeds of espionage and intrigue.

PROTECTED WORLDS

Certain worlds have been designated as "Protected". This means that the world in question has been put under the protection of the power noted. This is for a variety of reasons, either the culture has been tampered with or the population is a remnant, perhaps dying out. Protected worlds are set aside and the culture in trouble is helped as inobtrusively as possible. In any event, the cultures are strictly observed, and any intrusion punished swiftly.

THE HAN HOUSE IN THE YEAR 150 - THE NOMINAL PRESENT

There are 5 large semi-permanent blocks in the Han House, those of Mickey's Birthday, Adma, Faren, Tamana, and Dominatus. Each controls between eight and ten votes, and each is united by chains of colonization. This represents 48% of the total vote of 96. There are also seven smaller blocks with varying numbers of votes, representing 26% of the total. Finally, there are 16 individual worlds representing 26% of the vote. No one group of blocks is able to dominate, and shifting alliances between blocks can quickly precipitate changes in power. This is typical in the Han

House. A 'snapshot' of the state of the Han house in this year (150) can be found later in this Guide.

In the year 150, the population of SaVaHuTa was approximately 93 billion humanoids on 129 worlds.

THE DIASPORAN COMMUNITY:

The Diasporan Community is structured similarly to SaVaHuTa, but is much smaller. The Legislative Body is called the Presence, and is made up of States and Colonies, like the Han House. There are no "Sectors" in the Diasporan Community. The place of both Procurator and Proconsul is taken by the Hand. The Hand is appointed by the Presence for an indeterminate term. Many Hands have been, in effect, dictators, but in the trappings of legitimacy. The Diasporan Community has its capital on the world of Morningstar in the Five Fingers system.

The Diasporan Community tends to be somewhat more xenophobic than SaVaHuTa. It is also somewhat more cohesive, being so much smaller. Certainly there are more severe penalties for Member Worlds leaving the DC than are faced in SaVaHuTa.

In the year 150, the population of the Diasporan Community was approximately 47 billion humans on 44 worlds.

THE THIEVES WORLDS

The Thieves Guild, which controls the Thieves Worlds, is a representative democracy. Every Guild Member, who are individuals, not worlds, gives a proxy to a representative to vote in his interest. If the representative fails in this task, the Member is free to withdraw his proxy and either exercise it himself or give it to another. If the representative fails sufficiently spectacularly, the Member may choose to issue a contract to have the Representative permanently and fatally reprimanded. All in all a fair and equitable system.

In the year 150, the population of the Thieves Worlds was approximately.033 billion on 16 worlds.

THE INDEPENDENT (ROGUE) WORLDS

The Independent, nonaligned, worlds are bound by their World government to a degree not known in either the DC or SaVaHuTa. They are citizens of that world, and if they are also possibly citizens of SaVaHuTa or the Diasporan Community, they have no rights of appeal for any measure the world government chooses to throw at them. They also have no right of protection, though both of the Leagues will protest and attempt to help them. Where SaVaHuTa has at least a modus vivendi with the DC, the relationships with the nonaligned worlds are catch-as-catch-can, some desiring a working relationship, and others not.

In the year 150, the population of the Independent Worlds was approximately 13 billion on 28 worlds.
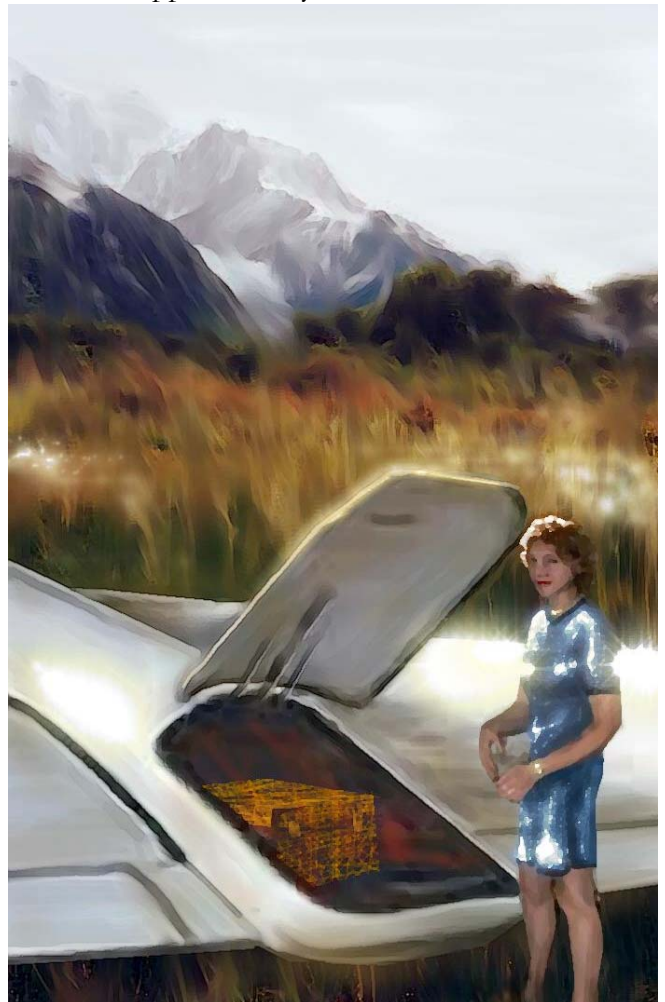
THE ALIEN LEAGUES AND NATIONS

While some of the alien nations have close and friendly relations with the Humanoid Leagues, others do not. Following is a list of the various Alien nations and their relations with both SaVaHuTa and with the DC:

TOMMU SPACE

Relations with the Tommu are good, but edgy. The Tommu are fiercely proud, and among the most powerful of alien civilizations. The Tommu have a carnivore's outlook on life, in that to them there are prey and there are predators. Humanity was once thought of as prey by the Tommu, and they are not above turning a blind eye to Tommu pirates who prey only on non-Tommu. The bloody Second Tommu War taught them to at least behave circumspectly. They trade with Humanity willingly enough, but do not cultivate close relations with them. Worlds in Tommu Space have no formal League. Each is independent, but they tend to see synoptically on most issues.

In the year 150, the population of Tommu Space was approximately 9 billion on 13 worlds.

THE KOLUSIEN SPHERE

The Kolusien Sphere have an adversarial relationship with SaVaHuTa which never has broken out into actual warfare. They tend to favor the DC over SaVaHuTa in trade for political reasons. They have been allied with the Tommu in the past, and are presently allied with the Uramkup. The Kolusien Sphere is a loose confraternity with no set central government, and politics relies on a system of "Lead, Follow, or Stand Aside" that most humans find bewildering. They have several times been caught attempting to destabilize SaVaHuTa, but the loose nature of the Sphere allows them to blame any aggression on individual worlds.

In the year 150, the population of the Kolusien Sphere was approximately 3 billion on 8 worlds.

THE POLITY OF THE TUMENTAMENATA

The Polity of the Tumentamenata is purely a business arrangement between powerful trading and manufacturing Houses. The Tumentamenata see things in terms of business arrangements rather than political ones, and are often baffled by Humanity's political bent. A House gains power by gaining wealth, and gains wealth by gaining power. Relationships with SaVaHuTa and the DC are quite good, although strained at times by mutual non-comprehension. They do not see SaVaHuTa as a threat, rather as a vast market open to them to exploit.

In the year 150, the population of the Polity of the Tumentamenata was approximately 2 billion on 7 worlds.

TEUMATIMON

Teumatimon is a space faring civilization only by courtesy. The Tappi are constitutionally unable to tolerate space flight for long periods, and 'adopt' people from other space faring nations to work for them. The Tappi are family oriented, and trade with any other people without prejudice. The Government is in reality a world government extended over the single Colony on their moon. They are the source of many fascinating and inventive applications of technology.

In the year 150, the population of Teumatimon was approximately 0.5 billion on 2 worlds.

THE VEN DER OPT WORLDS

Ven der Opt are enthusiastic, friendly, non-threatening aliens whom no-one really understands. No species can dislike the Ven der Opt, and their gregarious and garrulous natures prompt confidences which the confidants may later find given away for no particular reason which they can discern. The Etvar half seriously maintain that the Ven der Opt really control the whole Cluster by disseminating information in a pattern to their liking. It is as good a rationale as any, and at least pretends to explain their seeming indifference to finance. There is no particular structure to the Ven der Opt Worlds, just a world government writ large.
In the year 150, the population of the Ven Der Opt Worlds was approximately 1 billion on 3 worlds.

STARCLUSTER - POLITICS AND SOCIETIES

THE KISKIT EMPIRE

Kiskit are an aggressive, pushy people. The Empire is always meddling in the affairs of other cultures, including the Humanoid peoples. The Empire is half Theocratic, half Aristocratic, with families of powerful priestesses continually exhorting the multitude to prove their worth. Only Kiskit of value are given license to breed. As Kiskit change from Male to Female as they age, the secluded females control the right to breed, and only offer it to those they consider worthy of the privilege. Only males contact with other races, and are always out to make a 'name' for themselves. Offending them is easy, and their tempers are lightning quick.

In the year 150, the population of the Kiskit Empire was approximately 3 billion on 6 worlds.

THE TUMURAN

The Tumuran are insane by Humanoid standards, which is the most important thing to know about them. If there is some sort of political system at work, neither Humanity nor the other alien peoples have a clue what it is or how it works. It is suspected that Tumuran may be linked telepathically in a constant state of awareness which may be instantaneous across any distance. They certainly do not use conventional communications gear among themselves, only using it to contact non-Tumuran. How this works or even if it truly exists is not understood. Trading with the Tumuran is much like participating in a lottery. Communication with them is so rudimentary that barter is the only exchange, and it is accomplished by placing things you wish to trade on the dock in front of a Tumuran ship. They may or may not replace it with something which they consider of equal value. Whether the non-Tumuran consider it of equal value is a matter of indifference to the Tumuran.

In the year 150, the population of the Tumuran was approximately 10 billion on 10 worlds.

RONAURANA

The political envelope within which the Ronaure live is called the "Ronaurana", for which there is no real translation. "Purposeful Gathering" is perhaps the closest one can come in Standard. The Ronaurana is where those Ronaure who are interested in politics interact. Politics to the Ronaure are much like their aesthetics: subtle, refined, and delicate. Ronaure never meet face to face with non-Ronaure, and tend to take a disinterested, almost passive aggressive stance when dealing with non-Ronaure. Ronaure consider themselves as "gentlebeings", dabblers and amateurs who are careful to distance themselves from actually making a living at the things they enjoy.

In the year 150, the population of Ronaurana was approximately 4 billion on 5 worlds.

THE URAMKUP CONFEDERATION

The Uramkup are honest and forthright people, terrible diplomats but well respected around the Cluster for their unflinching honesty. They are sticklers for a fair deal. Traders should never attempt to cheat an Uramkup. They may swallow the deal, but the Trader's name will become worthless once the Uramkup have noticed the cheat. Conversely, an Uramkup's word is its bond. The Uramkup never sign agreements, as in their opinion such things impugn their honor. The Confederation is headquartered on the Uramkup homeworld of Laminarines in the Allez-Oop system. The administrators are called "Kulumalane", and apparently are not elected or appointed in any way to this office, rather, they begin to exercise the authority ad hoc. If other Uramkup respect the new Kulumalane enough, its 'speakings' are acted upon as if they were law.

In the year 150, the population of the Uramkup Confederation was approximately 14 billion on 14 worlds.

THE FELLOWSHIP OF THE GUARU

The Guaru are the closest thing SaVaHuTa has to an ally among the aliens of the Cluster. Relationships are extremely friendly, particularly with the Mickey's Birthday block, as that area of the Cluster is co-terminous with the Guaru area. The Fellowship is a gathering where the leaders of the Guaru bureaucracy meet and decide what the course of action will be for the Guaru people in the future. The Guaru bureaucracy once had elected officials, but after a while no one

bothered anymore, and the bureaucracy kept on going. The bureaucratic leaders appoint their own replacements. The unique and grisly Guaru reproductive system assures no nepotism, as no one know who is related to whom, and frequent turn over of leadership as they turn female, get pregnant, and die.

In the year 150, the population of the Fellowship of the Guaru was approximately 3 billion on 7 worlds.

THE WORK OF THE KERTU-DRUA

Although "Work" is the accepted translation of the Kertu-Drua body politic, it would perhaps be more accurate to translate it as "Masterwork", or "Crowning Achievement". It is every Kertu-Drua's ambition to retire and launch a political career. Indeed, the reason a Kertu-Drua does not immediately enter the Work is that one's life before retiring is an exercise to show that one has all the tools to be a brilliant statesman. All of a Kertu-Drua's tradings, alliances, friendships, and willingness to put itself in danger are there to show the Kertu-Drua's true character. Every Kertu-Drua who can afford to do so will retire (Kertu-Drua statesmen are not paid) at the most propitious moment and become a statesman. The more striking and original the new statesman's former life was, the more power and influence it will have in it's new life. The Work is akin to a democracy, but only statesman can vote. Kertu-Drua have good relationships with all other races, and view their antics with wry amusement.

In the year 150, the population of the Work of the Kertu-Drua was approximately 7 billion on 5 worlds.

THE TRINARCHY OF THE ETVAR

The Trinarchy is a loose affiliation of the three Etvar States, consisting of representatives from the Richest of Etlevs, the Eldest of Etruns, and the Most Popular of Etcleks. These representatives sit down yearly, rotating the location each year between the three States, and discuss details of Etvar actions in the coming year. Etvar dislike of Humanity has sharply curtailed any interaction between the two species. Etvar will not even trade with Humanoids in any way.

In the year 150, the population of the Trinarchy of the Etvar was approximately 3 billion on 3 worlds.

FORMENAMEN

The Formenai indulge their passion for elections to elect a governing body known as the Formenamen. It meets on Sedrafer in the Mombassa system, the Formenai homeworld. Not only is the Formenamen elected, but the body holds elections within itself for every bill passed or action taken, complete with campaigns and speeches. The Formenamen does nothing quickly, but by the time the election is over, the bill has been thoroughly discussed. The Formenai have issues with SaVaHuTa which will remain until the Jalan situation is settled, and are more kindly disposed towards the DC for the time being.

In the year 150, the population of Formenamen was approximately 12 billion on 9 worlds.

THE OTHER WORLDS

There are various other worlds of Backward and Primitive cultures not detailed here. Each of these is limited to its own world for the most part, and does not impinge on the Cluster as a whole. As these worlds make the transition from Backward to Advanced, however, they will change the balance of power and possibly the course of future history.

THE HAN HOUSE - A SNAPSHOT OF THE YEAR 150

LARGE BLOCKS

Block	BlockLeader	Block World	Votes
Mickey's Birthday	Mickey's Birthday		3
		Munich	2
		Dundee	2
		Berlin	1
		Hero VII	1
			TOTAL 9
Tagris	Adma 3		
		Svelte	2
		Fraternalia	2
		Flame	1
		Dancer	1
		Tagrisdomo	1
			TOTAL 10
Vantor	Faren 4		
		Castor	2
		Pollux	2
		Vantornom	1
			TOTAL 9
Sastra	Tamana 2		
		Dillon	2
		Bogie	2
		Sastrakal	1
		Tweedledee	3
			TOTAL 10
Dominatus	Dominatus 2		
		Carmelita	3
		Kramer	3
			TOTAL 8
		TOTAL LARGE BLOCK VOTES 46	

STARCLUSTER - POLITICS AND SOCIETIES

SMALL BLOCKS

Block	BlockLeader	Block World	Votes
Mink	Thinker		3
		Brinks	2
			TOTAL 5
Gloria	Glorianna*		3
			TOTAL 3
Merovingian	Fortinbras		2
		Sigebert	2
			TOTAL 4
Hoboken	Hoboken		2
		Doublet	3
			TOTAL 5
Cogito	Ergo Sum		2
		Artemis	1
		Set	1
			TOTAL 4
Betsy	Betsy		1
		Nieustadt	1
			TOTAL 2
Allez	Allez-Oop		1
		Imhotep	1
			TOTAL 2

TOTAL SMALL BLOCK VOTES 25

Single Worlds	World		Votes
	Questor		1
	Katamaran		2
	Fiske		2
	New North Jersey		1
	Ki Rin		2
	Nigel		1
	Stammer		2
	Loop		4
	Tarpon		2
	Cork		2
	Hooterville		1
	Laugher		2
	Myoto-Ga-Seke		1
	Calder		1
	Trefoil Beta		1

TOTAL SINGLE WORLD VOTES 25

Grand Total of all Votes   96

* Glorianna is a single world, but treated as a block because of the immense power it wields as Sector Capital, and the prestige it holds as birthplace of both SaVaHuTa and the Diasporan Community.

THE CLUSTER - PHYSICAL DESCRIPTIONS

The physical description of the worlds in the Cluster are necessarily abbreviated. This is not only because of the great number of worlds - there are over 100 systems and over 500 worlds - but to give a skeleton for the GM to clothe with imagination. It is not the intention of this work to force the GM into a straitjacket of setting and metaplot. This setting is provided for the GM to use if she wishes, as an aid. The GM is always free to invent whatever setting most suits the needs of the players and herself.

The physical description of the worlds is given as descriptive terms which the GM is free to interpret. For example, a planet with a Contaminated atmosphere merely means that there is some irritant which causes filter masks to be commonly worn, and that irritant may be volcanic sulphur, or perhaps allergenic pollen, or maybe industrial pollution, or a host of other things. These descriptions give a range which the GM can use as guideposts in creating the world. We will be releasing World guides - some as self contained RPGs such as the Sweet Chariot RPG, some as setting descriptions, such as the World of Burn guide. Occasionally we will release System guides, such as the Suprise System guide, which cover all of the worlds within a system in a general manner, usually as background for a space travel oriented adventure. These are modules which can be used if the GM wishes. The only canon that matters is *your* canon - the setting *you* as GM create. Anything else is optional.

ORBIT

The orbit number given is the standard StarCluster orbit number, as given in the Star Travel and Space Combat section, which roughly approximates the world's mean orbital diameter.

ATMOSPHERE

This term gives a rough description of the planet's atmosphere. The details are up to the GM.

NONE
This result means there is no detectable atmosphere at all.

TRACE
This result means that there is a wisp of atmosphere, but not enough to support life.

THIN
This result means that the atmosphere does not have enough oxygen for Earth-type life to breathe without the aid of oxygen concentrators of some type, although native life if any would have evolved differently.

NORMAL
This result means that the atmosphere can be breathed directly, without aid, and is at approximately standard pressure.

CONTAMINATED
This result means that the atmosphere contains some irritant which can be filtered out, but which is otherwise breathable.

POISONOUS
This result means that earth-type life attempting to breathe this atmosphere will die - perhaps immediately - perhaps within a few days, but not without scarring of the lungs at least.

THICK
This result means the atmosphere is breathable directly, but is under much higher than standard pressure.

STARCLUSTER - WORLDS - PHYSICAL

SURFACE H2O

This term gives an approximate percentage of surface covered by water - either liquid or ice. This number is very approximate, giving only a rough idea. For instance a result of 100% might mean 90% or 93% rather than total coverage. the distribution of land and water is up to the GM. For instance a result of 40% might be distributed as a number of large lakes, or perhaps in a single great sea.

GRAVITY

This term gives an approximation of the surface gravity on the world. Trace gravity is less than 0.1G. A result of 0.4G might actually be 0.33G or 0.5G as the GM decides.

TEMPERATURE

This term gives the average temperature of the world in degrees Farenheit. Generally worlds will be warmer at the equator and colder at the poles, but a highly eccentric orbit or a highly inclined axis would modify the effective temperature a great deal.

