THE TRAVELLER™ LOGBOOK

APPROVED FOR **TRAVELLER**

SCIENCE FICTION ROLE PLAYING SYSTEM

by Dave Sering

$3.00

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Introduction

This book is a playing aid for use with Game Designer's Workshop science fiction role-playing game system. Traveller. It is designed to assist Referees and Players in the generation of characters and the design of spaceships Forms are provided to ease record keeping chores. Judges Guild has also included additional tables which may be used to provide backgrounds and personal characteristics for player and non-player characters. Tables are also provided to assist in the financial operation of starships.

Character Generation for Traveller

Roll two six-sided dice to establish the values of each characteristic:

Strength	Dexterity	Endurance	Intelligence	Education	Social Standing

Values for the characteristics initially vary from 2 to 12, but may in the course of the game be modified to range from 1 to 15. These characteristics listed in order form the Universal Personality Profile (UPP) and are expressed in hexidecimal (base 16) notation.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F

These characteristics are for individuals from a "normal" terran planet. Strength and Endurance are modified according to Table 5 if the gravity value is lesser or greater. Technological Level may modify the Education and may add survival skills according to Table 6. To round out the basic character, the Judges Guild Tables on pages 8 through 10 may be used.

Psionic potential is determined by rolling two dice. For each four years above the age of 18, apply a modifier of -1 to the roll. With training the potential becomes the Psionic Strength Rating, indicating the maximum level of activity which may be performed and the number of strength points at the character's disposal. Upon undergoing training, a character will then roll two dice to determine the precise talent from Table 9.

As just generated, Characters will probably not survive an adventure. Several means of acquiring skills, experience, and equipment are available. A character may attempt to enlist in one of the six services (Navy, Marines, Army, Scouts, Merchants, or Other-Table 1). Die roll modifications may apply if certain characteristics are above a stated level, these modifications being cumulative. One enlistment attempt is permitted per character. If the character is unsuccessful in enlisting, he may submit to the Draft. One die is rolled and the character enters the service with that number. Draftees are not eligible for comissions during their first term of service; they do become eligible during the second and subsequent terms of service if they re-enlist.

The history of each individual may be generated in detail by means of the following sets of tables. All six services may be rolled on the first set of Tables (1-9). The player has the option; however, of utilizing the second set of Tables (10-16) to derive Army or Marine Careers in depth. The tables themselves are an abstract system of adventuring and there is a chance the character may not live through his service career. Failure to achieve the survival throw means that character has died in the line of duty. Start a new character. Each term of service completed adds 4 years to the character's age.

A character may attempt to obtain comission in each service, throwing the stated number with aplicable die roll modifiers. If successful the character acquires level 1 rank in his service and may attempt to gain further promotion once each term of service. Comissions and promotions are not available in the Scout and the Other Services. In each term of service a character has the opportunity to acquire personal skills and expertise based upon service, commision, promotion, and duty. One die is rolled on the chosen section of the Acquired Skills Table (2) for each skill allowed. Some skills are gained automatically by virtue of rank or service.

The reenlistment die roll indicates whether or not a character may serve another term, must serve another term, or can not serve another term. A character may serve up to 7 terms voluntarily, and retire any time after the end of the 5th term. Retirement grants a character an annual retirement pay based upon length of service. Though service beyond the seventh term is normally impossible, characters who throw 12 exactly on the final reenlistment must serve an additional term of service. Mustering out benefits come to a character whenever they leave the service and for whatever reason. One roll is made for each term of service completed, with additional rolls accruing from advancement in rank (rank 1 or 2 recieving one extra roll, rank 3 or 4 recieving two extra rolls, rank 5 or 6 recieving two extra rolls and a bonus of plus 1 to the die roll when consulting Table 3A) Any level of gambling skill may add 1 to the die roll when consulting Table 3B. The choice of which table to roll on is up to the player but no more than three rolls may be made on Table 3B. On Table 3A the Scoutship benefit may be recieved only once, other such results are lost. The Free Trader benefit is taken once to provide the ship, each subsequent result meaning another ten years of payments completed.