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
ALLEZ-OOP						
	Laminarines	1	Contaminated	40%	0.4	70
	Angelica	2	Gas Giant			
	Allez-Oop	2+1	Thin	25%	0.8	35
	Tarzan	2+2	Thin	25%	0.8	10
	Moth	2+3	None	0%	Trace	Background
	Ulumalarines	2+4	Contaminated	40%	0.6	60
	Hoboken	2+8	Normal	75%	1.0	85
	Flutterby	2+9	None	0%	Trace	Background
	Whippet	2+10	None	10%	0.6	-15
ALTOS						
	Altos	1	Poisonous	75%	0.8	35
	Moon (of Altos)	1+1	None	0%	Trace	Background
ANSON						
	Ring Belt	1	None	0%	Trace	Background
	Jalan	2	Normal	75%	1.0	60
	Luma	2+1	None	0%	Trace	Background
	Wide Belt	3	None	0%	Trace	Background
	Cap	4	Gas Giant			
	Stan	4+1	None	0%	Trace	Background
	Tain	4+2	Contaminated	40%	0.4	25
	Ture	4+4	None	0%	Trace	Background
	Acitor	4+6	Normal	75%	1.0	75
ARC						
	Arc	2	Thin	75%	1.0	15
	Tic	2+1	Normal	60%	0.6	15
ARTEMIS						
	Artemis	2	Trace	10%	0.6	-25
	Turagu	4	Normal	60%	1	90
	Minat	4+1	None	0%	Trace	Background
	Surat	4+2	None	0%	Trace	Background
AZTEC						
	Icarus Belt	1	None	0%	Trace	Background
	Retron	2	Thick	75%	2.0	100
	Bailiff	2+1	Contaminated	60%	0.8	50
	Quantum	2+2	None	0%	Trace	Background
	Aztec	3	Thin	25%	0.4	-10

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
BERLIN						
	Bremen	1	Normal	25%	0.8	65
	Luagu	2	Contaminated	40%	1.0	80
	Sluwun	9	Normal	75%	1.0	70
	Guas	3+1	None	0%	Trace	Background
	Cologne	3+2	Thin	40%	1.0	20
	Deutchland	4	Gas Giant			
	Frankfort	4+2	None	0%	Trace	Background
	Bonn	4+3	Contaminated	40%	0.8	0
	Koenigsburg	4+4	Thin	25%	0.8	20
	Pulus	4+5	Trace	10%	0.4	-30
	Berlin	4+6	Normal	60%	1.0	70
	Munich	4+7	Normal	60%	1.0	45
	Hamburg	4+8	None	0%	Trace	Background
	Mainz	4+10	Trace	10%	0.4	-30
BOLO						
	Zhishi/Polo	1	Thin	10%	0.4	-20
	Bolo	3	Gas Giant			
	Castor	3+1	Normal	75%	1.0	35
	Pollux	3+2	Normal	75%	1.0	35
	Marco	3+8	None	0%	Trace	Background
	Holo	3+9	None	0%	Trace	Background
BOONDOCKS						
	Hooterville	2	Thin	25%	0.4	10
	Boondocks Belt	4	None	0%	Trace	Background
BRASS						
	Tamana	2	Normal	75%	0.8	75
	Vaelue	2+1	Normal	25%	0.6	25
	Tar	2+2	None	0%	Trace	Background
	Darike	3	Normal	75%	1.5	45
BULLET						
	Bullet	1	Thin	10%	0.4	45
	Cartridge	3	Contaminated	60%	0.8	0
BURN						
	Burn	2	Normal	60%	1.0	60
	Baby	2+2	None	0%	Trace	Background
CARNELIAN						
	Sygnett	1	Thick	100%	1.0	50
	Plustpon	1+1	None	0%	Trace	Background

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
CLOISTER						
	Dimmenelemen	1	Poisonous	50%	1.0	70
	Kuminekemem	1+1	Normal	60%	0.8	45
	Lux	2	Poisonous	75%	1.5	60
	Fraternalia	2+2	Normal	75%	1.0	35
CLOVIS						
	Teumatimon	1	Contaminated	75%	1.5	50
	Tappana	1+2	Thin	25%	0.4	0
	Clothilde	2	Gas Giant			
	Dagobert	2+3	Normal	40%	0.8	40
	Merovus	2+5	Thin	10%	0.4	-10
	Childeric	2+6	None	0%	Trace	Background
	Lothar	2+7	Contaminated	40%	0.6	-10
	Sigebert	2+9	Thin	60%	0.6	15
COGITO						
	Fallow	1	Normal	75%	1.5	95
	Ven Dosh Apt	1+1	Contaminated	25%	0.4	70
	Darien	2	Normal	40%	1.5	120
	Quer Shuk Apt	2+1	None	0%	Trace	Background
	Amb Ost Apt	2+3	None	0%	Trace	Background
	Coil	7	Normal	75%	1	80
	Meer Trav Apt	8	Gas Giant			
	Staft Ost Apt	8+1	None	10%	0.4	-25
	Remb Ost Apt	8+2	None	0%	Trace	Background
	Shrike	8+3	Contaminated	40%	1.0	25
	Ergo Sum	8+6	Normal	75%	0.8	100
CORK						
	Floater	2	Contaminated	75%	1.5	85
	Moat	2+1	Normal	100%	0.8	85
	Stoat	2+2	None	0%	Trace	Background
	Boater	2+3	None	0%	Trace	Background
	Cork	3	Thin	60%	0.8	25
	Gubruba	3+1	Thin	10%	0.4	-25
CRY IN THE DARK						
	Friday 13th	1	Contaminated	40%	0.6	65
	Dark Belt	2	None	0%	Trace	Background
	Bantu	3	Gas Giant			
	Bantu One	3+3	None	0%	Trace	Background
	Runalduren	3+6	Normal	60%	1.0	70
	Bantu Three	3+7	None	0%	Trace	Background
	Bantu Four	3+8	Trace	25%	0.4	-5
	Cry in the Dark	3+9	Thin	25%	0.8	-5

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
DANCER						
	Darter	1	Contaminated	25%	0.6	55
	Dasher	1+1	None	0%	Trace	Background
	Kaalimurare	3	Contaminated	100%	1.0	60
	Dancer	3+1	Normal	60%	0.8	85
	Prancer	3+2	None	0%	0.4	Background
	Runner	3+3	None	0%	Trace	Background
	Splasher	5	Normal	100%	2.0	85
DANDY						
	Zerubul	2	Gas Giant			
	Jehosephat	2+1	Contaminated	10%	0.6	40
	Pinta	2+2	None	0%	Trace	Background
	Nina	2+3	Trace	10%	0.4	-10
	Santa Maria	2+4	Thin	60%	0.8	65
	Kertu-Luku/Dandylion	2+6	Normal	75%	1.5	90
	Dibble	3	Gas Giant			
	Carpathia	3+3	Thin	25%	0.6	30
	Melonball	3+7	None	0%	Trace	Background
	Mothball	3+8	None	0%	Trace	Background
	Kertu-Duturak	3+9	Thick	100%	1.0	105
	Dundee	4	Contaminated	40%	1.0	80
DARWIN						
	Darwin	1	Normal	60%	0.8	15
	Erasmus	1+1	Contaminated	40%	0.6	15
DINO						
	u'Tommutur'u	2	Thin	10%	0.6	-40
DODGER						
	Lupristimen	3	Thick	75%	1.0	50
	Roger	4	Thick	75%	1.0	50
DOMINO						
	Domino	1	Gas Giant			
	Kuprut	1+1	None	0%	Trace	Background
	Mangler	1+3	Trace	10%	0.4	-30
	Melianiene	1+4	Thin	10%	0.8	20
	Junker	1+8	Thin	0%	0.4	-30
	Dominatus	1+10	Normal	60%	1.0	70
DON						
	Ven dan Oor	1	Thin	25%	0.6	0

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
DON'T GO OUT AT NIGHT						
	Vault	3	Normal	75%	1.5	30
	Mariner	3+1	Trace	10%	Trace	-10
	Bernard	3+2	None	10%	0.4	-10
	Dorman's Planet	4	Contaminated	75%	0.8	90
	Calder	4+1	Contaminated	25%	0.6	40
	Mabrionere	5	Contaminated	75%	0.8	90
	Qubretragre	5+3	None	0%	Trace	Background
DORTMUND						
	Tebe	3	Gas Giant			
	Terefer	3+1	Normal	40%	1.0	50
	Marafer	3+3	None	0%	Trace	Background
	Missafer	3+4	None	0%	Trace	Background
	Rudafer	3+7	None	10%	Trace	Background
	Manifer	3+10	Contaminated	40%	0.8	25
DOUBLET						
	Doublet	1	Thick	75%	1.0	80
	Inlet	1+1	None	0%	Trace	-20
	Islet	1+2	None	0%	Trace	Background
	Outlet	1+3	None	0%	Trace	Background
DUET-AU-LAPIN						
	Duet-au-Lapin	3	Thin	10%	0.4	-20
EMBER						
	Cinderella	2	Contaminated	40%	0.6	5
	Flame	4	Thick	75%	0.8	70
	Pemelarulen	4+3	None	10%	0.4	20
FIDO						
	Umuriar	2	Trace	10%	0.8	-30
	Rumiviran	3	Normal	100%	1	35
FIVE FINGERS						
	Stammer	1	Contaminated	40%	0.6	15
	Morningstar	2	Normal	60%	1.0	80
	Evandalle	2+1	Trace	10%	0.4	Background
	Lilbit	2+2	None	0%	Trace	Background
	Tyny	2+3	None	0%	Trace	Background
	Tweedledee	3	Normal	75%	1.0	45
	Tweedledum	3+2	Norm	100%	0.8	45
	Pooh	3+3	Trace	0%	Trace	Background
	Roderiarte	4	Contaminated	40%	0.8	-5
	Bariporasti	4+1	None	10%	Trace	Background
	Rontiure	4+2	Thin	25%	0.6	-5

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
FLYER						
	Flyer	3	Trace	10%	0.6	-25
FORGET						
	Me Not	1	Contaminated	40%	0.8	10
FOX						
	Misty	1	Gas Giant			
	Hamblin	1+1	None	0%	Trace	Background
	Tommululu	1+3	Thin	25%	0.6	100
	Overide	1+4	None	10%	Trace	25
	Farquahar	1+5	None	0%	Trace	Background
	Novitiate	1+7	None	0%	Trace	Background
	Lypo'Kan'narek	1+9	None	25%	0.4	25
	Big Blue Marble	2	Gas Giant			
	Little Joe	2+1	None	0%	Trace	Background
	Mandrake	2+2	None	0%	Trace	Background
	Ballpeen	2+5	None	0%	Trace	Background
	Kimest	2+7	None	10%	0.4	-15
	New North Jersey	2+8	Poisonous	75%	1.0	115
	Gondolin	2+10	None	0%	Trace	Background
	High Towers	4	Thin	10%	0.4	45
	Gordy	5	Poisonous	75%	1.5	55
	Tommusesu	5+2	Thin	10%	0.4	0
	Cueball	7	Gas Giant			
	e'Tommulosu'e	7+1	Trace	10%	0.4	0
	Lucknow/e'Tommutesu'e	7+4	None	0%	Trace	Background
	Hiram	7+5	Trace	0%	0.4	-15
	Treasure Island	7+4	None	0%	Trace	Background
	Marvelloso	7+8	Thin	25%	0.4	35
GLORIA						
	Chariot	2	Poisonous	75%	1.0	100
	Fiske	2+1	Normal	60%	1.0	75
	Glorianna	4	Contaminated	60%	0.8	65
	Myron	5	Thin	40%	0.8	65
	Stareve	7	Normal	60%	0.8	40
	Skeen	7+1	Thin	60%	0.6	15
	Ban	7+3	Trace	0%	Trace	-10
	Donnar	8	Gas Giant			
	Warren	8+1	Trace	0%	0.6	Background
	Gazebo	8+3	Trace	10%	Trace	-15
	Twyne	8+6	none	0%	Trace	-15
	Skrit	8+8	Normal	60%	0.8	35
	Windsor	8+9	Normal	75%	1.5	60
	Gould	9	Thick	60%	1.5	75

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
GRIZELDA						
	Grizelda	2	Thick	100%	1.0	75
	Zelda	2+1	Normal	60%	0.8	50
HAGIA						
	Mecca	1	Thin	25%	0.4	25
	Dalana	3	Normal	75%	1.0	55
	Kumai	3+1	None	10%	Trance	Background
	Medina	4	Contaminated	40%	0.6	55
	Qum	4+2	None	0%	Trace	Background
HARLECH						
	Dangerous	1	Poisonous	75%	0.8	75
	Rodin	1+1	Contaminated	10%	0.4	-25
	Harlech	2	Gas Giant			
	Chmee	2+3	None	0%	Trace	Background
	Tommurodu	2+5	Thin	25%	0.4	-25
HARPY						
	Harpy	1	Poisonous	75%	1.0	70
	Mister	3	Thin	10%	0.4	-25
HEBE						
	Hebe-Jebe	1	Contaminated	25%	0.8	55
HERO						
	Tuagit	2	Thin	25%	1.0	25
	Hero	3	Gas Giant			
	Hero I	3+2	None	0%	Trace	Background
	Hero II	3+4	None	0%	Trace	Background
	Hero III	3+5	None	10%	Trace	Background
	Hero IV	3+6	None	0%	Trace	Background
	Hero V	3+7	None	0%	Trace	Background
	Hero VI	3+9	Contaminated	25%	0.8	15
	Hero VII	3+10	Thin	10%	0.4	15
HOP						
	Hopkins	5	Poisonous	60%	1.0	65
HOWLER						
	Howler Boyo	3	Gas Giant			
	Tag	3+2	Trace	25%	0.4	Background
	Manomet	3+5	None	0%	Trace	Background
	Ferment	3+7	Thin	10%	0.4	50
	The Slip	3+9	None	0%	Trace	Background
	Deereenee	4	Contaminated	40%	0.8	50

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
IMHOTEP						
	Durandaluren	1	Thick	75%	2.0	100
	Runduluan	1+1	None	0%	Trace	Background
	Pyramid	2	Normal	60%	1.0	40
	Imhotep	2+1	Contaminated	40%	0.6	40
	Spike	2+2	None	0%	Trace	Background
IMPASSE						
	Impasse	3	Contaminated	40%	0.8	30
	Rabien	3+2	Trace	10%	0.4	Background
INFORTIS						
	Fortinbras	2	Normal	75%	1.0	35
	Bras D'Or	2+3	Trace	10%	0.4	-40
IOLANDA						
	Deathbane	2	Thin	60%	0.8	60
	Hytek	4	normal	75%	1.5	50
	Greylock	4+1	Normal	75%	0.8	50
	Ruyuimaak	4+3	Contaminated	60%	0.8	50
IRIS						
	Cider	1	Contaminated	10%	0.6	60
	Adma	4	Normal	75%	1.0	90
	Flan	4+1	Contaminated	40%	0.8	40
	Miriam	4+2	Contaminated	10%	0.6	-10
ISIS						
	Pungu	3	Thick	100%	1	100
	Panat	3+1	None	0%	0.4	Background
	Isis	4	Norm	60%	2 5	0
JACK						
	Storn	4	Poisonous	25%	1 5	0
	Kwry	4+1	Trace	0%	0.4	Background
JUJU						
	Shearwater	1	Normal	75%	1.0	115
	Meager	1+2	None	0%	Trace	Background
	Uramkutipte	4	Thin	40%	0.6	5
KATMANDU						
	Katmandu	1	Contaminated	75%	1.5	115
	Kertu-Iktur	2	Trace	10%	0.4	30
	Kataninetails	3	Normal	60%	1.0	95
	Katapult	4	None	0%	Trace	Background
	Kertu-Utruk	5	Normal	100%	1.0	120
	Katamaran	5+1	Normal	75%	1.0	70

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
KINGDOM						
	e'Tommutimo'e	1	Normal	75%	1.5	85
	Tommuturo	1+3	Thin	40%	0.6	-15
	Crimson King	2	Gas Giant			
	King Cole	2+2	None	0%	Trace	Background
	King Arthur	2+3	Normal	60%	1.0	75
	King Cobra	2+6	None	0%	Trace	Background
	King George	2+8	Thin	25%	0.6	25
	King Edward	2+9	None	0%	Trace	Background
	King Richard	2+10	Trace	25%	0.6	0
KI-RIN						
	Ki-Rin	1	Normal	75%	1.0	65
	Singlet	1+2	None	0%	Trace	Background
	Triplet	1+3	Trace	0%	0.4	-10
LAMIA						
	Dagrabbit	2	Thin	25%	0.8	0
	Dinko	2+1	Trace	0%	0.4	-25
LANDING						
	Vulture	4	Contaminated	40%	0.8	-10
	Kutomang	4+1	Contaminated	25%	0.6	-10
LAUDE						
	Anima	2	None	25%	0.4	-25
LAUREL						
	Coronet	3	Gas Giant			
	Wheeler	3+1	None	0%	Trace	Background
	Diamond	3+2	None	0%	Trace	Background
	Laurel	3+3	Thick	100%	1	100
	Riser	3+5	Trace	10%	0.4	-25
	Storm	3+7	None	0%	Trace	Background
	Siene	3+10	None	0%	Trace	Background
LEDA						
	Sastrakal	1	Normal	50%	0.6	70
	Vantornom	2	Normal	100%	1.0	85
	Companion	2+2	None	0%	Trace	Background
	Humanworld	2+3	Thick	50%	0.8	60
	Tagrisdomo	3	Normal	75%	1.0	75
LEO						
	Leo Belt	1	None	0%	Trace	Background

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
LEVIATHAN						
	Blue Belt	4	None	0%	Trace	Background
	Moby Dick	7	Normal	40%	1.5	85
	Finback	7+1	None	0%	Trace	Background
	Monstro	7+2	Thin	25%	1.0	35
	Ishmael	8	Thin	25%	0.6	0
	Shamu	8+1	None	0%	Trace	Background
	Ahab	9	Thin	40%	0.8	0
LIFT						
	Maakiure	2	Contaminated	40%	0.8	20
	Maanierane	2+1	None	0%	Trace	Background
	Muluraniene	3	Gas Giant			
	Duel	3+1	Contaminated	40%	0.6	10
	Kramer	3+4	Normal	75%	0.8	35
	Marvel	3+5	None	10%	0.4	-40
	Stopper	3+6	None	0%	Trace	Background
	Plug Ugly	3+9	None	0%	Trace	Background
	Rumurien	3+10	Contaminated	60%	0.8	10
LOOKOUT						
	Heavy	2	Thick	60%	1.5	115
	Tyne	2+1	Trace	10%	Trace	15
	Nieustadt	2+3	Poisonous	75%	1.0	90
	Kuvelek	3	Contaminated	60%	0.8	55
	Number	3+1	Contaminated	40%	0.4	30
	Hoyt	4	Thin	10%	0.6	30
	Carmel	8	Gas Giant			
	Alan	8+1	Trace	10%	0.4	-25
	Betsy	8+2	Contaminated	10%	0.6	25
	Carl	8+3	None	0%	Trace	Background
	David	8+5	None	0%	Trace	Background
	Elizabeth	8+6	None	0%	Trace	Background
	Felicia	8+8	None	10%	0.6	-25
LOOP						
	Loup Garou	1	Contaminated	40%	0.6	35
	Loopette	1+1	Thin	40%	0.6	35
	Skip to My Loop	2	Contaminated	40%	0.6	25
	Kertu-Daturak	3	Normal	75%	1.0	40
	Loop de Loop	3+1	Normal	75%	0.6	65
	Loop	3+3	Normal	75%	0.8	65
	Lupus	4	Contaminated	40%	0.8	95
	Loopy	4+1	None	0%	Trace	Background

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
LOPE						
	Ante	1	Gas Giant			
	Ante I	1+8	None	0%	Trace	Background
	Ante II	1+9	None	0%	Trace	Background
	Ante Up	1+10	Thin	0%	0.6	20
	Cante	2	Gas Giant			
	Cante I	2+2	None	0%	Trace	Background
	Cante II	2+3	None	0%	Trace	Background
	Cante III	2+4	Trace	10%	Trace	-15
	Cante IV	2+6	None	0%	Trace	Background
	Cante V	2+7	Trace	10%	Trace	-15
	Tunkstikul	2+8	Contaminated	25%	0.6	10
	Cantelever	2+10	None	0%	Trace	Background
LOS NINOS						
	Ruprudek	1	Thick	100%	0.8	90
	Kamopa	1+1	None	10%	0.6	Background
	Rukurope	1+2	Thin	25%	0.4	40
	Kadumopa	1+3	None	0%	Trace	Background
	La Madre	2	Gas Giant			
	Pedro	2+1	Trace	10%	0.6	Background
	Juano	2+4	Trace	25%	0.4	Background
	Manolito	3+6	Poisonous	40%	0.8	30
	Linda	2+8	None	0%	Trace	Background
	Carmelita	2+9	Normal	60%	0.8	105
	Kudropa	2+10	Thin	40%	0.6	30
LOUVER						
	Louver	1	Gas Giant			
	Lever	1+2	Normal	25%	0.6	25
	Liver	1+3	Normal	60%	0.8	75
	Lifter	1+4	Normal	25%	0.8	75
	Lofter	1+5	Normal	40%	0.6	50
	Laugher	1+6	Thick	60%	1.0	50
	Laver	1+9	Normal	60%	0.8	50
	Lover	1+10	Normal	75%	1.0	50
LUCIFER						
	Lucifer	1	Thick	100%	1.5	110
	Etruns	2	Thick	60%	1.0	75
	Glip	2+1	None	10%	0.4	Background
MAHDI						
	Etcleks	1	None	0%	Trace	Background
	Green Acres	2	Normal	75%	1.0	55
MAKO						
	Mako	3	Contaminated	25%	0.8	15

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
MARROW						
	Wazzup	1	Contaminated	60%	1.5	75
	Femur	3	Thin	10%	0.6	-45
MEXIS						
	Mexis	1	Thin	40%	0.8	-5
MIKE						
	Thibault	3	Normal	75%	0.8	50
	Laos	4	Gas Giant			
	Laos I	4+1	Trace	0%	0.4 -	25
	Laos II	4+5	None	0%	Trace	Background
	Laos III	4+6	None	0%	Trace	Background
	Mike	4+7	Contaminated	75%	0.8	50
	Binky	4+8	Thin	40%	1.0	50
	Angela	4+10	Thin	25%	0.4	-25
MINK						
	Big Pink	2	Gas Giant			
	Rinky-dink	2+1	Normal	75%	2.0	140
	Sink	2+4	Thin	40%	0.4	15
	Brinks	2+6	Contaminated	40%	0.6	40
	Tommulu	2+7	Thin	25%	0.6	40
	Stinker	2+8	Poisonous	40%	1.0	115
	Tommaru	3	Thin	60%	0.6	55
	Intomino	3+1	None	0%	Trace	Background
	a'Tommutu'a	4	Contaminated	40%	1.0	20
	e'Tommintu'e	5	Contaminated	60%	1.0	95
	Kinky	6	Normal	60%	1.5	95
	Links	6+1	Trace	10%	Trace	-5
	Thinker	8	Thin	25%	0.4	35
MOMBASSA						
	Kise	1	Gas Giant			
	Martofer	1+3	None	0%	Trace	Background
	Aldofer	1+6	None	0%	Trace	Background
	Rutrofer	1+8	None	0%	Trace	Background
	Asdofer	1+9	Thin	10%	0.6	10
	Minde	3	Gas Giant			
	Sontrafer	3+4	None	0%	Trace	Background
	Emafer	3+6	Thin	25%	0.4 -	30
	Kudrofer	3+7	None	0%	Trace	Background
	Atrafer	3+9	None	0%	Trace	Background
	Sedrafer	3+10	Normal	75%	1.0	40
	Metrafer	4	Normal	60%	1.0	40
	Denifer	4+1	Trace	10%	Trace	-35
	Modrufer	4+2	Thin	60%	0.8	40
	Pemafer	4+3	None	0%	Trace	Background

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
MOTHER						
	Mother Belt	2	None	None	Trace	Background
MYOTO-GA-SEKE						
	Aberdeen	1	Contaminated	60%	1.5	90
	Mull	1+1	Poisonous	40%	1	65
	Mackinnon	1+3	Trace	10%	0.4	-10
	Myoto-Ga-Seke	2	Thin	40%	0.6	35
	Tyrrik	2+1	Thin	25%	0.4	10
NIGEL						
	Sundiver	1	Thin	40	0.4	10
	Nigel	4	Gas Giant			
	Nigel I	4+6	Contaminated	40%	0.8	15
	Kumroda	4+7	Thin	40%	0.8	15
	Nigel III	4+9	None	0%	Trace	Background
	Nigel IV	4+10	Normal	60%	1.0	90
OLIPHANT						
	Okondi	2	Thin	25%	0.8	-35
	Komimu/Oliphant	3	Poisonous	40%	1.0	30
	Kominere	3+3	Normal	40%	0.6	55
OUTBACK						
	Gunogu	2	Contaminated	10%	0.8	15
	Barugu	3	Thick	75%	1	115
	Lugat	3+1	None	0%	Trace	Background
	Racket	3+2	None	0%	Trace	Background
	Zumagu	4	Gas Giant			
	Fulat	4+1	None	0%	Trace	Background
	Uburat	4+4	None	0%	Trace	Background
	Ghengis	4+5	Contaminated	25%	0.4	5
	Runat	4+7	None	0%	Trace	Background
	Gunat	4+9	None	0%	0.4	5
	Punat	4+10	Normal	75%	1	80
OZ						
	Emerald City	1	Thin	10%	0.6	20
	Blivit	1+1	Trace	0%	Trace	Background
PARACLETUS						
	Paramus	1	Gas Giant			
	Paralyze	1+2	None	0%	Trace	Background
	Paradox	1+5	Normal	100%	1.0	95
	u'Tommutulu'u	1+7	None	10%	0.4	Background
	Paranoia	1+9	Normal	40%	0.8	45
	Parachute	2	Thin	10%	0.6	10
	Paracletus Belt	3	None	0%	Trace	Background

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
PEARL						
	Pearl	4	Gas Giant			
	Storch	4+2	Thin	10%	0.4	-5
	Nykal	4+4	Trace	40%	0.4	-5
	Beider	4+5	Thin	25%	0.8	20
	Beal	4+6	Normal	60%	1.5	45
	Steinwald	4+7	Thin	0%	0.4	Background
	Tambal	4+9	Contaminated	40%	1.0	-5
	Von Harmann	4+10	Thin	40%	0.6	20
PHAEDRA						
	Phaedra Inner Belt	1	None	0%	Trace	Background
	Phaedra Outer Belt	2	None	0%	Trace	Background
	Moriarne	4	Normal	75%	1.0	55
	Phaedra	4+2	Thin	25%	0.6	15
	Spectra	6	Contaminated	25%	0.8	40
	Mantra	7	Normal	75%	2.0	85
	Squeeker	7+2	None	0%	Trace	Background
	Electra	7+3	Norm	60%	0.8	60
PLUSH						
	Faren	3	Normal	100%	1.0	100
	Satellite	3+1	Trace	10%	0.4	Background
	Committed-to-the-Lord	3+3	Normal	75%	0.8	70
QUAD						
	Quad Belt	3	None	0%	Trace	Background
QUEST						
	Conquest	1	Trace	25%	0.6	60
	Inquest	4	Gas Giant			
	Question	4+2	None	10%	0.4	Background
	Request	4+5	None	0%	Trace	Background
	Quaestor	4+7	Normal	75%	0.8	90
QUIRK						
	Quirk Belt	2	None	0%	Trace	Background
	Le Grande Orange	3	Gas Giant			
	Kimit	3+2	Trace	10%	0.4	-25
	Fells	3+5	Contaminated	10%	0.6	25
	Whit	3+6	None	0%	Trace	Background
	Tarpon	3+7	Normal	40%	0.6	25

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
RAPH						
	Raph	2	Gas Giant			
	Ollie	2+1	Normal	100%	0.8	45
	Domag	2+2	Thin	10%	0.4	-25
	Lola	2+3	None	0%	Trace	Background
	Ken	2+4	None	0%	Trace	Background
	Winkie	2+7	None	0%	Trace	Background
	Sarge	2+9	None	0%	Trace	Background
	Joe	2+10	None	0%	Trace	Background
ROOSTER						
	By-the-Grace-of-the-Lord	2	Poisonous	75%	0.4	40
	Brikton	2+3	Thin	10%	Trace	Background
SCOPE-UP						
	Lens	1	Contaminated	60%	0.8	45
	Mote	1+1	Contaminated	15%	0.6	-5
SENTRY						
	Rumble	1	Normal	60%	2.0	50
	Bantry	1+1	Normal	40%	0.8	25
	Wyvern	1+3	Thick	60%	1.0	50
SET						
	Murgu	1	Trace	40%	0.8	0
	Set	2	Contaminated	75%	0.8	15
SHINE						
	Pandolpho	1	Poisonous	75%	1.5	80
	Lumen	1+1	Thick	60%	1.0	105
	Excalibur	3	Thick	60%	1.0	65
	Stone	3+2	None	0%	Trace	Background
	Shadow	3+3	Trace	25%	0.6	-30
SHIO ZUCHI						
	Surianiar	2	Gas Giant			
	Marurien	2+1	Thin	40%	0.6	40
	Rurunarian	2+2	Trace	10%	Trace	-35
	Kurisurien	2+5	Normal	100%	1.0	90
	Meniasuriar	2+10	Thin	10%	Trace	Background
	The Hump	3	Gas Giant			
	Hump I	3+1	None	0%	Trace	Background
	Hump II	3+2	None	0%	Trace	Background
	Mubrektuk	3+4	Thin	25%	0.6	5
	Bacall	3+6	Contaminated	25%	0.4	5
	Hump V	3+8	None	0%	Trace	Background
	Bogie	3+10	Normal	75%	1	80

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
SHORE						
	Far Shore	1	Normal	75%	1.0	35
	Wavelet	1+1	None	0%	Trace	Background
SHYLY						
	Shyly	1	Gas Giant			
	Calumet	3+7	Trace	10%	0.6	Background
	Doonan	3+10	None	0%	Trace	Background
	i'Tommutilu'i	4	Gas Giant			
	i'Tommulinu'i	4+5	None	0%	Trace	Background
	Tommututu	4+9	None	0%	Trace	Background
	i'Tommustu'i	4+10	None	0%	Trace	Background
SISTER						
	Beauty	2	Normal	40%	0.6	80
	Singer	4	Normal	75%	1.0	70
	Harmony	4+1	None	0%	Trace	Background
	Melody	4+2	None	0%	Trace	Background
	Counterpoint	4+3	None	0%	Trace	Background
	Talker	5	Normal	40%	1.5	95
	Monster	6	Poisonous	75%	0.8	95
	Fang	6+3	None	0%	Trace	Background
SKEET						
	Skeet	1	Gas Giant			
	Shoot	1+1	Normal	100%	1.5	115
	Kwnin	1+2	Trace	10%	0.4	Background
	Pigeon	1+3	Contaminated	25%	0.6	65
	Shot	1+5	None	0%	Trace	Background
	Clay	1+6	Normal	40%	1.5	65
	Thrower	1+8	None	0%	Trace	Background
	Skeet Belt	5	None	0%	Trace	Background
SOBE						
	Sobe	1	Gas Giant			
	Tired	1+2	Poisonous	40%	1.0	70
	Lucky	1+5	None	0%	Trace	Background
	Happy	1+7	Normal	75%	1.0	70
	Quiet	1+9	Thin	25%	0.6	45
	Serene	2	Contaminated	25%	0.8	0

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
SPRITE						
	Titania	1	Gas Giant			
	Kamotomen	1+1	Trace	0%	0.4	Background
	Faerie	1+6	None	0%	Trace	Background
	Lomatikumen	1+8	Thick	60%	1.0	70
	Puck	1+9	Trace	0%	0.4	Background
	Timpestaran	2	Normal	40%	1.5	35
	Rudunorunan	2+2	None	0%	Trace	Background
	Rilistenarin	2+3	None	0%	Trace	Background
	Falistumen	3	Normal	75%	1.0	100
	Lovaritan	3+1	Poisonous	50%	0.6	50
	Timetuvin	3+2	None	0%	Trace	Background
	Malkuletin	3+3	None	0%	Trace	Background
	Keminaritumen	4	Contaminated	60%	0.6	50
	Tovaratun	4+1	None	0%	Trace	Background
	Laluprinan	4+2	None	0%	Trace	Background
STALKER						
	Stalker Belt	1	None	0%	Trace	Background
SUPRISE						
	Slus	2	Norm	60%	1.0	55
	Mickey's Birthday	2+1	Normal	60%	0.8	5
	Luku	2+2	None	0%	Trace	Background
	Nuagu	2+3	None	0%	Trace	Background
	Liberty	3	Normal	75%	1.0	45
	Zit	3+1	None	0%	Trace	Background
	Nuwun	3+2	Thin	0%	Trace	-30
	Glask	3+3	Contaminated	40%	0.6	-5
SVELTE						
	Svelte Belt	1	None	0%	Trace	Background
	Svelte	4	Thin	40%	0.6	25
	Etlevs	4+1	Trace	25%	0.6	0
TAMBOUR						
	Kithara	1	Contaminated	60%	0.8	5
	Pit	1+1	None	0%	Trace	Background
TINSTAR						
	Tanugu	1	Poisonous	60%	0.8	85
	Tunrat	1+2	Contaminated	40%	0.6	60
	Dillon	3	Normal	40%	0.6	40
TODE						
	Todey	3	Thin	10%	0.6	-5

STARCLUSTER - WORLDS - PHYSICAL

SYSTEM	WORLD	ORBIT	ATMOSPHERE	SURFACE H2O	GRAVITY	TEMPERATURE
TONTO						
	Kimosabe	2	None	60%	1.0	5
	Komoku	2+3	None	0%	Trace	Background
TRANSFER						
	Maracaibo	1	Contaminated	75%	1.5	80
TREFOIL						
	Trefoil Alpha	1	Poisonous	25%	1.5	85
	Trefoil Beta	2	Thick	100%	0.8	100
	Trefoil Beta-one	2+1	None	0%	Trace	Background
	Trefoil Beta-two	2+2	None	0%	Trace	Background
	Trefoil Gamma	3	Normal	75%	1.0	65
	Trefoil Gamma-one	3+1	Thin	25%	0.4	40
VICTORIA						
	Kaalimanere	2	Normal	75%	1.5	90
	Duboise	3	Thin	10%	0.8	5
	Honeycomb	3+1	Trace	10%	0.6	-20
WHITECAP						
	Whitecap/Slualu	1	Normal	75%	1.0	75
WINK						
	Munatik Belt	4	None	0%	Trace	Background
	Zebra Belt/Urumit	2	None	0%	Trace	Background

SETTLEMENT OF THE CLUSTER

The Cluster is politically and culturally dominated by the two great Diasporan confederations, SaVaHuTa and The Diasporan Community, but there are many other political entities. Some are smaller than some cities. Others span many worlds, and not all are human or humanoid. This section gives an overview of the Cluster, technologically, politically, and demographically. The descriptions, again, are to be interpreted by the GM for the specific game involved. Any addition of World guides or System Guides is to be regarded as entirely optional.

TECH LEVEL

This description is a numeric quantification of the overall ability of the world in question to maintain devices of that Tech Level. The true tech level of the world will vary from place to place - very few woodsrunners on Burn are able to maintain an A-Grav vehicle or a thought-controlled active plasteel hull - but the value given does indicate the general ability of that world. A description of "X on Y" indicates the existence of a lower tech level culture inhabiting and using the remains of a much higher tech level culture - for example "1 on 9" indicates a neolithic culture inhabiting and using the remains of a culture able to wield anti-matter. This does not indicate that the culture is able to understand or repair or create items of that level. The remains are viewed as "magic".

AFFILIATION

This description shows the political affiliation of the world.

SAVAHUTA
The world is affiliated with the SaVaHuTa Association in some way.

DIASPORAN
The world is affiliated by the Diasporan Community in some way.

THIEVES GUILD
The World is affiliated with the Thieve's Guild in some way.

INDEPENDENT
The world is not affiliated with any government or association bound it's own boundaries.

(ALIEN)
The world is affiliated with the alien species indicated - for example "Tommu" or "Kup".

GAS GIANT
The world is an uninhabited gas giant which may have small orbital stations of various affiliations orbiting.

VIRGIN
The world is officially uninhabited and unclaimed.

MAPPED
The world is officially uninhabited and claimed by some other world for colonization.

SECRET
The world is officially uninhabited, but secretly has some small settlement.

(X/Y)
The world is shared between two or more different political entities, "X" and "Y", for example SaVaHuTa/ Tommu

STATUS

This description shows the type of settlement on the world.

COLONIZER
This result indicates that the world is currently supporting at least one colony, and is otherwise a State.

STATE
This result indicates that the world is a fully independent advanced world.

COLONY

This result indicates that the world is presently being colonized.

SCIENTIF. COLONY

This result indicates that the world is presently in the control of another world, but is not being populated as a colony would.

HUNTING PLANET

This result indicates that the world is being kept in an unsettled state for purposes of recreation.

THIEVE'S WORLD

This result indicates that the world allows any and all vices, trading, or other services, no matter how illegal or immoral others may view them.

PROTECTED

This result indicates that the world is currently regarded as under the protection of some other power, whether or not the inhabitants approve or even know.

BACKWARDS

This result indicates that the world is affiliated with an outside power, but is not technologically advanced enough to join as a full member.

PRIMITIVE

This result indicates that the world has a tech level too low to contact directly, and is inhabited by an alien race

PRIM ABANDONED

This result indicates that the world has a tech level too low to contact directly, and is inhabited by Diasporan Humans

PRIM. ON HT

This result indicates that the world is inhabited by a primitive culture which exists in the ruins of a culture with a much higher tech level - whether alien or it's own.

BASE

This result indicates that the world is a small settlement dedicated to a specific secret purpose.

JOINT ADMIN.

This result indicates that the world is administered by two extra-world powers.

STARPORT

This description is an indicator of the space-trading facilities of the planet. It is always A, B, C, or D

GOVERNMENT

This description gives a general overview of the type of government controlling this world. This gives no moral or ethical judgement as to the niceness of that government. For instance, Mickey's Birthday is a benevolent Dictatorship, while Cry in the Dark is a repressive Representative Democracy. A description of "Splintered" means that the world is divided between several rival governments.

POPULATION

This description is the official population figure for the world, except in the case of Secret Bases, which give the actual population. The actual population may vary.

REMARKS

This description points out important facts about the world - whether it is a colony or former colony, and which wold it was colonized from if not the Earth, If it has colonies itself and their names, if it is the Homeworld of a Humanoid species (i.e. Sastra, Vantor, or Tagris.)