Over the terms of service a considerable amount of time can elapse with possible detrimental effects on the character's physical constitution and intelligence. In the Traveller game system, these aging effects first come at 34, rolls on Table 8 at this time and at subsequent 4 year intervals indicate the potential reduction and the saving throw required to avoid the reduction. Use of drugs in some situations may alter the strict game calendar age.

SERVICE/ENLISTMENT TABLE (1)

	Navy	Marines	Army	Scouts	Merchant	Other
Enlistment	8+	9+	5+	7+	7+	3+
DM of +1 if	Intel 8+	Intel 8+	Dext 6+	Intel 6+	Stren 7+	
DM of +2 if	Educ 9+	Stren 8+	Endur 5+	Stren 8+	Intel 6+	
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	7+	5+	5+
DM of +2 if	Intel7+	Endur 8+	Educ 6+	Endur 9+	Intel 7+	Intel 9+
Commission	10+	9+	5+	–	4+	–
DM of +1 if	Social 9+	Educ 7+	Endur 7+		Intel 6+	
Promotion	8+	9+	6+	–	10+	–
DM of +1 if	Educ 8+	Social 8+	Educ 7+		Intel 9+	
Reenlist	6+	6+	7+	3+	4+	5+

Characters cycle through this table during each term of service. Note that the reenlistment die throw is required even if the character does not intend to reenlist.

DMs are cumulative (in the case of Enlistment) if characters have the necessary prerequisites. All rolls except draft are two-die throws.

The table of ranks below indicate the initial commissioned rank, if a commission is received, and indicates the ranks to which characters are promoted. Ranks, commissions and promotions are non-existent in the scout and other services.

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Planetary Gravity Table (5)

G Value	Planet Size	Modifier	These Modifiers apply to:
.2	5	-3	Strength
.3 -.4	6	-2	Endurance
.5 -.7	1	-1	(Height)
.8- 1.2	8	0	(Weight)
1.3- 1.6	9	+1	
1.7-1.9	_	+2	
2.0	10	+3	

Die roll modifiers are applied based upon the gravity of the homeworld.

Tech Level Table (6)

Tech Level	Modifier
1	- 3 Education, Automatic Survival 3
2	- 2 Education, Automatic Survival 2
3	- 1 Education, Automatic Survival 1
10	+1 Education
11	+2 Education
12+	+3 Education

Planet Tech Level influences education and survival skills.

ACQUIRED SKILLS TABLE (2)

Personal Development Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Social	Gambling	Gambling	Gun Cbt	+1 Stren	Blade Cbt
5	+1 Intel	Brawling	Brawling	+1 Intel	Blade Cbt	Brawling
6	+1 Educ	Blade Cbt	+1 Educ	+1 Educ	Bribery	•1 Social

Service Skills Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	Ship's Boat	ATV	ATV	Air/Raft	Steward	Forgery
2	Vacc Suit	Vacc Suit	Air/Raft	Vacc Suit	Vacc Suit	Gambling
3	Fwd Obsv	Blade Cbt	Fwd Obsv	Navigation	+1 Stren	Brawling
4	Blade Cbt	Blade Cbt	Blade Cbt	Mechanical	Gun Cbt	Blade Cbt
5	Gun Cbt	Gun Cbt	Gun Cbt	Electronic	Electronic	Gun Cbt
6	Gunnery	Gun Cbt	Gun Cbt	Jack-o-T	Jack-o-T	Bribery

Advanced Education Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	Vacc Suit	ATV	ATV	Air/Raft	Streetwise	Streetwise
2	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
3	Electronic	Electronic	Electronic	Electronic	Electronic	Electronic
4	Engnrng	Tactics	Tactics	Jack-o-T	Navigation	Gambling
5	Gunnery	Blade Cbt	Blade Cbt	Gunnery	Gunnery	Brawling
6	Jack-o-T	Gun Cbt	Gun Cbt	Medical	Medical	Forgery

Advanced Education Table (allowed only if character has education of 8+)