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
ALLEZ-OOP						
Laminarines	10	Uramkup	State	D	Dictatorship	200000000
Angelica	0	Gas Giant				
Allez-Oop	10	SaVaHuTa	State	D	Technocracy	215000000
Tarzan	10	Diasporan	State	D	Rep. Democracy	2300000000
Moth	0	Virgin				
Ulumalarines	10	Uramkup	Colonizer	D	Part. Democracy	2600000000
Hoboken	10	SaVaHuTa	Colonizer	D	Bureaucracy	2600000000
Colony: Arc						
Flutterby	0	Mapped				
Whippet	0	Virgin				
ALTOS						
Altos	9	SaVaHuTa	Colony	C	Secluded Patriarch	3500000
Colony of Hytek						
Moon (of Altos)	0	Virgin				
ANSON						
Ring Belt	0	Mapped				
Jalan	4	Alien/Diaspora	Protected	A	Splintered	1000000000
Luma	?	Secret	Base	A	Secret Research	100
Wide Belt	10	SaVaHuTa	Scient. Colony	C	Socio. Research	5000
Cap	0	Gas Giant				
Stan	0	Mapped				
Tain	10	SaVaHuTa	Scient. Colony	C	Psionics Research	9000
Ture	0	Mapped				
Acitor	0	Mapped				
ARC						
Arc	8	SaVaHuTa	Colony	C	Secluded Patriarch	1900000000
Colony of Hoboken						
Tic	10	SaVaHuTa	Hunting Planet	B	Game Warden	48
ARTEMIS						
Artemis	10	SaVaHuTa	State	D	Technocracy	1000000000
Former Colony of Ergo Sum						
Turagu	10	Tumuran	Colonizer	D	Dictatorship	800000000
Minat	0	Virgin				
Surat	0	Virgin				
AZTEC						
Icarus Belt	0	Virgin				
Retron	5	Diasporan	Backward	A	Splintered	100000000
Bailiff	2	Diasporan	Protected	A	Xenoscientists	350000000
Quantum	0	Virgin				
Aztec	9	SaVaHuTa	Colony	C	Commission	6000000
Colony of Hytek						

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
BERLIN						
Luagu	8	Guaru	Colony	C	Priest Caste	7600000
Bremen	8	SaVaHuTa	Colony	C	Scientific Caste	1500000
Colony of Mickey's Birthday						
Sluwun	9	Guaru	Colony	C	Stockholder	6000000
Guas	0	Virgin				
Cologne	9	Diasporan	State	D	Theocracy	2000000
Deutchland	0	Gas Giant				
Frankfort	0	Virgin				
Bonn	9	SaVaHuTa	Colony	C	Commission	8200000
Colony of Mickey's Birthday						
Koenigsburg	10	SaVaHuTa	Scient. Colony	C	Bureaucracy	8000
Pulus	8	Guaru	Colony	C	Scientific Caste	14000000
Berlin	8	SaVaHuTa	State	D	Oligarchy	986000000
Former Colony of Mickey's Birthday						
Munich	9	SaVaHuTa	Colonizer	D	Technocracy	903000000
Colony: Mainz. Former Colony of Mickey's Birthday						
Hamburg	0	Virgin				
Mainz	9	SaVaHuTa	Colony	C	Military Admin	9600000
Colony of Munich						
BOLO						
Zhishi/Polo	1	Gulufai/Indep.	Primitive	A	Feudal	4000000
Bolo	0	Gas Giant				
Castor	8	SaVaHuTa	Colonizer	D	Technocracy	1000000000
Colony: Flyer. Former Colony of Faren						
Pollux	10	SaVaHuTa	Colonizer	D	Technocracy	1000000000
Colony: Ante Up. Former Colony of Faren.						
Marco	0	Virgin				
Holo	?	Secret	Base	A	Religious Retreat	68
BOONDOCKS						
Hooterville	9	SaVaHuTa	State	D	Rep. Democracy	2600000000
Boondocks Belt	?	Secret	Base	A	Precious Metals	84
BRASS						
Tamana	10	SaVaHuTa	Colonizer	D	Gerontocracy	710000000
Colony: Coil. Homeworld of the Sastra						
Vaelue	7	Vaelan	Backward	A	Scientific Caste	100000000
Tar	3	Taran	Primitive	A	Techno-Feudal	55000000
Darike	10	Kolusien	Colonizer	D	Technocracy	650000000
BULLET						
Bullet	0	Virgin				
Cartridge	0	Virgin				

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
BURN						
Burn	10	SaVaHuTa	Colony	C	Military Admin	6400000
Colony of Katamaran						
Baby	0	Virgin				
CARNELIAN						
Sygnett	10	SaVaHuTa	Colony	C	Bureaucracy	1600000
Colony of Svelte						
Plustpon	3	Plusti	Primitive	A	Inherited Nobility	5000000
CLOISTER						
Dimmenelemen	10	Tumentamenata	Colony	C	Gov/Comm.	10000000
Kuminekemem	10	Tumentamenata	Colonizer	D	Plutocracy	75000000
Lux	0	Virgin				
Fraternalia	10	SaVaHuTa	Colonizer	D	Theocracy	520000000
Colony: Roger. Former Colony of Adma						
CLOVIS						
Teumatimon	10	Tappi	Colonizer	D	Technocracy	400000000
Tappana	10	Tappi	Colony	C	Bureaucracy	3000000
Clothilde	0	Gas Giant				
Dagobert	9	Diasporan	Colonizer	D	Monarchy	400000000
Colony: Merovus						
Merovus	9	Diasporan	Colony	C	Viceroy	3000000
Colony of Dagobert						
Childeric	7	Diasporan	Backward	A	Technocracy	1000000000
Lothar	9	SaVaHuTa	Colony	C	Military Admin	70000000
Colony of Sigebert						
Sigebert	9	SaVaHuTa	Colonizer	D	Dictatorship	700000000
Colony: Lothar. Former Colony of Fortinbras						
COGITO						
Fallow	0	Mapped				
Ven Dosh Apt	10	Ven Der Opt	Colonizer	D	Dictatorship	1000000000
Darien	7	SaVaHuTa	Backward	A	Bureaucracy	250000000
Quer Shuk Apt	7	Ven Der Opt	Backward	A	Priest Caste	7000000
Amb Ost Apt	0	Virgin				
Coil	8	SaVaHuTa	Colony	C	Patriarchy	375000
Colony of Tamana						
Meer Trav Apt	0	Gas Giant				
Staft Ost Apt	0	Mapped				
Remb Ost Apt	0	Virgin				
Shrike	5	SaVaHuTa	Backward	A	Bureaucracy	53000000
Ergo Sum	10	SaVaHuTa	Colonizer	D	Plutocracy	2000000000
Colony: Heavy						

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
CORK						
Floater	8	SaVaHuTa	Colony	C	Secluded Patriarch	5400000
Colony of Cork						
Moat	?	Secret	Base	A	Illegal Research	50
Stoat	3	Diasporan	Protected	A	Council of Nobles	220
Boater	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	1000000
Cork	8	SaVaHuTa	Colonizer	D	Patriarchy	2600000000
Colony: Floater						
Gubruba	1	Gubruba	Protected	A	Barbarism	772
CRY IN THE DARK						
Friday 13th	0	Virgin				
Dark Belt	0	Mapped				
Bantu	0	Gas Giant				
Bantu One	0	Virgin				
Runalduren	10	Uramkup	Scient. Colony	C	Mining Company	8000
Bantu Three	0	Virgin				
Bantu Four	0	Virgin				
Cry in the Dark	9	Diasporan	State	D	Rep. Democracy	457000000
DANCER						
Darter	8	Thieve's Guild	Thieve's World	B	Thieve's Guild	520000
Dasher	?	Secret	Base	A	Pirate Base	53
Kaalimurare	10	Uramkup	State	D	Part. Democracy	1800000000
Dancer	10	SaVaHuTa	State	D	Rep. Democracy	511000000
Former Colony of Adma						
Prancer	7	Diasporan	Backward	A	Inherited Nobility	400000000
Runner	0	Virgin				
Splasher	8	SaVaHuTa	Protected	A	Game Warden	860
DANDY						
Zerubul	0	Gas Giant				
Jehosephat	3	Siarique	Primitive	A	Inherited Nobility	1000
Pinta	0	Virgin				
Nina	0	Virgin				
Santa Maria	8	Diasporan	State	D	Monarchy	210000000
Kertu-Luku/Dandelion	10	SaV/Kertu-Drua	Joint Admin	D	Viceroy	3000000000
Dibble	0	Gas Giant				
Carpathia	3	Diasporan	Protected	A	Frontier Sheriff	1000
Melonball	0	Virgin				
Mothball	0	Virgin				
Kertu-Duturak	10	Kertu-Drua	State	D	Monarchy	1500000000
Dundee	10	SaVaHuTa	Colonizer	D	Plutocracy	1000000000

Colony: Wazzup. Former Colony of Mickey's Birthday

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
DARWIN						
Darwin	10	SaVaHuTa	Colony	C	Stockholder	7000000
Colony of Doublet						
Erasmus	10	Independent	State	D	Monarchy	540000000
DINO						
u'Tommutur'u	10	Tommu	Scient. Colony	C	Testing Company	1500
DODGER						
Lupristimen	8	Tumentamenata	Colony	C	Viceroy	9000000
Roger	10	SaVaHuTa	Colony	C	Commission	9000000
Colony of Fraternalia						
DOMINO						
Domino	0	Gas Giant				
Kuprut	3	Kup	Primitive	A	Barbarism	3000000
Mangler	0	Virgin				
Melianiene	8	Kolusien	Colony	C	Priest Caste	7000000
Junker	0	Virgin				
Dominatus	10	SaVaHuTa	Colonizer	D	Monarchy	2800000000
Colony: Shearwater						
DON						
Ven dan Oor	8	Ven der Opt	Colony	C	Military Admin	15000000
DON'T GO OUT AT NIGHT						
Vault	3	SaVaHuTa	Protected	A	Ranger	650
Mariner	3 on 9	Independent	Prim on HT	C	Splintered	6000000
Bernard	0	Virgin				
Dorman's Planet	10	SaVaHuTa	Colony	C	Viceroy	6500000
Colony of Greylock						
Calder	9	SaVaHuTa	State	D	Bureaucracy	1500000000
Mabrionere	10	Ronaure	Colony	C	Viceroy	2000000
Qubretragre	0	Virgin				
DORTMUND						
Tebe	0	Gas Giant				
Terefer	10	Formenai	Colonizer	D	Rep. Democracy	2800000000
Marafer	0	Virgin				
Missafer	0	Virgin				
Rudafer	10	Formenai	Scient. Colony	C	Ma nu fact. Co.	3500
Manifer	9	Formenai	State	D	Technocracy	2000000000
DOUBLET						
Doublet	10	SaVaHuTa	Colonizer	D	Rep. Democracy	1700000000
Colonies: Darwin, Pyramid. Former Colony of Hoboken						
Inlet	0	Virgin				
Islet	0	Virgin				
Outlet	0	Virgin				

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
EMBER						
Cinderella	7	SaVaHuTa	Backward	A	Splintered	355000000
Flame	8	SaVaHuTa	State	D	Part. Democracy	85000000
Former Colony of Adma						
Pemelarulen	10	Uramkup	Colony	C	Stockholder	3600000
FIDO						
Umuriar	10	Kolusien	Hunting Planet	B	Governor	70
Rumiviran	10	Kolusien	State	D	Plutocracy	950000000
FIVE FINGERS						
Stammer	10	SaVaHuTa	Colonizer	D	Theocracy	125000000
Morningstar	10	Diasporan	State	D	Patriarchy	1600000000
Morningstar is the capital of the Diasporan Community						
Evandalle	?	Secret	Base	A	Religious Retreat	99
Lilbit	0	Virgin				
Tyny	0	Virgin				
Tweedledee	10	SaVaHuTa	Colonizer	D	Gerontocracy	2700000000
Colonies: Spectra, Elector						
Tweedledum	10	Independent	State	D	Matriarchy	2000000000
Pooh	0	Virgin				
Roderiarte	0	Virgin				
Bariporasti	0	Virgin				
Rontiure	10	Ronaure	State	D	Plutocracy	1500000000
FLYER						
Flyer	8	SaVaHuTa	Colony	C	Commission	9000000
Colony of Castor						
FORGET						
Me Not	0	Virgin				

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
FOX						
Misty	0	Gas Giant				
Hamblin	2	Independent	Prim Abandoned	A	Priest-King	2000000
Tommululu	9	Tommu	Colony	C	Commission	8000000
Overide	1	Diasporan	Protected	A	Archeol. Council	1000
Farquahar	0	Virgin				
Novitiate	0	Virgin				
Lypo'Kan'narek	5	Lype	Backward	A	Inherited Nobility	930000000
Big Blue Marble	0	Gas Giant				
Little Joe	?	Secret	Base	A	Insane Asylum	12
Mandrake	?	Secret	Base	A	Secret Research	97
Ballpeen	0	Virgin				
Kimest	4	Kimesti	Protected	A	Ranger	830
New North Jersey	10	SaVaHuTa	State	D	Dictatorship	1100000000
Gondolin	0	Virgin				
High Towers	8	Diasporan	State	D	Paticip. Democracy	1500000000
Gordy	0	Virgin				
Tommusesu	9	Tommu	Colony	C	Military Admin	1500000
Cueball	0	Gas Giant				
e'Tommulosu'e	8	Tommu	State	D	Theocracy	2800000000
Lucknow/e'Tommutesu'e	9	SaV/Tommu	Joint Admin	D	Splintered	50000000
Hiram	0	Virgin				
Treasure Island	?	Secret	Base	A	Survival Training	62
Marvelloso	9	SaVaHuTa	Colony	C	Scientific Caste	95000000
Colony of Tarpon						
GLORIA						
Chariot	5	Independent	Backward	A	Splintered	967000000
Fiske	9	SaVaHuTa	Colonizer	D	Plutocracy	31000000
Colony: Gould						
Glorianna	10	SaVaHuTa	Colonizer	D	Monarchy	1300000000
Colonies: Windsor, Grizelda						
Myron	0	Mapped				
Donnar	0	Gas Giant				
Warren	10	Independent	State	D	Geriarchy	240000000
Gazebo	0	Virgin				
Twyne	3	Independent	Prim Abandoned	A	Techno-Feudal	6000
Skrit	8	Kiskit	Colony	C	Governor	7000000
Windsor	8	SaVaHuTa	Colony	C	Viceroy	5000000
Colony of Glorianna						
Gould	8	SaVaHuTa	Colony	C	Stockholder	5000000
Colony of Fiske						
Stareve	1 on 9	Independent	Prim on HT	A	Techno-Feudal	8000000
Skeen	8	Kiskit	State	D	Rep. Democracy	345000000
Ban	0	Virgin				

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
GRIZELDA						
Grizelda	9	SaVaHuTa	Colony	C	Viceroy	60000000
Colony of Glorianna						
Zelda	0	Virgin				
HAGIA						
Mecca	0	Virgin				
Dalana	7	Diasporan	Backward	A	Splintered	1000000000
Kumai	?	Secret	Base	A	Private Army	100
Medina	0	Mapped				
Qum	0	Virgin				
HARLECH						
Dangerous	10	SaVaHuTa	Hunting Planet	B	Appntd Marshall	73
Rodin	9	SaVaHuTa	Colony	C	Scientific Caste	2700000
Colony of Thinker						
Harlech	0	Gas Giant				
Chmee	0	Virgin				
Tommurodu	10	Tommu	Colony	C	Governor	8500000
HARPY						
Harpy	10	Diasporan	State	D	Technocracy	2600000000
Mister	8	SaVaHuTa	Scient. Colony	C	Testing Company	9000
HEBE						
Hebe-Jebe	10	Diasporan	State	D	Patriarchy	745000000
HERO						
Tuagit	10	Guaru	Colonizer	D	Plutocracy	718000000
Hero	0	Gas Giant				
Hero I	0	Virgin				
Hero II	0	Virgin				
Hero III	0	Virgin				
Hero IV	0	Virgin				
Hero V	0	Virgin				
Hero VI	8	Diasporan	State	D	Dictatorship	1500000000
Hero VII	8	SaVaHuTa	State	D	Rep. Democracy	820000000
HOP						
Hopkins	7	SaVaHuTa	Backward	A	Splintered	950000000
HOWLER						
Howler Boyo	0	Gas Giant				
Tag	9	SaVaHuTa	Colony	C	Scientific Caste	1500000
Colony of Thinker						
Manomet	0	Virgin				
Ferment	0	Virgin				
The Slip	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	900000
Deereenee	6	Gohagan	Backward	A	Splintered	1000000000

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
IMHOTEP						
Durandaluren	9	Uramkup	Colony	C	Military Admin	5400000
Runduluan	0	Virgin				
Pyramid	9	SaVaHuTa	Colony	C	Viceroy	1200000
Colony of Doublet						
Imhotep	10	SaVaHuTa	State	D	Technocracy	401000000
Spike	0	Virgin				
IMPASSE						
Impasse	10	SaVaHuTa	Colony	C	Gov.-Comm.	2500000
Colony of Dillon						
Rabien	10	Kolusien	Hunting Planet	B	Ranger Biologist	57
INFORTIS						
Fortinbras	10	SaVaHuTa	Colonizer	D	Bureaucracy	3000000000
Colony: Emerald City						
Bras D'Or	9	Diasporan	State	D	Theocracy	2800000000
IOLANDA						
Deathbane	10	SaVaHuTa	Hunting Planet	B	Forest Ranger	20
Hytek	10	SaVaHuTa	Colonizer	D	Oligarchy	2000000000
Colonies: Altos, Aztec						
Greylock	10	SaVaHuTa	Colonizer	D	Oligarchy	2000000000
Colony: Dorman's Planet						
Ruyuimaak	10	Uramkup	Colonizer	D	Part. Democracy	1800000000
IRIS						
Cider	0	Virgin				
Adma	10	SaVaHuTa	Colonizer	D	Patriarchy	2700000000
Colonies: Parachute, Puck. Homeworld of the Tagris						
Flan	9	Diasporan	State	D	Technocracy	3000000000
Miriam	0	Virgin				
ISIS						
Pungu	9	Tumuran	Scient. Colony	C	Precious Metals	2000
JACK						
Storn	8	SaVaHuTa	Colony	C	Technocracy	5000000
Colony of Faren						
Kwry	8	Kiskit	State	D	Theocracy	1500000000
JUJU						
Shearwater	9	SaVaHuTa	Colony	C	Military Admin	5500000
Colony of Dominatus						
Meager	9	Thieve's Guild	Thieve's World	B	Thieve's World	65000
Uramkutipte	9	Uramkup	State	D	Dictatorship	1300000000

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
KATMANDU						
Katmandu	9	Diasporan	State	D	Bureaucracy	2800000000
Kertu-Iktur	10	Kertu-Drua	State	D	Oligarchy	467000000
Kataninetails	9	Independent	State	D	Plutocracy	571000000
Katapult	0	Virgin				
Kertu-Utruk	10	Kertu-Drua	State	D	Dictatorship	785000000
Katamaran	10	SaVaHuTa	Colonizer	D	Bureaucracy	1900000000
Colonies: Burn						
KINGDOM						
e'Tommutimo'e	10	Tommu	State	D	Monarchy	600000000
Tommuturo	8	Tommu	Colony	C	Scientific Caste	150000
Crimson King	0	Gas Giant				
King Cole	0	Virgin				
King Arthur	0	Virgin				
King Cobra	0	Virgin				
King George	0	Virgin				
King Edward	0	Virgin				
King Richard	0	Mapped				
KI-RIN						
Ki-Rin	9	SaVaHuTa	Colonizer	D	Gerontocracy	1800000000
Colony: Isis. Former Colony of Fiske						
Singlet	0	Virgin				
Triplet	?	Secret	Base	A	Family Retreat	83
LAMIA						
Dagrabbit	3	Ind/Dagger/Dagr	Primitive	A	Splintered	9400000
Dinko	1	Independent	Prim. Abandoned	A	Barbarism	1200000
LANDING						
Vulture	9	SaVaHuTa	Colony	C	Priest Caste	8000000
Colony of Stammer						
Kutomang	8	Diasporan	State	D	Monarchy	55000000
LAUDE						
Anima	0	Mapped				
LAUREL						
Coronet	0	Gas Giant				
Wheeler	8	Thieve's Guild	Thieve's World	B	Thieve's World	800000
Diamond	0	Virgin				
Laurel	10	Diasporan	State	D	Monarchy	2000000000
Riser	0	Virgin				
Storm	0	Virgin				
Siene	0	Virgin				
Punat	0	Virgin				
Isis	9	SaVaHuTa	Colony	C	Techno.c Council	8000000
Colony of Ki-Rin						

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
LEDA						
Sastrakal	10	SaVaHuTa	State	D	Sastra Council	2100000000
Former Colony of Tamana						
Vantornom	10	SaVaHuTa	State	D	Vantor Council	3000000000
Former Colony of Faren						
Companion	0	Mapped				
Humanworld	10	SaVaHuTa	State	D	Human Council	2700000000
Tagrisdomo	10	SaVaHuTa	State	D	Tagris Council	2900000000
Former Colony of Adma						
LEO						
Leo Belt	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	600000
LEVIATHAN						
Blue Belt	0	Virgin				
Moby Dick	0	Virgin				
Finback	0	Virgin				
Monstro	0	Virgin				
Ishmael	7	SaVaHuTa	Backward	A	Monarchy	830000000
Shamu	0	Virgin				
Ahab	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	600000
LIFT						
Maakiure	10	Uramkup	Colonizer	D	Bureaucracy	2600000000
Maanierane	0	Virgin				
Muluraniene	0	Gas Giant				
Duel	8	SaVaHuTa	Colony	C	Mother/Council	4000000
Colony of Kramer						
Kramer	8	SaVaHuTa	Colonizer	D	Technocracy	1300000000
Colony: Duel. Former Colony of Dominatus						
Marvel	10	Diasporan	State	D	Rep. Democracy	265000000
Stopper	0	Virgin				
Plug Ugly	0	Virgin				
Rumurien	9	Kolusien	Colony	C	Bureaucracy	3000000

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
LOOKOUT						
Heavy	10	SaVaHuTa	Colony	C	Viceroy	7000000
Colony of Ergo Sum						
Tyne	0	Virgin				
Nieustadt	10	SaVaHuTa	State	D	Technocracy	111000000
Former Colony of Betsy						
Kuvelek	7	Kuvele	Backward	A	Monarchy	367000000
Number	10	SaVaHuTa	Protected	A	Judge	277
Hoyt	0	Virgin				
Carmel	0	Gas Giant				
Alan	0	Virgin				
Betsy	10	SaVaHuTa	State	D	Monarchy	2500000000
Former Colony of Ergo Sum						
Carl	0	Virgin				
David	3	Independent	Prim Abandoned	A	Theomonarchy	147000000
Elizabeth	0	Virgin				
Felicia	0	Virgin				
LOOP						
Loup Garou	9	SaVaHuTa	Colony	C	Scientific Caste	2800000
Colony of Loop						
Loopette	0	Mapped				
Skip to My Loop	9	SaVaHuTa	Scient. Colony	C	Scientific Caste	8000000
Kertu-Daturak	10	Kertu-Drua	State	D	Oligarchy	2500000000
Loop de Loop	9	SaVaHuTa	Colony	C	Scientific Caste	8000000
Colony of Loop						
Loop	10	SaVaHuTa	Colonizer	D	Technocracy	860000000
Colonies: Loup Garou, Loop de Loop, Lupus						
Lupus	9	SaVaHuTa	Colony	C	Stockholder	5000000
Colony of Loop						
Loopy	0	Mapped				
LOPE						
Ante	0	Gas Giant				
Ante I	0	Virgin				
Ante II	0	Virgin				
Ante Up	8	SaVaHuTa	Colony	C	Commission	11000000
Colony of Pollux						
Cante	0	Gas Giant				
Cante I	0	Virgin				
Cante II	0	Virgin				
Cante III	0	Virgin				
Cante IV	0	Virgin				
Cante V	0	Virgin				
Tunkstikul	6	Chagamem	Backward	A	Agri. Nobility	600000000
Cantelever	?	Secret	Base	A	Survival Training	48

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
LOS NINOS						
Ruprudek	10	Uramkup	Colonizer	D	Technocracy	2600000000
Kamopa	0	Virgin				
Rukurope	6	SaVaHuTa	Backward	A	Ranger Socio.	137000000
Kadumopa	0	Virgin				
La Madre	0	Gas Giant				
Pedro	0	Mapped				
Juano	0	Virgin				
Manolito	9	Diasporan	State	D	Part. Democracy	2500000000
Linda	0	Virgin				
Carmelita	10	SaVaHuTa	Colonizer	D	Dictatorship	1700000000
Colonies: Nigel IV, Monster. Former Colony of Dominatus						
Kudropa	10	Uramkup	Colony	C	Scientific Caste	4000000
LOUVER						
Louver	0	Gas Giant				
Lever	7	Independent	Backward	A	Caste System	600000000
Liver	2	Diasporan	Protected	A	Xeno-Scientist	556
Lifter	9	Diasporan	Colony	C	Military Admin	70000000
Colony of Lofter						
Lofter	9	Diasporan	Colonizer	D	Dictatorship	3000000000
Colony: Lifter						
Laugher	9	SaVaHuTa	Colonizer	D	Oligarchy	2100000000
Colony: Laver						
Laver	9	SaVaHuTa	Colony	C	Gov.-Comm.	1000000
Colony of Laugher						
Lover	10	Diasporan	State	D	Part. Democracy	3000000000
LUCIFER						
Lucifer	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	25000000
Etruns	10	Etvar	State	D	Gerontocracy	100000000
Glip	0	Virgin				
MAHDI						
Etcleks	10	Etvar	State	D	Rep. Democracy	2000000000
Green Acres	10	Independent	State	D	Gerontocracy	500000000
Former Colony of Quaestor						
MAKO						
Mako	0	Mapped				
MARROW						
Wazzup	8	SaVaHuTa	Colony	C	Governor	2500000
Colony of Dundee						
Femur	2	SaVaHuTa	Protected	A	Ranger-Soc.	421
MEXIS						
Mexis	4	Tundene	Protected	A	Forest Ranger	649

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
MOTHER						
Mother Belt	?	Secret	Base	A	Religious Retreat	67
MIKE						
Thibault	0	Mapped				
Laos	0	Gas Giant				
Laos I	0	Virgin				
Laos II	0	Virgin				
Laos III	0	Virgin				
Mike	9	Diasporan	Colonizer	D	Rep. Democracy	1200000000
Colony: Angela						
Binky	5	Diasporan	Backward	A	Splintered	1000000000
Angela	9	Diasporan	Colony	C	Governor	10000000
Colony of Mike						
MINK						
Big Pink	0	Gas Giant				
Rinky-dink	8	SaVaHuTa	Colony	C	Military Admin	10000000
Colony of Brinks						
Sink	2	SaVaHuTa	Protected	A	Prison	432
Brinks	9	SaVaHuTa	Colonizer	D	Rep. Democracy	2000000000
Colony: Rinky Dink						
Tommulu	8	Tommu	Colony	C	Priest Caste	3700000
Stinker	7	SaVaHuTa	Hunting Planet	B	Ranger-Biologists	62
Tommaru	9	Tommu	Colony	C	Commission	9800000
Intomino	0	Virgin				
a'Tommutu'a	10	Tommu	Colonizer	D	Oligarchy	3000000000
e'Tommintu'e	10	Tommu	State	D	Theocracy	2700000000
Kinky	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	950000
Links	0	Mapped				
Thinker	10	SaVaHuTa	Colonizer	D	Technocracy	3000000000
Colonies: Tag, Rodin						
MOMBASSA						
Kise	0	Gas Giant				
Martofer	0	Virgin				
Aldofer	0	Virgin				
Rutrofer	10	Formenai	Scient. Colony	C	Trading Company	2500
Asdofer	8	Formenai	State	D	Rep. Democracy	2500000000
Minde	0	Gas Giant				
Sontrafer	0	Virgin				
Emafer	7	Formenai	Backward	A	Part. Democracy	11000000
Kudrofer	0	Virgin				
Atrafer	0	Virgin				
Sedrafer	10	Formenai	Colonizer	D	Part. Democracy	2800000000
Metrafer	10	Formenai	Colony	C	Gov.-Council	50000000
Denifer	0	Virgin				
Modrufer	10	Formenai	State	D	Rep. Democracy	2300000000
Pemafer	0	Virgin				

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
MYOTO-GA-SEKE						
Aberdeen	7	SaVaHuTa	Backward	A	Plutocracy	700000000
Mull	0	Virgin				
Mackinnon	0	Virgin				
Myoto-Ga-Seke	9	SaVaHuTa	State	D	Monarchy	350000000
Tyrrik	10	Kiskit	Colonizer	D	Dictatorship	1500000000
NIGEL						
Sundiver	7	Independent	Backward	A	Splintered	850000000
Nigel	0	Gas Giant				
Nigel I	9	SaVaHuTa	State	D	Technocracy	1500000000
Kumroda	9	Uramkup	Colony	C	Military Admin	8700000
Nigel III	0	Virgin				
Nigel IV	9	SaVaHuTa	Colony	C	Scientific Caste	4100000
Colony of Carmelita						
OLIPHANT						
Okondi	?	Secret	Base	A	Hunting Preserve	75
Komimu/Oliphant	8	SaV/Ronaure	Joint Admin	D	Secluded Patriarch	1500000000
Kominere	8	Ronaure	Hunting Planet	B	Forest Ranger	32
OUTBACK						
Gunogu	9	Tumuran	State	D	Bureaucracy	1500000000
Barugu	9	Tumuran	Colony	C	Governor	7000000
Lugat	0	Virgin				
Racket	9	Thieve's Guild	Thieve's World	B	Thieves Guild	180000
Zumagu	0	Gas Giant				
Fulat	0	Virgin				
Uburat	0	Virgin				
Ghengis	3 on 10	Independent	Prim on HT	C	Splintered	9000000
Runat	0	Virgin				
Gunat	10	Tumuran	State	D	Patriarchy	2000000000
Punat	10	Tumuran	Colonizer	D	Technocracy	3000000000
OZ						
Emerald City	9	SaVaHuTa	Colony	C	Governor	70000
Colony of Fortinbras						
Blivit	0	Virgin				
PARACLETUS						
Paramus	0	Gas Giant				
Paralyze	0	Virgin				
Paradox	6	Diasporan	Backward	A	Agri. Nobilit	900000000
u'Tommutulu'u	9	Tommu	Hunting Planet	B	Judge	39
Paranoia	0	Mapped				
Parachute	10	SaVaHuTa	Colony	C	Council of Elders	10000000
Colony of Adma						
Paracletus Belt	0	Virgin				

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
PEARL						
Pearl	0	Gas Giant				
Storch	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	125000
Nykal	5	Nyke	Backward	A	Inherited Nobil.	750000000
Beider	10	Independent	State	D	Monarchy	2000000000
Beal	10	Kiskit	Colonizer	D	Bureaucracy	67000000
Steinwald	0	Mapped				
Tambal	7	Tambo	Backward	A	Splintered	450000000
Von Harmann	0	Mapped				
PHAEDRA						
Phaedra Inner Belt	0	Virgin				
Phaedra Outer Belt	0	Virgin				
Moriarne	9	Ronaure	State	D	Monarchy	1700000000
Phaedra	10	Independent	State	D	Technocracy	2000000000
Spectra	9	SaVaHuTa	Colony	C	Priest Caste	6500000
Colony of Tweedledee						
Mantra	8	Thieve's Guild	Thieve's World	B	Thieve's Guild	850000
Squeeker	0	Virgin				
Electra	8	SaVaHuTa	Colony	C	Stockholder	9000000
Colony of Tweedledee						
PLUSH						
Faren	10	SaVaHuTa	Colonizer	D	Oligarchy	700000000
Colonies: Storn, Trefoil Gamma, Singer. Homeworld of the Vantor						
Satellite	0	Virgin				
Committed-to-the-Lord	10	Diasporan	Colonizer	D	Theocracy	1000000000
Colony: By-the-Grace-of-the-Lord						
QUAD						
Quad Belt	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	150000
QUEST						
Conquest	0	Virgin				
Inquest	0	Gas Giant				
Question	0	Virgin				
Request	0	Virgin				
Quaestor	10	SaVaHuTa	State	D	Dictatorship	2600000000
QUIRK						
Quirk Belt	0	Virgin				
Le Grande Orange	0	Gas Giant				
Kimit	2	Stave'nuk	Primitive	A	Splintered	5100000
Fells	2	Independent	Prim. Abandoned	A	Military	3700000
Whit	0	Virgin				
Tarpon	10	SaVaHuTa	Colonizer	D	Part. Democracy	1100000000

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
RAPH						
Raph	0	Gas Giant				
Ollie	0	Virgin				
Domag	6	Domani	Backward	A	Splintered	80000000
Lola	3 on 10	Independent	Prim. on HT	A	Feudal	150000000
Ken	0	Virgin				
Winkie	0	Virgin				
Sarge	0	Virgin				
Joe	0	Virgin				
ROOSTER						
By-the-Grace-of-the-Lord Colony of Committed-to-the-Lord	8	Diasporan	Colony	C	Council of Elders	5500000
Brikton	2	Independent	Prim Abandoned	A	Council of Nobles	6000000
SCOPE-UP						
Lens	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	30000
Mote	?	Secret	Base	A	Smuggling	100
SENTRY						
Rumble	0	Virgin				
Bantry	10	SaVaHuTa	Scient. Colony	C	Conglomerate	6000
Wyvern	10	Diasporan	State	D	Monarchy	1700000000
SET						
Murgu	10	Tumuran	Colonizer	D	Dictatorship	2000000000
Set	10	SaVaHuTa	State	D	Patriarchy	1500000000
SHINE						
Pandolpho	3 on 10	Independent	Prim on HT	C	Pontificate	3000000
Lumen	9	Diasporan	State	D	Monarchy	1800000000
Excalibur	6	Diasporan	Backward	A	Splintered	630000000
Stone	0	Virgin				
Shadow	10	Thieve's Guild	Thieve's World	B	Thieve's Guild	1000000

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
SHIO ZUCHI						
Surianiar	0	Gas Giant				
Marurien	10	Kolusien	Colonizer	D	Plutocracy	1500000000
Rurunarian	0	Virgin				
Kurisurien	9	Kolusien	Colony	C	Viceroy	6000000
Meniasuriar	0	Virgin				
The Hump	0	Gas Giant				
Hump I	0	Virgin				
Hump II	0	Virgin				
Mubrektuk	6	Mubrek	Backward	A	Techno-Feudal	600000000
Bacall	8	SaVaHuTa	Colony	C	Bureaucracy	5500000
Colony of Bogie						
Hump V	0	Virgin				
Bogie	8	SaVaHuTa	Colonizer	D	Matriarchy	2700000000
Colony: Bacall. Former Colony of Tamana						
SHORE						
Far Shore	10	Diasporan	State	D	Bureaucracy	2200000000
Wavelet	0	Virgin				
SHYLY						
Shyly	0	Gas Giant				
Calumet	5	Diasporan	Backward	A	Rep. Democracy	580000000
Doonan	0	Virgin				
u'Tommutulu'u	0	Gas Giant				
e'Tommintu'e	0	Virgin				
a'Tommutu'a	9	Tommu	Colony	C	Priest Caste	10000000
e'Tommintu'e	0	Virgin				
SISTER						
Beauty	0	Virgin				
Singer	9	SaVaHuTa	Colony	C	Commission	7500000
Colony of Faren						
Harmony	?	Secret	Base	A	Private Army	88
Melody	0	Virgin				
Counterpoint	?	Secret	Base	A	Smugglers	98
Talker	9	Diasporan	State	D	Rep. Democracy	288000000
Monster	10	SaVaHuTa	Colony	C	Governor	6200000
Colony of Carmelita						
Fang	0	Virgin				
SKEET						
Skeet	0	Gas Giant				
Shoot	10	Independent	State	D	Technocracy	50000000
Kronen	8	Kiskit	Colony	C	Scientific Caste	7500000
Pigeon0	0	Virgin				
Shot	0	Virgin				
Clay	0	Virgin				
Thrower	0	Mapped				
Skeet Belt 0	0	Virgin				

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
SOBE						
Sobe	0	Gas Giant				
Tired	6	Diasporan	Backward	A	Technocracy	600000000
Lucky	1 on 10	Independent	Prim. on HT	C	Caste System	4100000
Happy	9	Independent	State	D	Monarchy	2100000000
Quiet	0	Virgin				
Serene	9	Diasporan	State	D	Gerontocracy	1100000000
SPRITE						
Tahitian	0	Gas Giant				
Commitment	5	Tumentamenata	Backward	A	Anarchy	42000000
Faerie	0	Virgin				
Lomatikumen	10	Tumentamenata	Colonizer	D	Plutocracy	470000000
Puck	9	SaVaHuTa	Colony	C	Military Admin	8000000
Colony of Adma						
Timpestaran	0	Virgin				
Rudunorunan	0	Virgin				
Rilistenarin	0	Mapped				
Falistumen	10	Tumentamenata	State	D	Plutocracy	78000000
Lovaritan	0	Virgin				
Timetuvin	?	Secret	Base	A	Family Retreat	23
Malkuletin	0	Virgin				
Keminaritumen	10	Tumentamenata	Colonizer	D	Plutocracy	1300000000
Tovaratun	0	Virgin				
Laluprinan	0	Virgin				
STALKER						
Stalker Belt	?	Secret	Base	A I	Illegal Research Lab	73
SUPRISE						
Slus	10	Guaru	Colonizer	D	Bureaucracy	2500000000
Mickey's Birthday	10	SaVaHuTa	Colonizer	D	Dictatorship	787000000
Colonies: Bonn, Bremen						
Luku	0	Virgin				
Nuagu	0	Virgin				
Liberty	8	Thieve's Guild	Thieve's World	B	Thieve's Guild	354000
Zit	0	Virgin				
Nuwun	3 on 9	Independent	Prim. on HT	A	Techno-Feudal	5000000
Glask	2	Guaru	Protected	A	Archeol. Council	536
SVELTE						
Svelte Belt	0	Mapped				
Svelte	10	SaVaHuTa	Colonizer	D	Monarchy	50000000
Colony: Sygnett. Former Colony of Adma						
Etlevs	10	Etvar	State	D	Oligarchy	1000000000
TAMBOUR						
Kithara	0	Mapped				
Pit	0	Mapped				

STARCLUSTER - WORLDS - SETTLEMENT

WORLD NAME	TL	AFFILIATION	STATUS	STARPORT	GOVERNMENT	POPULATION
TINSTAR						
Tanugu	10	Tumuran	Colonizer	D	Theocracy	500000000
Tunrat	8	Tumuran	Colony	C	Priest Caste	6000000
Dillon	10	SaVaHuTa	Colonizer	D	Rep. Democracy	1000000000
Colony: Impasse. Former Colony of Taman						
TODE						
Todey	?	Secret	Base	A	Pirate	55
TONTO						
Kimosabe	0	Virgin				
Komoku	3	Komo	Primitive	A	Anarchy	5000000
TRANSFER						
Maracaibo	0	Mapped				
TREFOIL						
Trefoil Alpha	0	Virgin				
Trefoil Beta	10	SaVaHuTa	State	D	Technocracy	1800000000
Trefoil Beta-one	3	SaVaHuTa	Protected	A	Judge	344
Trefoil Beta-two	0	Virgin				
Trefoil Gamma	10	SaVaHuTa	Colony	C	Commission	4000000
Colony of Faren						
Trefoil Gamma-o	0	Mapped				
VICTORIA						
Kaalimanere	10	Uramkup	Colony	C	Bureaucracy	4500000
Duboise	2 on 8	Independent	Prim on HT	C	Pontificate	6000000
Honeycomb	7	Independent	Backward	A	Council of Nobles	645000000
WHITECAP						
Whitecap/Slualu	8	SaV/Guaru	Joint Admin	D	Stockholder	504000000
WINK						
Munatik Belt	8	Tumuran	Scient. Colony	C	Interstell. Congl.	71000
ZEBRA						
Zebra Belt/Urumi	10	SaV/Uramkup	Joint Admin	D	Scientific Caste	2500000000