	Navy	Marines	Army	Scouts	Merchant	Other
1	Medical	Medical	Medical	Medical	Medical	Medical
2	Navigation	Tactics	Tactics	Navigation	Navigation	Forgery
3	Engnrng	Tactics	Tactics	Engnrng	Engnrng	Electronic
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Pilot	Leader	Leader	Pilot	Pilot	Streetwise
6	Admin	Admin	Admin	Jack-o-T	Admin	Jack-o-T

Characters consult this set of tables during each term of service, and acquire skills based on skill eligibility. Characters may distribute their rolls over the three tables (the four tables if the character is of education 8 or greater), but must specify the table being consulted prior to the die throw. Only skills in the column corresponding to the correct service are available to a character.

When blade combat or gun combat is acquired, the specific weapon in which expertise is achieved must be specified immediately.

BENEFITS TABLE (3)

Table **A** Material Benefits

	Navy	Marines	Army	Scout	Merchant	Other
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Intel	+2 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
3	+2 Educ	+1 Educ	+2 Educ	+2 Educ	+1 Educ	+1 Educ
4	Blade	Blade	Gun	Blade	Gun	Gun
5	Travellers'	Travellers'	High Psg	Gun	Blade	High Psg
6	High Psg	High Psg	Mid Psg	Scout	Low Psg	—
7	+2 Social	+2 Social	+1 Social	—	Merchant	—

Weapon benefits must be declared as to type immediately; additional benefits of that type may be declared as skill. Characters with rank 5 or 6 may add +1 to their rolls on this table.

Table **B** Cash Allowances

	Navy	Marines	Army	Scouts	Merchant	Other
1	1000	2000	2000	20000	1000	1000
2	5000	5000	5000	20000	5000	5000
3	5000	5000	10000	30000	10000	10000
4	10000	10000	10000	30000	20000	10000
5	20000	20000	10000	50000	20000	10000
6	50000	30000	20000	50000	40000	50000
7	50000	40000	30000	50000	40000	100000

A maximum of three rolls on table 2 are allowed per character; all remaining rolls must be on table 1. Individuals with gambling expertise are allowed a DM of + 1 on table 2.

Characters are allowed one roll per term of service; rank 1 or 2 is allowed one extra roll, rank 3 or higher is allowed two extra rolls.

ANNUAL RETIREMENT PAY
(TABLE 4)

5 terms	CR 4000
6 terms	CR 6000
7 terms	CR 8000
8 terms	CR 10000

(TABLE 7)

RANK AND SERVICE SKILLS

Navy Captain	+1 Social
Navy Admiral	+1 Social
Marine	Cutlass-1
Marine Lieutenant	Revolver-1
Army	Rifle-1
Army Lieutenant	SMG-1
Merchant 1st Officer	Pilot-1
Scout	Pilot-1

PSIONICS TABLE (9)

Telepathy	5+
Clairvoyance	6+
Telekinesis	6+
Awareness	7+
Teleportation	9+
Special	9+

AGING TABLE (8)

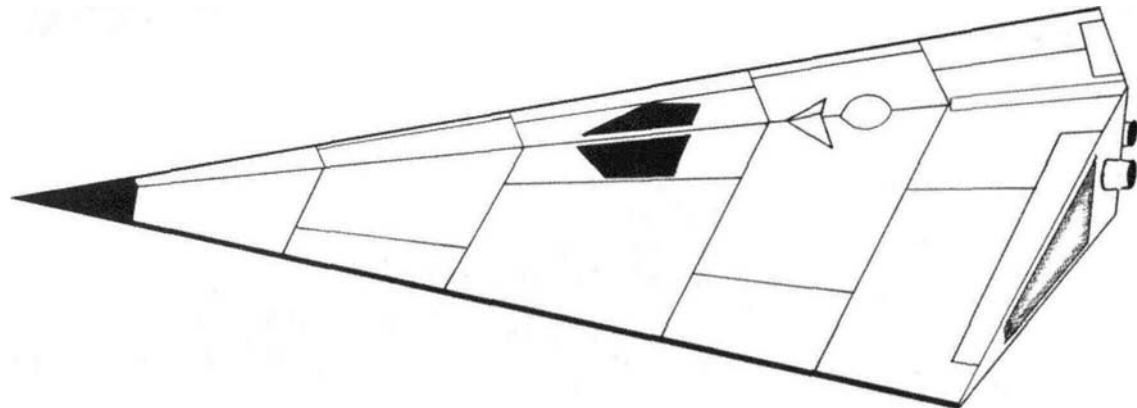| Term of Service	4	5	6	7	8	9	10	11	12	13	14+
Age	34	38	42	46	50	54	58	62	66	70	74+
Strength		... -1 (8+)			... -1 (9+)				... -2 (9+)		
Dexterity		... -1 (7+)			... -1 (8+)				.. -.-2 (9+)....		
Endurance		... -1 (8+)			... -1 (9+)				... -2 (9+)		
Intelligence		...... no effect before age 66								... -1 (9+)	
Education		.... unaffected by aging.									
Social Standing		.... unaffected by aging.									