THE AZTEC SYSTEM

AZTEC SYSTEM

ICARUS BELT

AZTEC

AZTEC ORBITAL

AZTEC
SUN

QUANTUM

BAILIFF

RETRON

MOONS

DESCARTES STATION

1
2
3
4
5
6
7
8
9
10
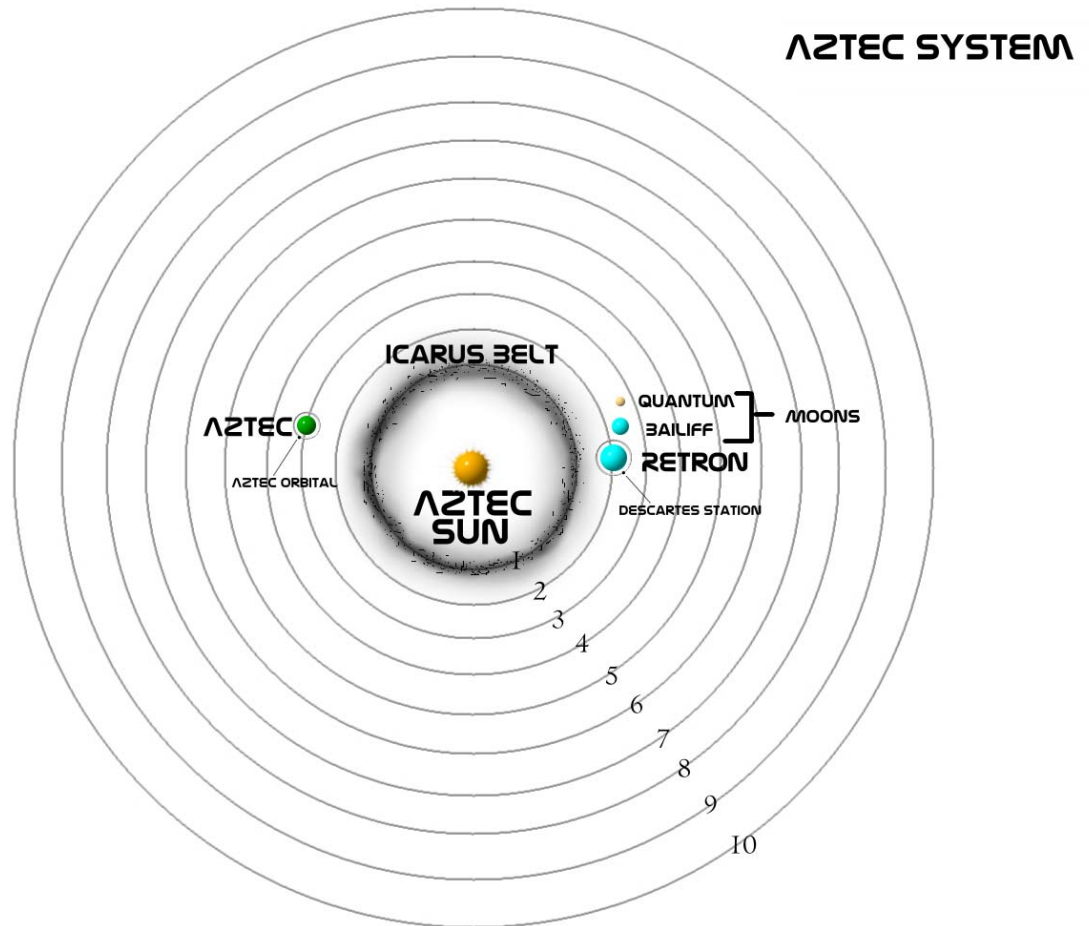
STARCLUSTER - AZTEC SYSTEM

In the section on worlds and systems in the Cluster, the description of the Aztec system is given thusly:

Table 1: Aztec System Physical Characteristics

World	Orbit	Atmosphere	H2O	Gravity	Average temperature Degrees F
Icarus Belt	1	None	0%	Trace	Background
Retron	2	Thick	75%	2.0	100
Bailiff	2+1	Contaminated	60%	0.8	50
Quantum	2+2	none	0%	Trace	Background
Aztec	3	Thin	25%	0.4	-10

and so:

Table 2: Aztec System Settlement Data

World	Tech Level	Political Affiliation	Settlement type	Star port	Government	Population
Icarus Belt	0	Virgin	None	None	none	none
Retron	5	Diasporan Community	Backward	A	Splintered	100,000,000
Bailiff	2	Diasporan Community	Protected	A	Xenoscientists	350,000,000
Quantum	0	Virgin	None	None	none	none
Aztec colony of Hytek	9	SaVaHuTa	Colony	C	Commission	6,000,000

This is, of course, a rather bare-bones description, and is intentionally so. The descriptions of the worlds have been left open to the GM's imagination. StarCluster Game Masters are encouraged to customize the Cluster to their hearts' content. The descriptions given in this book are intended as guidelines to assist the GM in fashioning a unique Cluster. We are including this chapter to show the results of one possible interpretation of these guidelines and extrapolation of them into a full and rich setting.

THE AZTEC SYSTEM

The star called **Aztec** is a ginger colored sun somewhat cooler and dimmer than Sol. There are two planets and an asteroid belt circling it, and two moons orbiting the innermost planet.The system has three Jump routes - by far the most important being a long Jump 3 route to the **Sister** system. This route is the only connection between the loop of systems on the other side of **Aztec** and the rest of the Cluster.

The second most travelled route is the Jump 2 route between **Aztec** and the **Zebra** system, which leads on via another Jump 2 route to the **Harpy-Domino-Phaedra** trinary. The last route leads via a Jump 1 route to the **Iolanda** system from which a Jump 3 route leads on to the **Los Ninos-Juju** binary.

The traffic is mostly pass-through, as the settlements in the system are for the most part self sufficient. Most of the traffic actually destined for this system and not just passing through ends up at **Aztec**, which is a high tech level colony world.

ICARUS BELT

Icarus Belt is an extensive asteroid belt orbiting close in to the **Aztec** sun. The belt is composed mostly of carbonaceous chondrites, but there are some high quality nickel-iron rocks, and a small mining industry operating out of the planet **Aztec** is running profitably. The belt has unusually large amounts of dust and gasses, and sometimes ships come through looking sand-blasted.

There are no known permanent settlements in the belt, but the belt is extensive and not well charted. Frequently pirates have been known to operate out of this belt, and smugglers certainly use the rocks for clandestine rendezvous and transshipments.

Merchants forced to use **Aztec** en route to more heavily populated systems elsewhere can be very vocal when pirates are present in the rocks, and SaVaHuTa or the DC sometimes send out frigates to clean out the pirate nests, but sooner or later the high volume of traffic brings more. The largest asteroids in the **Icarus Belt** are:

Table 3: Icarus Belt Planetesimals

Planetesimal Name	Diameter
Jenghis	1150 km
Mann	920 km
Oberlin	635 km
Cadillac	450 km
L'Audace	375 km

The belt could use a thorough exploration and mapping, and a permanent settlement would help immensely in controlling piracy.

RETRON

Retron was, with it's moon **Bailiff**, the first world colonized by humans in the **Aztec** system. When the Colony ship "Descartes" arrived in the system, from the Earth, the settlers split, with most going on to **Bailiff** and only a quarter - 5000 - settling **Retron**. The Retronese were the old 4th watch of the "Descartes", and had taken as a cultural model the 18th century Austro-Hungarian Empire.

The Retronese decided to settle **Retron** in spite of the hazards of doing so, for although **Retron** was a beautiful world with abundant native life, the crushing weight of 2.1 gravities and the thick, hot, moisture-laden air were obstacles to earth-life of any kind. They took as their homes the temperate north polar continent of Austerreich and south polar archipelago of Pesht, and began the business of carving out a living under exceedingly adverse conditions. The two communities were separated for centuries, and out of contact for most of that time, thus becoming isolated and distinct cultures. The other 3 continents have been left untouched, and are full of native life forms.
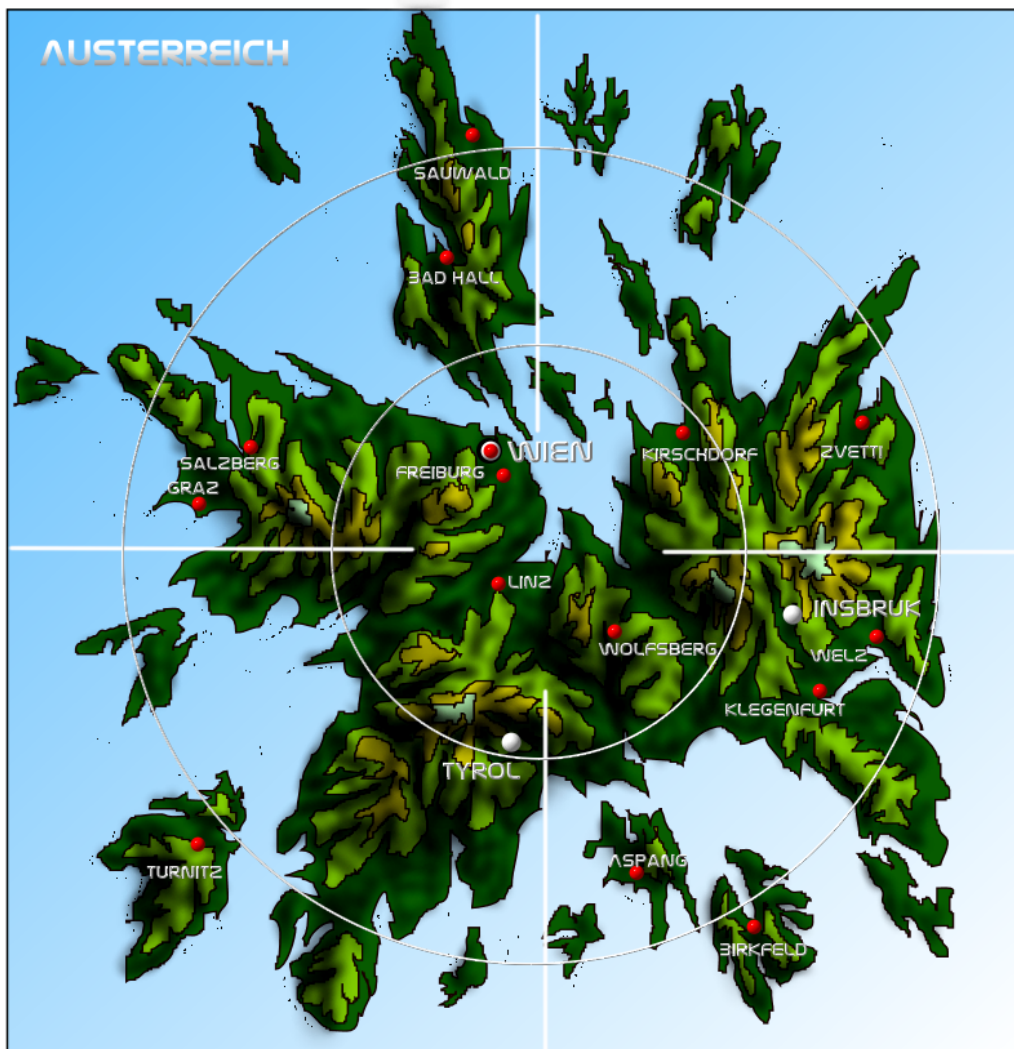
In the long time after the arrival and before visitors came from outside, **Retron** slowly slid backwards technologically. As high technology devices wore out or broke, cruder but natively supportable devices replaced them.

STARCLUSTER - AZTEC SYSTEM

Technology finally stabilized at about the time explorers from the Diasporan Community rediscovered the **Retron** colony in the year 411, and has been slowly climbing since.

The people of **Retron** are now divided between the Austrians in the north, who speak a peculiar form of German, and the southern Peshti, who speak a dialect of Magyar. All Retronese are squat and over-muscular by present interstellar standards, as the continual war between humanity and gravity on **Retron** made the tall, willowy look of most post-diasporan humans raised on light gravity worlds a non-survival characteristic. Retronese of either type are pretty much indistinguishable by outsiders, although any Austrian can identify a Peshti in moments just by style, mannerisms, and innumerable tiny genetic differences - and vice versa.

PESHT
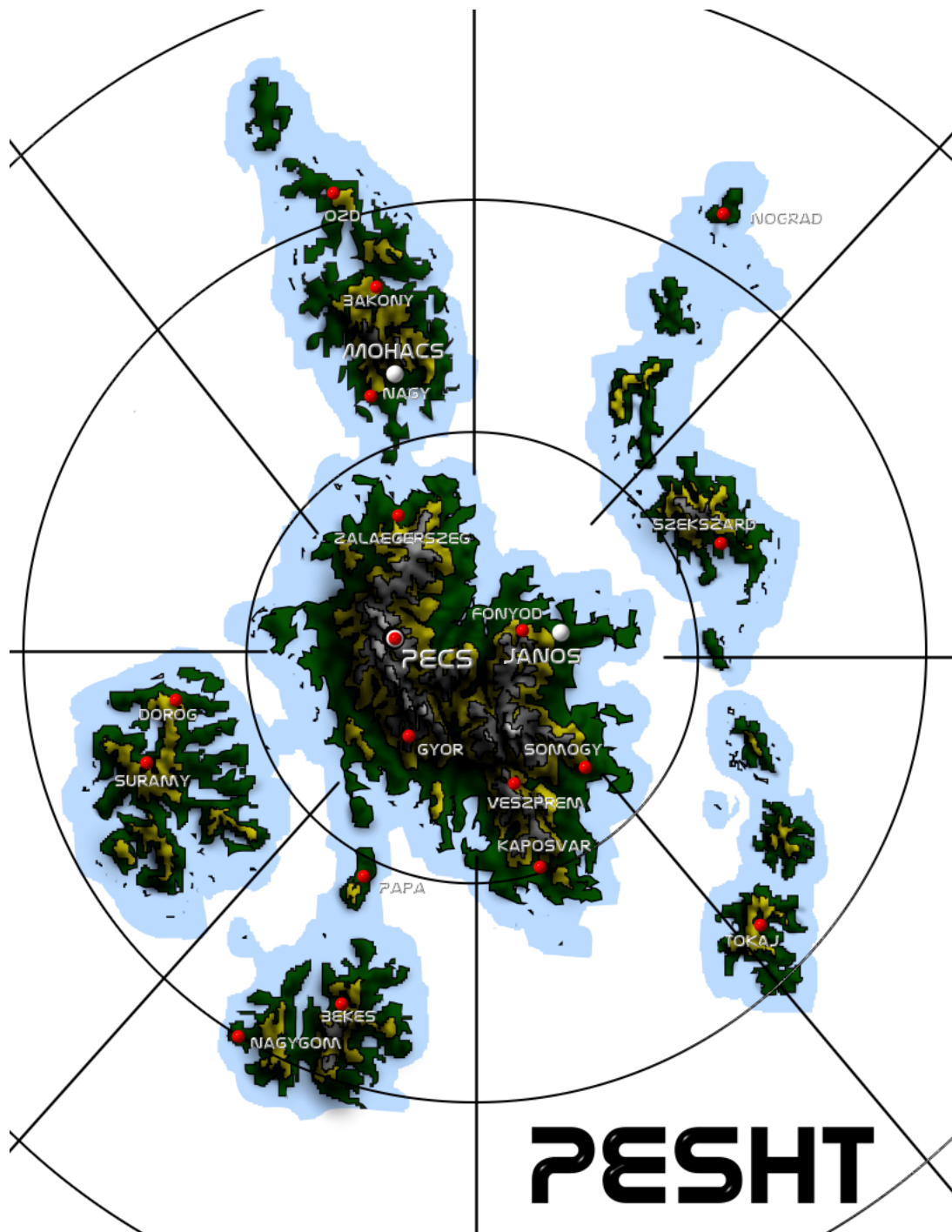
In Austria, the government is a socially active parliamentary democracy. The government funds the ongoing expansion of the railroads and development of new territories on Austerreich. The people are well-fed and industrious, and a bit stolid and conformist. There is a strong sense of social responsibility in the Austrian people, and there are few truly poor or rich people. The capital of Austria is Wien, population 1,500,000, site of a large shuttleport and hub of the national rail lines. Other large cities are Tyrol (pop. 1,000,000) and Innsbruck (pop. 750,000.)

In Pesht, the people are governed by a Constitutional Monarchy. The King - presently Janos III - is elected from the nobility by the nobility and serves for life as chief executive. The people directly elect representatives who support their interests as contrasted with those of the King and Nobles. The people are for the most part free-holder farmers and craftsmen. The Peshti are notoriously less phlegmatic than the Austrians, and their social gatherings are riotous and chaotic. The wild and energetic songs of Pesht are its major export, but unfortunately the dancing resembles more a frenetic shuffling under the constraints of the high gravity. The largest cities of Pesht are Mohacs (pop. 1,250,000,) Janos (pop. 1,000,000,) and high up in the mountains of Buda, the largest island, the capital of Pecs (500,000,) site of the main shuttleport.

THE "DESCARTES"

Retron's gravity prevents most starfaring craft from landing on planet. Instead, most traders and visitors dock at the "Descartes" and switch cargoes and passengers to heavy duty winged landers specially designed to land and take off again under the heavy pull of **Retron's** gravity. The "Descartes" is owned and operated by the Diasporan Community directly, as it was deserted by the first settlers. The "Descartes" serves both **Retron** and - to a far lesser extent - **Bailiff**.

The ex-colony ship has been refurbished as a space station orbiting **Retron**. Services available are M/AM fueling, Deuterium and Proteum fueling, shuttles to **Retron**, restaurant and bar services, sleepover accommodations, laundry, bulk food preparation and packaging, and tug services. Small shops on the concourse offer a limited selection of Retronese and Bailiffine handicrafts and merchandise, as well as souvenirs of doubtful extraction.

The present inhabitants of the "Descartes" are 1500 direct employees and representatives of the DC, 150 DC Fleet detachment personnel - mostly revenue agents and ground crew for the 2 revenue cutters, tug, and scoop-tanker permanently in-system, 55 heavy-duty shuttle ground crew and personnel, 25 employees of Weston-Nacht Ltd. involved in M/AM fuel production, and 150-200 permanent inhabitants, most of whom run shops and pushcarts on the Concourse. In a ship built for 20,000 inhabitants, the 2000 or so current inhabitants rattle around like dried peas in a can.

BAILIFF

The bulk of the "Descartes" original crew settled on the drier but more hospitable moon of **Bailiff**. Initially the colony met with great success, maintaining a relatively high level of technology for the first 50 years. At that point a bio-engineered virus was let loose in what appears to be a terrorist incident which got out of hand. A nuclear war between descendants of the three watches followed, each blaming the other for the virus. When the smoke had - literally - cleared, the survivors were thrown back onto the most primitive resources, and a brutal anarchy ensued - with local warlords claiming sovereignty by force in tiny city states. This situation persisted for almost 300 years until the private yacht "Anatar" dropped out of orbit into the city state of Pyongyang. The owner and captain, James Silkhand, took over the government of Pyongyang in a coup d'etat, and began a series

of conquests with the aid of the devastating armament on his tiny ship. Most of the former colony had been reunited under Silkhand when DC peacekeepers landed and destroyed the 'Anatar' - and Emperor Silkhand I - in a pitched battle.

Ever since, the moon has been a protectorate of the Diasporan Community, and Xenoscientists appointed on **Morningstar** have ruled the fractious people of **Bailiff**. Technology has been allowed to trickle in through strictly regulated trade, and the people of **Bailiff** are in the main better off than their ancestors. A small amount of Bailiffine handicrafts is exported, but most so-called Bailiffine works are clever fakes. Caveat Emptor!

The colonized area is scattered all over the moon in an effort to avoid the effects of the wars. The dominant cultures are those established by Cultural Emulation in the original three watches: Post-unification Korean, Neo-Renaissance Tamil, and Late-21st Century Andalucian. These cultures have been both mingled and splintered by the stresses of their environment, but survive intact to a great extent.