Term of service refers to the end of that numbered term. Age refers to the first day of the personal (physiological, not chronological) year.

The negative number shown is the potential reduction in characteristic if the saving throw (in parentheses) is not made. Saving throws use two dice.

Army and Marine Careers

When utilizing the alternate made of generating skills and experiences (tables from Book 4: Mercenary), each character chooses to serve in a specific arm of the Army (Infantry, Cavalry, Artillery, Support) or Marines (Infantry, Support). Characters may later choose to transfer to the Commando arm. The character then recieves a Basic Training of a level Gun Combat skill. Each character then recieves Advanced Training, making one roll on the Military Occupational Specialty (MOS) Table (10) corresponding to his chosen arm of service. The character recieves order to his first assignment by rolling on the General Assignment Table (11) and Unit Assignment Table (12). Special Assignemnts are rolled on a special table (13). Each assignment will have four results rolled: Survival, Decoration, Promotion, Skills on the Assignment Resolution Table (14). Completion of three assignments ends the first term of service, thereafter each term of service is comprised of four assignments. Reenlistment is conducted as in the first set of tables, as is mustering out and aging.

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Military Occupational Specialty (MOS) Table (10)

Die Roll:	Artillery	Cavalry	Infantry	Marine	Support	Commando
				Arm		
1	FA Gunner	Vehicle	Gun Cmbt	Gun Cmbt	Vehicle	Gun Cmbt
2	FA Gunner	Vehicle	Gun Cmbt	Gun Cmbt	Cmbt Eng	Gun Cmbt
3	Vehicle	Vehicle	Hvy Wpns	Zero-G	Vehicle	Hvy Wpns
4	Mechanical	Hvy Wpns	Hvy Wpns	Zero-G	Mechanical	Demolition
5	Fwd Obs	Hvy Wpns	Vehicle	Hvy Wpns	Electronic	Survival
6	Computer	Mechanical	Recon	Fwd Obs	Medic	Recon
7	Electronics	Computer	Vacc Suit	Battle dress	Computer	Battle dress

DM +1 if tech level of world is 12+.

General Assignment (11)

Die Roll:	Artillery	Cavalry	Infantry	Marine	Support	Commando
				Arm		
0	Command	Command	Command	Command	Command	Command
1	Command	Command	Command	Command	Command	Command
2	Command	Command	Command	Command	Staff	Command
3	Staff	Command	Command	Command	Staff	Command
4	Staff	Staff	Staff	Staff	Staff	Command
5	Staff	Staff	Staff	Staff	Staff	Staff
6	Special	Special	Special	Special	Special	Special
7	Special	Special	Special	Special	Special	Special

Note: All except officers treat staff and command results as unit assignment.
DM's: If Education 8+, DM+1 allowed. Officer may elect DM -1 (bucking for command)

Unit Assignment (12)

Die Roll:	Artillery	Cavalry	Infantry	Marine	Support	Commando
				Arm		
2	Raid	Raid	Raid	Raid	Raid	Raid
3	Trng	Trng	Raid	Raid	Int'l Sec	Raid
4	Ctr Ins	Ctr Ins	Ctr Ins	Ctr Ins	Ctr Ins	Ctr Ins
5	Pol Act	Pol Act	Ctr Ins	Int'l Sec	Garr	Pol Act
6	Garr	Garr	Garr	Shp Trp	Garr	Int'l Sec
7	Garr	Garr	Garr	Garr	Garr	Garr
8	Garr	Garr	Garr	Shp Trp	Garr	Trng
9	Trng	Trng	Trng	Trng	Trng	Trng
10	Pol Act	Pol Act	Pol Act	Ctr Ins	Pol Act	Ctr Ins
11	Ctr Ins	Int'l Sec	Int'l Sec	Pol Act	Int'l Sec	Raid
12	Trng	Pol Act	Int'l Sec	Pol Act	Pol Act	Raid

Abbreviations: FA Gunner = Field Artillery Gunner. Fwd Obs = Forward Observer. Hvy Wpns = Heavy Weapons. Gun Cmbt = Gun Combat. Recon = Reconnaissance. Vacc Suit = Vacuum Suit. Zero-G = Zero-G combat. Cmbt Eng = Combat engineering. Trng = Training. Ctr Ins = Counter insurgency. Pol Act = Police action. Garr = Garrison. Int'l Sec = Internal security. Shp trp = Ship's troops OCS = Officer's Candidate School.

SKILL TABLES (15)

Die	Army Life	Marine Life	NCO Skills	Cmnd Skills	Staff Skills	Shipboard
1	Brawling	Brawling	Hvy Wpns	+1 Endur	Mechanic	Fwd Obs
2	+1Str	Gambling	Mechanic	Gun Cmbt	Fwd Obs	Ship's Boat
3	Gambling	+1 Str	Tactics	Vehicle	Computer	Gunnery
4	+1 Dex	+1 Dex	Hvy Wpns	Hvy Wpns	Electronics	Vacc Suit
5	+1 Endur	+1 Endur	Mechanical	Leader	Medical	Gunnery
6	+1 Endur	+1 Blade	Tactics	Tactics	Instruction	Vacc Suit
7	+1 Pistol	+1 Educ	Leader	Tactics	Admin	
8	+1 Soc	+1 Soc	Leader	Leader	Admin	
9	+1 Soc	+1 Soc	Admin			
10			Instruction			
11			Admin			

DM's:
Army Life, Marine Life: +1 if junior commissioned officer; +2 if field grade officer; +3 if general officer.
NCO Skills: +1 if sergeant. +2 if gunnery sergeant; +3 if leading sergeant; +4 if first sergeant; +5 if sergeant major.
Command Skills, Staff Skills: +1 if field grade officer; +2 if general officer
Shipboard: No DMs.

TABLE OF RANKS (16)

Enlisted Ranks

E1: Private
E2: Lance Corporal

Non Commissioned Officers (NCO)

E3: Corporal
E4: Lance Sergeant
E5: Sergeant
E6: Gunnery Sergeant
E7: Leading Sergeant
E8: First Sergeant
E9: Sergeant Major

Junior Commissioned Officers

O1: Second Lieutenant (Traveller rank 1)
O2: First Lieutenant (Traveller rank 1)
O3: Captain (Traveller rank 2)

Field Grade Commissioned Officers

O4: Major (Marine Force Commander) (Traveller rank 3)
O5: Lieutenant Colonel (Traveller rank 4)
O6: Colonel (Traveller rank 5)

General Officers

O7 Brigadier General (Traveller rank 6)
O8 Major General (Traveller rank 6)
O9 Lieutenant General (Traveller rank 6)
O10 General (Traveller rank 6)