The current large cities are the former Pyongyang, now renamed Landing (180,000,) Cuddalore (175,000,) Guadalcanal (150,000,) and Hamhung (130,000.) There are dozens more of these city-states, each retaining a share of the hinterlands, and there are a subtantial number of nomads who are under nominal control of their own chieftains. Small scale warfare and raiding is endemic, although the Xenoscientists are attempting to bring about more peaceful conditions by non-coercive means. Substantial areas remain radioactive to this day.

QUANTUM

Quantum is the second moon of **Retron**, a small, heavily cratered globe of 950 km diameter. Gravity is trace only, barely perceptible to most people. **Quantum** is most likely a captured asteroid strayed from the **Icarus Belt**, and it's dusty black, rubble-strewn surface has never been colonized nor claimed. The moon seems to be mostly light elements with an almost complete dearth of the heavier metals.

Quantum has a very low albedo, due to the prevalence of dark carbon compounds in the surface dust, but the underlying rock is mostly light silicates, and crater rims and mountains show up starkly against the background. The moon has never been systematically mapped, but its main features are well known in the system. It was once considered as a forward base for the DC and a small facility was built in Olduvai Crater, but the moon was passed over in favor of rehabilitating the "Descartes," and the tiny base mothballed.

AZTEC

Aztec is the furthest out of the system's planets, and is home to a thriving, modern colony planted by the SaVaHuTan world **Hytek**, in the **Iolanda** system. **Aztec** is a cold, dry world, and the colony is strung along a chain of salt lakes called the Bitter Seas, at the bottom of a great Rift Valley which stretches 2200 kilometers from northeast to southwest across **Aztec's** equator.

The Rift Valley is the lowest point on the surface of **Aztec**, and the Bitter Seas are long, narrow, and very deep. The air pressure in the valley is high enough so that oxygen concentrators are not needed by the colonists, although visitors are subject to blackouts and dizziness without them. The colonists and their livestock were genetically enhanced for low air pressures, with large chests and wide, flaring nostrils. Even colonists need concentrators on the surface above the valley, however.

The cities of the colony line the midpoint of the valley like beads on a string, clustering close to the Bitter Seas, their main source of water. The flat valley floor is used mostly for agriculture, while the steep sides of the valley are terraced. There are spectacular waterfalls at Brindisi and Venizia where the higher seas drain into the lowest level of the colony. The Bitter Seas are fed by icemelt from the higher elevations of the valley as well as by cloud formation in the confined air of the valley itself. The central, lowest of the Bitter Seas, the Adriatic, is heated by constant geothermal action, and spawns most of the cloud formation. This lowest section of the valley, surrounding the Adriatic, is constantly shrouded in mist and fog.

The capital and largest city is Brindisi, at the southwestern waterfall. Brindisi has some 800,000 inhabitants, and is the site of the ground component of the Starport - basically a large shuttleport with better cargo-handling. Other major cities are Venizia at the northeastern waterfall (pop. 250,000,) Firenze on the Tyrrhennian Sea (pop. 200,000,) the floating Tagris City of Mists (pop. 120,000) on the central sea, and the mining city of Padua (pop. 95,000) high up in the northernmost section of the Valley.

The rural population of **Aztec** is to a large extent uplifted animals, while the humanoids mostly congregate in the urban areas. The Bitter Seas are too salty for dolphin settlement, and desalination equipment is a part of every colonist's emergency kit. The very light gravity of 0.5G makes trade with the colony easy, and the valley is a well known tourist attraction.

Native **Aztec** life is limited to spectacularly colored lichen-like plants, which encrust the rocky walls of the valley with a glorious texture, and slow moving invertebrate animals which, if they bite, tend to cause allergic reactions in Earth life. These pests are controlled in the valley by use of genetically modified roadrunners which are allowed to roam freely. They are immune to the allergenic effects of the local animals, and gobble them up with glee. This is not of great ecological concern because the roadrunners are limited to the valley, while the native life is widespread at the surface level.

AZTEC ORBITAL

The orbital component of the Starport is the ex-colony ship "Montefiore," now orbiting **Aztec** permanently. A new generation ship, the "Montefiore" was built with A-grav in mind, so has no rotating component. Much of the mass of the old ship was broken up and brought down to the colony on huge specially-designed landers, carried from **Hytek**. The present ship/station has only small thrusters and a M/AM generating fusion reactor. The hydrogen is obtained by scooping and filtering water from the plentiful seas of **Bailiff** (under license from the DC), disassociating the hydrogen from the oxygen, and retaining only the Deuterium fuel. The water is scooped far from the inhabited parts of **Bailiff** so as not to disturb the 'natives.'

Aztec Orbital, the official name for the reconfigured "Montefiore," is a bright, sunny place, with huge transparent plasteel 'window" panels letting in the light. The orbital is well populated, with 20,000 people of all types ranging the city. **Aztec Orbital** can supply any kind of service typically found at modern stations, including a repair yard able to handle most common ship repair work. There is a quantity of considerable light manufacturing undertaken on-station, and the tourist accommodations are noteworthy.

STARCLUSTER - CLUSTER MAP: RIGHT
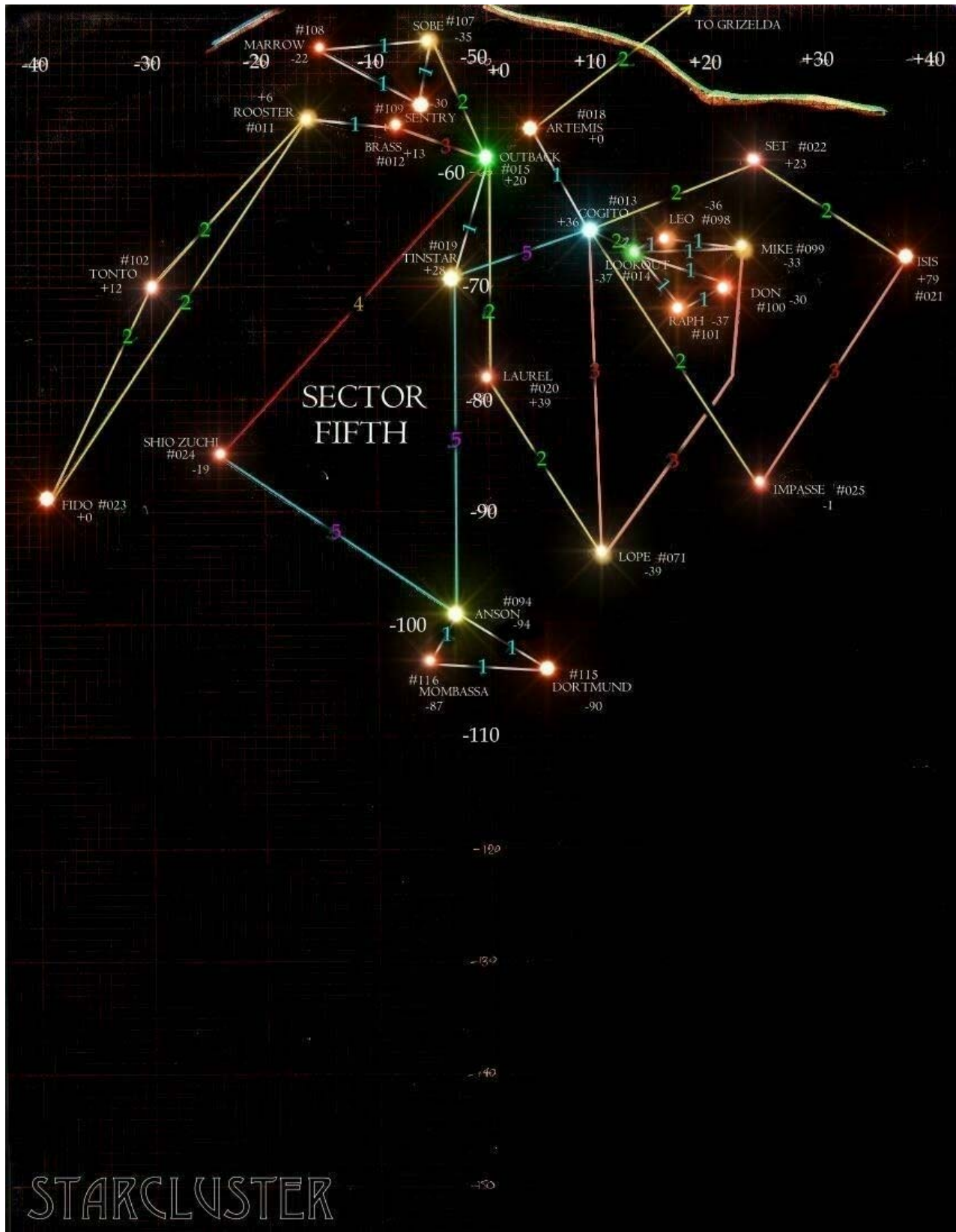
DESIGN NOTES ON THE STARCLUSTER GAME SYSTEM

The basic, core goals of StarCluster are:

- To sustain a survival oriented, realistic style of play
- To promote unique and memorable characters
- To allow for competent but not vastly superior characters
- To allow for various methods of game structure, both traditional (Campaign, One Shot) and non-traditional (Serialized Adventures, Flashbacks) as the GM and players wish.
- To allow for various points of emphasis, Exploration, Story Arc, Combat, and Social interaction, among others.

BASIC MECHANICS

The StarCluster game system was designed to be simple and accessible to anyone sitting down to a game. The basic die mechanic of roll-under percentile was chosen because it is immediately grasped by anyone. It is an ancient mechanic, hoary with age in RPG terms, but it works. It also suits a rather gritty SF game, like StarCluster. Most percentile games have different starting percentages for different skills - indeed the first version of StarCluster used exactly this mechanic. Based on player feedback and a desire to simplify the game, we eventually chose to have a single starting percentage, modified by both level of skill and a governing attribute, for ease of use in gaming, so that a player can immediately see what the chance of success is.

CHARACTER GENERATION

StarCluster character generation is year based, the player gaining one skill per year in most cases. This was done for a number of reasons. For one, it eliminated the need for experience points, and thus the temptation to mould play by rewarding appropriate behavior. Since StarCluster is a game of survival, the only appropriate play is character survival itself. Risking character survival should only be done if the character feels strongly enough about a point that the

reward is worth the possible price. This keeps the game gritty and close to reality. Secondly, the advancement by year facilitates a type of game structure which is difficult with other role-playing games, that of playing an adventure, moving the character forward (or even backward) in time, and resuming play with the character's skills appropriately raised (or lowered.) Since there is no difference to the character in terms of advancement whether the adventures in the intervening years are played out or not, there is no question of whether the character is advanced too far or not far enough. The GM can choose, with reasonable fluidity, to use such cinematic techniques as flashbacks and foreshadowing.

The ease of switching employments is the key to another StarCluster core concept, that each character is an individual, thus the player should have the widest choice possible in creating the character. The character may always choose among several options, thus allowing the character to grow as the player sees fit. The player can always choose to concentrate on raising certain skills at the expense of having more different skills, and vice versa. This play between depth of skill and breadth of skill is part of making the characters unique and organic.

CONSTITUTION

The game mechanic of Constitution rather than Hit Points was chosen as a method of tracking damage taken, to balance the accumulaton of skills by the older character. Since Constitution varies with the physical attributes of the character, and since physical attributes deteriorate over time, the younger, more vital characters stand a decent chance of taking out older characters, despite the difference in skills. This adds to the gritty, survival oriented atmosphere of the game. The actual method of figuring out a character's Constitution - (STR + COOR + AGY + END) * 10 - was chosen to allow percentile dice to be used for damage, not just skill checks. This allows a character to survive a couple of heavy hits, but not without penalty.

STARCLUSTER - DESIGN NOTES

The various damage levels of Hindered, Unconscious, and Seriously Wounded were created in order to allow the character a method of gauging the damage taken, thus allowing it to decide to retreat or press the fight, as circumstances dictate, as well as to allow for non-lethal combat results. Since a character is incapacitated well in advance of death, it is rare for a character to be killed outright, though that risk is always present, without a deliberate choice being made.

LEVELS OF MASTERY

The system of Levels of Mastery - whereby highly skilled characters gain additional skill checks for success - is designed to reward those players who have chosen to narrow their range of skills in order to concentrate on a few core skills. Since a broad range of skills is its own reward, as having a skill at any level is vastly better than not having it, this rewards those payers who choose to allow their characters to specialize. This further widens the options open to the player, as generalists and specialist both become valid character choices.

The actual method of determining Levels of Mastery, one level per five levels of skill, was chosen for its ease of use. A separate, non level oriented method is given as an optional rule in the Appendices, but the default method is simple in execution and universal in scope.

APPROPRIATE SKILL CONCEPT

The concept of allowing differing skills to be used to resolve a single situation allows characters to approach task resolution in a non-deterministic way. If each situation had one and only one appropriate skill - for instance there is a fence, you must climb it - then characters would all end up taking the same skills based on what the most commonly encountered situations were. Since a non-obvious skill can be applied to a situation, the player is rewarded for resourcefulness and imagination. Thus while Abel may indeed climb the fence, Beth may vault it using gymnastics, Curt may levitate over it using telekinesis, and Deirdre may use her bow skill to shoot a line over it and pull herself over. The goal of the GM is not to thwart the payers, but to challenge them.

ALTERNATE TASK RESOLUTION

There are several methods of alternate task resolution for characters without appropriate skills. This allows the characters to possibly succeed against obstacles despite lack of skill. The GM is encouraged to use whatever method is deemed appropriate for the situation.

THE ONE MINUTE COMBAT ROUND

In a firefight, the vast majority of shots never hit. This is for a variety of reasons. The people involved are fearful for their lives, and keep to cover, thus there is a lot of blind shooting. The participants are also using a lot of shots expressly for the purpose of suppression, making it so risky for the enemy to expose himself in order to get a decent shot that the enemy chooses not to. Also, the enemy is constantly moving, zig-zagging, and ducking for cover.

In a game which aims for a fair amount of realism, then, the player characters and their opponents should miss with the vast majority of their attacks. This however, gives rise to the 'whiff factor', where players feel their characters are incompetent and useless because they are always missing. This is a cleft stick which is difficult for designers of such a game to wriggle out of. Do you increase the chance of success to decrease both the whiff factor and the realism, or do you decrease the chance of success, thus increasing both the whiff factor and the realism?

In StarCluster, we use the one-minute round as an end run around this problem. In a one-minute round, the characters can attack as many times as they like, but the vast majority are *assumed* to miss, and are never played out. The character only rolls a chance for success for those shots which have a good chance of hitting, thus avoiding the whiff factor and keeping most of the realism. The price of this avoidance is an element of abstraction in the combat, which is the price we chose to bear.

TO HIT, DAMAGE, AND ARMOR

In StarCluster, armor works by decreasing the chance to hit. This is intuitively wrong, but was chosen

despite this. Statistically, the truly meaningful number is not the chance to hit, but the average damage dealt to the opponent per round. This can be controlled by modifying one of two parameters: the chance to hit or the damage inflicted per hit. if you decrease the chance to hit, it is statistically the same as decreasing the average damage dealt. To change the damage dealt, one must determine the penetrating power of the weapon vs. the resistance to penetration of the armor. To change the to hit roll, a single modifier to the chance of success may be used. Since front loading - i.e. changing the chance of success - was so much simpler than back-loading - i.e. changing the damage - we opted for the simplicity and consequent speed of front loading. It entails a certain amount of abstraction, but since we already opted to abstract combat, we felt the benefits were again worth the price.

DESIGN NOTES ON THE TECHNOLOGY OF STARCLUSTER

The technology of StarCluster was designed to be both intellectually consistent and, insofar as feasible, consistent with known physical law. Players are not expected to need to set aside their intellectual scientific understanding while playing the game. Players and game masters are also not *required* to understand these technologies on more than a functional level - i.e. how to make some device work and what it can do - as they are designed from the beginning to be self-consistent and balanced.

The science and technology of StarCluster was designed to be:
1) Consistent with currently understood physical law, inasmuch as feasible for the setting;
2) Balanced so as to challenge players and give them considerable freedom of action;
3) Provide a world with rich possibilities for plot;
4) Create a player character environment that is neither risk-free nor hopelessly dangerous.

In the StarCluster game, there are assumed to be a small number of critical technological steps that allow for many other forms of technology to arise. This has been the case in history. For example, the invention of the practical steam engine was the critical step that allowed for railroads and for steamships, breaking the dependence on wind and draft animals.

FIELD TECHNOLOGY

The big advance for Tech Level 8 is taken not as a single breakthrough, but as a number of technological steps that allow for a degree of control of electromagnetic fields that vastly surpass our current capabilities both in power, control, and subtlety. As an analogy, consider the great difference between the electrical capabilities of the 19th century (dim electric lights, primitive electric motors), and modern cybernetic electronic computer technology. In one sense, they are simply the same technology, electrical effects; but the sophistication of the 21st century compared to the 19th makes them profoundly different. We also posit some initial control of weak and strong interaction field forces in the latter half of TL8, a technology that currently does not exist at all.

One presumed result of this grand step forward in EM field technology is the creation of active reflective radiation screens. These change nuclear fusion from a difficult and massive undertaking into a straightforward and practical engine technology. The great difficulty for fusion power has been that except in a few, very limited regimes of density, confinement times, and fuel types, more energy is lost by X-rays than is created by fusion energy. With TL8 active radiation shields, it becomes possible to reflect these X-rays back into the plasma to be reabsorbed. The fields are also assumed to act as "third bodies" for momentum transfer, making them work as catalytic surfaces which greatly enhance the frequency of the fusion of colliding ions. The beginning control of weak and strong interaction forces provides the additional ability to make protium fusion practical as well and also to provide lightweight shielding of neutral particles such as neutrons. The effects together make fusion power efficient and commonplace.

STARCLUSTER - DESIGN NOTES

This field technology is also the basis for the plasma deflectors screens that protect spacecraft against incoming energy weapons. (This technology is assumed to become fully mature only in TL9.) In addition, it is assumed to provide the technology which allows the extremely high-energy lasers that exist in TL8 and more advanced cultures.

ANTIGRAVITY

The great invention of Tech Level 9 is antigravity. Antigravity is a useful device in its own right. It frees the game master and the players from having to choose between large rotating space structures and free-fall. It allows for ship pods, hoverplates, and other fun gadgets. But is also provides an intellectually consistent source for the new technologies of Tech Level 9.

With antigravity, the containment of antimatter on a fairly large scale becomes feasible. Production of minute amounts of antimatter has been possible since the late 20th century. In Tech Level 8, the production of antimatter in moderate quantities is assumed to be possible, however, there is no safe way to store it. Antigravity provides a safe storage mechanism, intense repulsive gravitational fields providing an effective means of containment.

Antigravity could have been invoked as a method of ship drive as well, attraction and repulsion from planets and stars used as a method of propelling ships. However, we decided against this: reaction dive has more drama. In order to provide all the desired characteristics, a somewhat complicated force law for antigravity had to be concocted, one that

> 1) Is moderately strong (up to several gravities) at moderate distance;
> 2) Is extremely strong at short distances (1mm), in order to provide for antimatter containment
> 3) Falls off at long distance, to prevent it being

used as a spacecraft drive.

The resulting rules, given in the Antigravity Guide, were created to produce the desired effects, without seeming excessively contrived.

TRANSFER TECHNOLOGY

The defining technology for Tech Level 10 was chosen to be a transference technique, mediated by a psionic talent. This was used as the underlying principal behind mind transfer, teleportation, and jump drive.

Teleportation is a standard science fiction device, but one that is loaded with potentially ruinous implications in a game setting. The usual concept behind teleportation is that an object is scanned, the information on its makeup is transferred to another location, and the object is reconstituted there based on that information. The difficulty with this type of technology is that there is no logical reason why the information cannot be transmitted to more than one location, enabling duplicates to be formed. If the information of the makeup is stored, you have universal replicators.