EQUIVALENT RANKS

	Navy	*Marines*	*Army*	*Scouts*	*Merchant*	*Other*
Rank 1	Ensign	Lieutenant	Lieutenant	-	4th Officer	-
Rank 2	Lieutenant	Captain	Captain	–	3rd Officer	-
Rank 3	Lt Cmdr	Force Cmdr	Major	–	2nd Officer	-
Rank 4	Commander	Lt Colonel	Lt Colonel	-	1st Officer	-
Rank 5	Captain	Colonel	Colonel	-	Captain	-
Rank 6	Admiral	Brigadier	General	-		-

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*Specialist School

1 Admin
2 Medical
3 Commo
4 Computer
5 Mechanical
6 Electronics

Special Assignments (13)

Die Roll:	Enlisted And NCO's	Officers
1	Cross Trng	Intelligence School
2	SpecialistSchool*	Command College
3	Commando School	Staff College
4	Protected forces	Commando School
5	Recruiting	Recruiting
6	OCS	Military Attache/Aide
7	OCS	

DM's: Marine enlisted and NCO's may add one if Educ 7+. Army enlisted men and NCO's may add one if endur 7+.

Assignment Resolution (14)

Marine:

	Training	Int'lSoc	Pol Act	Ctr Ins	Raid	Ships Trps
Survival	auto	4+	5+	5+	6+	4+
Decoration	none	12+	8+	9+	5+	12+
Promotion	(6+)	(6+)	8+	9+	6+	(6+)
Skills	7+	none	7+	8+	5+	6+

-DMs: For survival, DM +1 allowed if any MOS skill level is 2 or greater. For promotion, DM +1 allowed if education 7+.
-Marines in garrison use the infantry garrison column.

Infantry, Cavalry, Artillery:

	Training	Int'l Sec	Pol Act	Ctr Ins	Raid	Garrison
Survival	auto	4+	5+	5+	6+	auto
Decoration	none	12+	9+	10+	6+	none
Promotion	(6+)	(6+)	8+	9+	6+	(7+)
Skills	7+	none	7+	8+	5+	none

-DMs: For survival, DM +1 allowed if any MOS skill level is 2 or greater. For promotion, DM +1 if education 7+.

Support:

	Training	Int'lSec	Pol Act	Ctr Ins	Raid	Garrison
Survival	auto	4+	4+	5+	6+	auto
Decoration	none	none	10+	11+	7+	none
Promotion	(6+)	(6+)	9+	10+	7+	(7+)
Skills	8+	none	7+	7+	6+	none

-DMs: For promotion, DM +1 if intelligence 8+.

Commando:

	Training	Int'lSec	Pol Act	Ctr Ins	Raid	Garrison
Survival	3+	4+	4+	5+	6*	auto
Decoration	none	none	9+	8+	5+	none
Promotion	(8+)	(7+)	8+	7+	6+	(9+)
Skills	6+	none	7+	6+	5+	none

- DMs: For survival, DM +1 allowed for any MOS skill level 2 or greater. For promotion, DM +1 if endurance 8+.

Personal and Family Background

The character as generated above is just the basic physical body, no personality. Use of the following supplementary tables will give a background and personality to your characters. These tables may be used with player characters, non-player characters, and GDW's **Supplement I: 1001 Characters.** Several of the tables may have an effect upon the Basic Characteristics of the individual. The Gravity Value of the homeworld of the character may effect the Strength and Endurance of the individual. The Tech Level of the homeworld may raise the Education in the Tech Level if 10 or more. At the lower end of the Tech Level scale, 3 and below, automatic survival skills are awarded. A specific home world may be chosen for a character or a planet may be rolled at random. See **Traveller Book 3**, pages 2 through 12 for the complete tables of world generation. As for characters, the Planetary Characteristics Profile may be expressed in hexidecimal notation in order: Starport Type, Planetary Size, Planetary Atmosphere, Hydrographies, Population, Government, Low Level, and Technological Index.

The physical appearance of the character may be determined from Table 17, the Height determined directly, and Weight determined by multiplying the Height by the weight value (given in kilograms per meter) to give the total body Weight in kilograms. Additional Personal Characteristics may be determined on Table 18. Roll a single die, odds meaning consult the table once, and evens twice. If two opposing characteristics result, they cancel out and the character is average. In a similar fashion Personal Habits may be derived from Table 19, rolling a single die; 1, 2, or 3 meaning consult the table once, 4 or 5 consult twice, and a 6 meaning consult the table three times. Opposing Habits cancel out..