Allowing individuals to be copied at will destroys all the drama of a game. Characters cannot be placed in any real jeopardy, since they can have backup copies of themselves safely elsewhere. Universal replicators also are damaging, since such a technology removes all material scarcity, removing desire for wealth as a character motivation; and it eliminates virtually all trade in goods, removing another important plot element. So, we decided to go with an alternative concept of teleportation, operations on space-time to change the physical location of an object. This eliminated the replication problem.

It was also decided that we would require both a sending and a receiving apparatus. If only a sending apparatus is required, but not receiver, the teleportation can be used to place bombs at will on

enemies without warning, creating a world that is too unstable for a lasting story line. If only a receiver is required, but no sender, then one has a kidnapping device, or an easy method to take out critical parts of an opponent's ship, an equally unsettling state. So we required both.

This same technology was chosen as the basis for a means to allow for mind transfer, another fun but potentially game-damaging capability. The idea here is that one teleports the mind but not the body. But if one can transport only part of a persons mind, talents, personality or knowledge, or separate these out, one has all sorts of mix and match possibilities. While this would be quite interesting, it tends to destroy the concepts of personhood and could be easily abused by players. So we decided to insist on the indivisibility of the psyche, the idea of an atomic (i.e., indivisible) soul. This also promised to be a way to tie religion and high-tech science together in an interesting and uncomfortable partnership.

JUMP DRIVE

For purposes of plot, it was desirable to have characters be able to travel from one star system to another star system and back without decades of time elapsing. Thus there is a need for some form of faster-than-light travel. There is no form of faster-than-light travel or communication that does not implicitly violate physical law, as it is currently understood. We chose, however, to limit that violation to as small a violation as feasible. To that end, we chose to posit jump drive, a discrete event outside the normal bounds of time and space. This eliminated the need to consider the physics of spacecraft operations during superluminal drive, superluminal weaponry, etc. It also did not require positing yet another distinct technological leap: it uses the same basic transfer science that is use for teleport chambers. However, here the distances between the stars are traversed by naturally occurring transit loci, rather than the man-made ones that are effective over more limited distances.

Jump drive has certain plot dangers. It could lead to a massive armada suddenly showing up next to a planet and destroying it, ruining any sort of balance in the game. It would also allow both the player and their opponents to simply vanish at the approach of danger. To avoid these problems, limitations were deliberately placed on the jump drive.

The most important limitation is that ships can only leave the system to jump to another system from a particular point in space (the jump point) and at a particular velocity. They can only enter the system from another system at another particular point in space, and at a velocity of zero. The exit point is closer to the system's sun than the innermost planet, and the entry point is further out than the outermost planet. This prevents fast escapes and hit-and-run interstellar raids.

A second limitation is that there is a variable time lag between the time of making a jump and the time of entry at the other star system. This creates uncertainties that hamper exact calculations of when ships can be expected to arrive. Thus, even if you know that help is arriving from another system, you cannot know when. This aids the drama of the game.

The effect is to create a situation similar to that of the sailing ships of earlier centuries. Ship captains cannot be kept on too short a leash because they are subject to constraints beyond their control (in the past, wind; in the StarCluster future, jump time lags) and no form of faster-than-light communication, other than sending a ship.

The jump points also make massive invasions difficult. In order to be safe, a system need only defend discrete points, not all of space; and the various ships in an armada jumping to another system

will not arrive all at once, but scattered over time. The effect is that travel and trade are entirely feasible, but interstellar war with massive forces is largely unfeasible. If characters wish to alter another civilization, they cannot easily do so by brute force, they must use subtler means.

ESCAPE CLAUSES

We have made these limitations on technology in order to protect the stability and drama of the game. However, at times game masters may wish to include some bit of technology that does not follow the rules above, and ones with even more potential for abuse, e.g., time travel. There is an easy way to do this: the technology of the Seeders, the beings that began life in the StarCluster. These beings possessed a technology beyond that of any of the current cultures, but surviving artifacts may be stumbled upon from time to time which allow characters (player characters or their opponents) to do things outside the usual limitations. Since these artifacts depend on technologies that are not understood, they cannot be duplicated or depended upon to function reliably or under complete control. This gives the game master the hold needed to prevent these technologies from getting out of control. If players start to abuse them, they can always fail or behave erratically. The game master giveth; the game master taketh away.

On a more limited scale is the technology of the Etvar. The Etvar possessed a technological level at least as high as that of the current powerful Cluster civilizations long before the Earth and it's immediate stellar neighborhood were ever destroyed. The shock waves of that cataclysm shattered the Etvar culture before the Diasporan Humans ever reached the Cluster, with only three completely separate world-cultures surviving the collapse, albeit in a more primitive state. In fact, it was archeological digs in Etvar ruins which discovered the Jump Drive and thus the transfer technology it used. We have left open the possibility that the Etvar were more advanced than the successor civilizations, and that characters may find devices from this pre-Diasporan Etvar culture intact in the ruins left when that culture collapsed. If the GM wishes, the technologies of this culture should be positioned between the present dominant Cluster cultures (TL 10) and that of the Seeders. Perversely, this may prove more unbalancing than the technology of the Seeders, because it is closer to the current level of technology, and thus more capable of being understood and widely applied. The option is open, however, should the GM decide to explore it.

STR		SKILL MODIFIER		5X		4X		3X		2X	

COOR		SKILL MODIFIER		5X		4X		3X		2X	

AGY		SKILL MODIFIER		5X		4X		3X		2X	

END		SKILL MODIFIER		5X		4X		3X		2X	

IQ		SKILL MODIFIER		1/2X		1/4X	

PSI

RANK

STARCLUSTER

CHAR		SKILL MODIFIER		5X		4X		3X		2X	

NAME	
WORLD	
CLASS	
BORN	
PLAYER	

SCHOOL	
COLLEGE	
COLLEGE	
GRADUATE	
GRADUATE	

PROFESSIONS

PROFESSION	YEARS	LEVELS

CONSTITUTION

FULL	STR+COOR+AGY+END*10	
HINDERED	FULL * 0.75	
UNCONCIOUS	FULL * 0.5	
SER. WOUNDED	FULL * 0.25	

SKILLS

SKILL	LEVEL	MODIFIER	CHANCE

WEAPONS

WEAPON	DAMAGE	SKIN	HIDE	BALLIST	STEEL	PLATE	CERAMIC	MAGIC	PLASTEEL	CHROMSKIN	WICKER	RANGE

CHARACTER DESIGN WORKSHEET

Mother's Milk Skills:

Initial Stats:

STR ____   COOR ____   AGY ____   END ____   _____ _____

IQ ____   PSI ____   RANK____   CHAR ____   _____ _____

Year by year record

Year	Employment/School	Skill Earned	Cumulative Skill	Promote?	Pay	P.D.
10						
11						
12						
13						
14						
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STARCLUSTER - CHARACTER WORKSHEET

41 _____ _____ _____ _____ _____

42 _____ _____ _____ _____ _____

43 _____ _____ _____ _____ _____

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82 _____ _____ _____ _____ _____

EQUIPMENT SHEET
CLOTHING AND ARMOR

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_____
_____
_____

KITS

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ELECTRONICS

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ACCESSORIES

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WEAPONS

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MISCELLANEOUS EQUIPMENT

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VEHICLES

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PERSONAL INFORMATION

Date of Birth:_____ **Place of Birth:** _____

Background:_____

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Marital Status:_____ **Spouse:**_____

Children:_____

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Current Residence:_____

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Family (siblings & parents):_____

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APPENDIX A
OPTIONAL RULES

Use of these optional rules is solely at the discretion of the GM and may be dropped at any time if the GM feels the rule is detrimental to the game.

OPTIONAL RULE: SNIPING AND SINGLE SHOT KILLS

If the character wishes to snipe, and the situation and weapon is proper, sniping is possible. If the weapon has a range factor of Far or Long **and** is in the proper range for the weapon **and** the target is unaware of the presence or general position of the sniper, the sniping rules are in effect. In this case a hit is either a death blow or a wound. If the adjusted number rolled to hit is 5 or less from the maximum, but still a hit, then the target takes the normal damage from the hit X2 (double damage.) If the adjusted number rolled to hit is 10 to 6 from the maximum, but still a hit, then the target takes the normal damage from the hit X3 (triple damage). Any other hit results in the target sustaining a lethal wound.

For example: a sniper with gun+5 and coordination of 9 has a 70% chance of a hit to skin. The target is at long range and unaware of the sniper, and the gun is an autorifle. A result of 70 or less on %d is required for a hit.

If the number rolled is 66-70, the target sustains double damage from the hit. If the number rolled is 61-65, the target sustains triple damage from the hit. Anything above 70 is a miss, and anything 60 or below causes instant death to the target.

Sniping brings sudden death into the combat picture. Normally, StarCluster Combat is bloody, but seldom lethal. Some GMs are loath to use sudden death on their own players. We have left the decision here up to the individual GM. If the Player characters are able to snipe, but the opponents are not able to snipe at the PCs, the GM will have to deal with what amounts to indestructible PCs. This is not necessarily a bad thing, but can drastically alter the flavor of any campaign.

Here are some possible options:

Player characters and opponents can snipe: This tends to lead to a very grim, extremely gritty feel. Players may feel very vulnerable and may refrain from sticking their characters' necks out. This is the most realistic option, in that the player characters will behave more like real people in a stressful situation.

Player characters only can snipe: This leads to a more open game. The player characters are able to snipe with impunity, but the GM can control the *conditions* for sniping. In other words, the player characters can snipe, but only when the GM says they can. This can satisfy the player need for tactical involvement but allows the GM to control things on a higher level.

OPTIONAL RULE: COMMANDO-TYPE ACTIONS

Characters may attempt commando-type actions such as picking off a sentry by clasping a hand over the sentry's mouth while slicing his neck with a knife. If the character has an appropriate background, such as infiltrator, this should be purely a question of the character's ability to sneak up on (using the sneak skill) or rush the sentry (using the dash skill), and nothing to do with weapon skill. If the sentry does not detect the approach of the character (sneak) or is unable to respond in time (dash) the sentry should die. If a character without an appropriate background attempts it, roll at sneak+0 or dash+0 as appropriate, with modifiers for agility. In any case, the sentry's constitution should be ignored.

OPTIONAL RULE: STARCLUSTER SIMPLE VEHICLE COMBAT RULES.

These rules may replace the standard rules if less realism and quicker results are wanted. This system also scales well for use in situations of vehicles vs. people. Sides make standard initiative rolls. Side goes on its initiative. Player controlling character using the weapon rolls to-hit, with standard modifiers.

Weapon factor (WF) of the weapon used must be equal to or higher than armor points (AP) to penetrate. If not, it will just bounce off.

STARCLUSTER - APPENDIX A

Examples:

Heavy Machine Gun (WF 2) vs. Iron Armor factor 1 (2 AP) = penetration
Heavy Machine Gun (WF 2) vs. Iron Armor factor 2 (4 AP) = no penetration
Medium Cannon (WF 20) vs. Iron Armor factor 8 (16 AP) = penetration

If weapon penetrates, roll damage. Damage is **1d10*Weapon Factor*10**. If the weapon is a burst fire weapon - such as machine guns, miniguns, gatling guns, or autocannon, damage is again multiplied by 5. Examples:
Heavy Machine Gun damage = 2*10*5*1d10 = 100-1000
Medium Cannon damage = 20*10*1d10 = 200-2000
Vehicles have 100 constitution points per ton, rounded up.

Examples:

302 ton Cargo Aircraft 30,200 constitution
25 ton Armored Vehicle 2500 constitution
172 ton Boat 17,200 constitution
At its full constitution*.75, the vehicle is **Hindered**. All rolls are at -20% and max speed is *.75
At its full constitution*.50, the vehicle is **Damaged**. All rolls are at -40% and max speed is *.50
At its full constitution*.25, the vehicle is **Hammered**. All rolls are at -60% and max speed is *.25

OPTIONAL RULE: INTEGRATED COMBAT SYSTEM

The Integrated Combat System is offered as an option for those who wish a more seamless, realistic system, as opposed to the rather stylized StarCluster standard combat system.
As in the standard combat system, the chance to hit is 45% at level 1, plus 5% per each level of skill higher than +1. The Integrated Combat System is different in that all conditions are treated as straight modifiers to that basic die roll. Weapons are given a skill rating in the equipment list. The penalty for using a weapon

with a skill rating higher than the character possesses is a - 5% penalty per skill level short of the skill rating.

Example:

Eugenia has blade+1 and wishes to use an arc sword, which is rated at blade+3. She is thus 2 short of the skill rating, and gets a -10 to hit with her arc sword.

A person without sufficient skill is a danger to herself as well as the enemy. Any miss which misses the target number by more than 60 will injure the wielder.

Example

Joseph has no skill with blades but picks up an arc sword dropped on the floor during a combat. His strength is 11, so he has an 11% chance to hit with the sabre. If he rolls over 81, however, the arc sword has turned in his hand and he will wound himself.

One need not be of any particular skill level to perform two or three actions in a given round. If a character wishes to perform 2 actions in a round, they may do so provided they take a penalty on each action of -5% per level of skill below +8.

Example:

Penelope wishes to strike twice in the same round with her arc sword, and has the skill blade+3. Her normal to hit would be 55%, but she is 5 skill levels short of +8, so must pay a penalty of -25%, giving her a 30% chance to hit on each of 2 attacks.

If a character wishes to perform 3 actions in a round, they may do so provided they take a penalty on each action of -5% per level of skill below +12, Example: Penelope wishes to strike thrice in the same round with her arc sword, and has the skill blade+3. Her normal to hit would be 55%, but she is 9 skill levels short of +12, so must pay a penalty of -45%, giving her a 10% chance to hit on each of 3 attacks.

- Use of a weapon rated at a higher skill is at -5% per skill level short.

- Penalty for two actions in one round -- 5% for each skill level short of 8.
- Penalty for three actions in one round -- 5% for each skill level short of 12.
- Any miss by over 60% counts as self-injury.

Example:

A person with blade+1 uses a katana(+5):
Chance to hit = 45%-20%=25%
Average damage with a katana hit = 100
Average damage per round = 25%*100 = 25
Chance of self-injury = 15%

A person with a blade+1 uses a shortsword(+1)
Chance to hit = 45%
Average damage with a shortsword hit = 65
Average damage per round = 45%*57.5 = 29.25
Chance of self-injury = 0%.

The low-skilled person will have no motivation to use too difficult a weapon, but they are not penalized excessively if they find that a difficult weapon is all that is available.

Another example:

A person with a blade+3 uses a shortsword(+1)
Average chance to hit = 60%
Average damage with a shortsword hit = 65
Average damage per round = 60%*65= 39
Chance of self-injury = 0%

A person with a blade+3 uses a katana
Average chance to hit = 60%-10% = 50%
Average damage per katana hit = 100
Average damage per round =50%*100 = 50
Chance of self-injury = 0%

A person of intermediate skill gains little by using a high skill weapon, but they aren't penalized.

Example:

A person with blade+5 uses an arc sword(+3)
Average chance to hit = 70%

Average damage per arc sword hit = 80
Average damage per round = 70%*80 = 56
Chance of self injury = 0%

A person with blade+5 uses a katana(+5)
Average chance to hit = 70%
Average damage per katana hit = 100
Average damage per round = 70
Chance of self injury = 0%

It takes a skilled fighter to get much benefit from using the katana. Multiple attacks per round become a choice that is more reasonable with advanced skill, not an ability that is suddenly achieved at a particular skill level.

Example:

A person with blade +2 makes one attack per round using a katana(+5)
Average chance to hit = 55% - 15% = 40%
Average damage per katana hit = 100
Average damage per round = 40
Chance of self-injury = 0%

A person with blade +2 makes two attacks per round using a katana(+5)
Average chance to hit = 55% - 15% - 30% = 10%
Average damage per katana hit = 100
Average damage per round = 2*(10%*100) = 20
Chance of self-injury = 30% per strike = 51% per round
The low-skilled individual does less damage and great risk of self-injury when choosing to make two attacks per round.

Example:

A person with blade+3 makes one attack per round using a katana(+5)
Average chance to hit = 60% -10% = 50%
Average damage per katana hit = 100
Average damage per round = 50
Chance of self-injury = 0%

A person with a blade+3 makes two attacks per round using a katana(+5)
Average chance to hit = 60% - 10% - 25% = 25%
Average damage per katana hit = 100
Average damage per round = 2*(25%*100) = 50
Chance of self-injury = 15% per strike = 27.75% per round

At skill level +3, there is no overall advantage or disadvantage in terms of damage to the enemy in using multiple
strike per round, and a significant risk of self-injury.

Example:

A person with a blade+4 makes one attack per round using a katana(+5)
Average chance to hit = 65% - 5% = 60%
Average damage per katana hit = 100
Average damage per round = 60%*100 = 60
Chance of self-injury = 0%

A person with blade +4 makes two attacks per round using a katana(+5)
Average chance to hit = 65% - 5% - 20% = 40%
Average damage per katana hit = 100
Average damage per round = 2*(40%*100) = 80
Chance of self -injury = 0%

At this level of proficiency, making multiple attacks per round makes sense, increasing one's effectiveness by 33%.

Example:

A person with blade+5 makes one attack per round using a katana(+5)
Average chance to hit = 70%
Average damage per katana hit = 100
Average damage per round = 70%*100 = 70
Chance of self-injury = 0%

A person with a blade +5 makes two attacks per round using a katana(+5)
Average chance to hit = 70% - 15% = 55%
Average damage per katana hit = 100

Average damage per round = 2*(55%*100) = 110
Chance of self-injury - 0%

Now multiple attacks give a 58% advantage over a single attack per round.

Example:

A person with blade +6 makes one attack per round using a katana(+5)
Average chance to hit = 75%
Average damage per katana hit = 100
Average damage per round = 75
Chance of self-injury = 0%

A person with blade +6 makes two attacks per round using a katana(+5)
Average chance to hit = 75% - 10% = 65%
Average damage per katana hit = 100
Average damage per round = 2*(65%*100) = 130
Chance of self-injury = 0%

Now the multiple attacks have a 73% advantage over a single attack.

This method is more realistic than the standard combat system. In the standard system with its levels of mastery, going from skill+4 to skill+5 more than doubled one's effectiveness as a fighter, even though it implied only 25% more training. Now the transition is more gradual. When using this optional combat system, there might be situations where a person of low skill might choose to perform two actions per round, e.g., run to a position and fire a gun. They would have very little chance of hitting anyone, but they could get to position and make the others keep their heads down. Also, there may be times a person with a high skill might choose to make only one attack per round in difficult situations: e.g. armored opponents or at long-range.

OPTIONAL RULE: SUCCESS AND FAILURE

An unmodified roll of 00 on the percentile dice is always a failure, even if it should succeed, and an unmodified roll of 01 is always a success.

OR

If a larger guaranteed success/failure zone is required, an unmodified roll of 96-00 on the percentile dice is always a failure, even if it should succeed, and an unmodified roll of 01-05 is always a success.

OR

If playing with a d20 instead of percentile dice, an unmodified roll of 20 on the 20 sided die is always a failure, even if it should succeed, and an unmodified roll of 1 is always a success.

OPTIONAL RULE: PLOT POINTS

Using this optional rule, the characters and the GM each receive one Plot Point per session. They can be used any time during that session, but cannot be accumulated across sessions. The Plot Point can be used to do one of two things: the player may make any attempt, by anyone, an automatic success, or an automatic failure. These points should be used any time an action cannot fail, or must not succeed. The Plot point need not be used on the player's character. It can be used at any time on any character. Plot points do not accumulate if not used.

OPTIONAL RULE: ACTIVE DEFENSE

Using this optional rule, a character who is performing an offensive action may shift points from initiative, to-hit, or damage into an active defense. This defense gives the character effective cover of the amount of points shifted.

For example: Freya shifts 20 points from her to-hit to Active Defense, giving her a -20 penalty to hit and giving her 20% effective cover. Any attack on her must penetrate the cover before it hits her. Active Defense stacks (adds together) with any cover given by the Dash skill, but does not stack with natural cover.

INDEX

INDEX

INDEX