Among the myriad cultures of the inhabited planets family form and structure varies wildly. To generate a family background roll one die and consult Table 20. A group family lasts only one generation, but a Line family has new younger members continually marrying in thus making it potentially immortal. The number of Parents - Major Adult Members is given in the table. The number of Siblings - Children can be determined by rolling one die for each Major Adult Member. Sibling Rank or Status may be assigned or determined at random by rolling one die; result of 1 indicates Primary Sibling (First Born), result of 2, 3,4, 5, or 6 indicating Secondary Sibling. Occupation of a particular Parent may be determined on Table 21. The Social Status of the Family may be rolled exactly as for a character, but only in exceptional circumstances will it be below the level of the character as initially generated.

Personal Appearance Table (17)

	Height (2D)		Weight (2D)	
	Meters	Inches	Kilograms/Meter	Pounds/Inch
-1	2.15	85	17	1.2
0	2.10	83	18	1.3
1	2.05	81	19	1.4
2	2.00	79	20	1.5
3	1.95	77	22	1.6
4	1.90	75	24	1.7
5	1.85	73	26	1.8
6	1.80	71	28	1.9
7	1.75	69	30	2.0
8	1.70	67	33	2.2
9	1.65	65	35	2.4
10	1.60	63	38	2.6
11	1.55	61	40	2.8
12	1.50	59	45	3.0
13	1.45	57	50	3.4
14	1.40	55	55	3.8
15	1.35	53	60	4.0

Die roll modifiers are applied based upon the gravity of the homeworld.

G Value	Planet Size	Modifier	These Modifiers apply to:
9	5	- 3	Height
.3 -.4	6	- 2	Weight
.5 -.7	7	- 1	(Strength)
.8- 1.2	8	0	(Weight)
1.3- 1.6	9	+1	
1.7- 1.9	-	+2	
2.0	10	+3	

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Other sections of Table 21 give additional information on the background of the character. Personal Enviromental Table gives the economic background of the family. The Cultural Background Table gives an indication of the type of power succession in the family unit. Societal Background gives the relationship between the family and the next larger unit of social organization.

Table 22, Reason for Adventuring, can be used to give an idea of the motivation of a character. For a player character this may be the reason he or she left their home planet, but the current motivations and attitudes of that character are entirely up to the person playing him or her.

(Table 18) Personal Characteristics (2D)		(Table 19) Personal Habits (D+D)	
2	Tone Deaf	11 Slovenly	41 Boozer
3	Poor Eyesight	12 Unkempt	42 Abstainer
4	Poor Smell	13 Shabby	43 Humble
5	Perfect Pitch	14 Neat	44 Conceited
6	Excellent Hearing	15 Spruce	45 Gregarious
7	Excellent Eyesight	16 Tidy	46 Solitary
8	Excellent Smell	21 Outgoing	51 Lazy
9	Photographic Memory	22 Reserved	52 Energetic
10	Poor Memory	23 Taciturn	53 Sadistic
11	Poor Hearing	24 Loquacious	54 Compassionate
12	Color Blind	25 Sincere	55 Altruistic
		26 Mendacious	56 Miserly
		31 Honest	61 Pious
		32 Perfidious	62 Sacreligious
		33 Reliable	63 Genial
		34 Undependable	64 Gloomy
		35 Gambler	65 Vindictive
		36 Staid	66 Forgiving

Family Structure (1D) Table 20

1 Single Parent
2 Two Parents
3 Group (Single generation, Number of Parents 2D + 1)
4 Line (Multi-generation, Number of Parents 2D + 1)
5 Other (Number of Major Members D + 2)
6 None

Determine number of siblings by rolling one die for each major adult member. Sibling Rank or Status may be set at random by rolling one die.

1 Primary Sibling
2-6 Secondary Sibling

The power structure and line of power succession are dependent upon the type of culture.
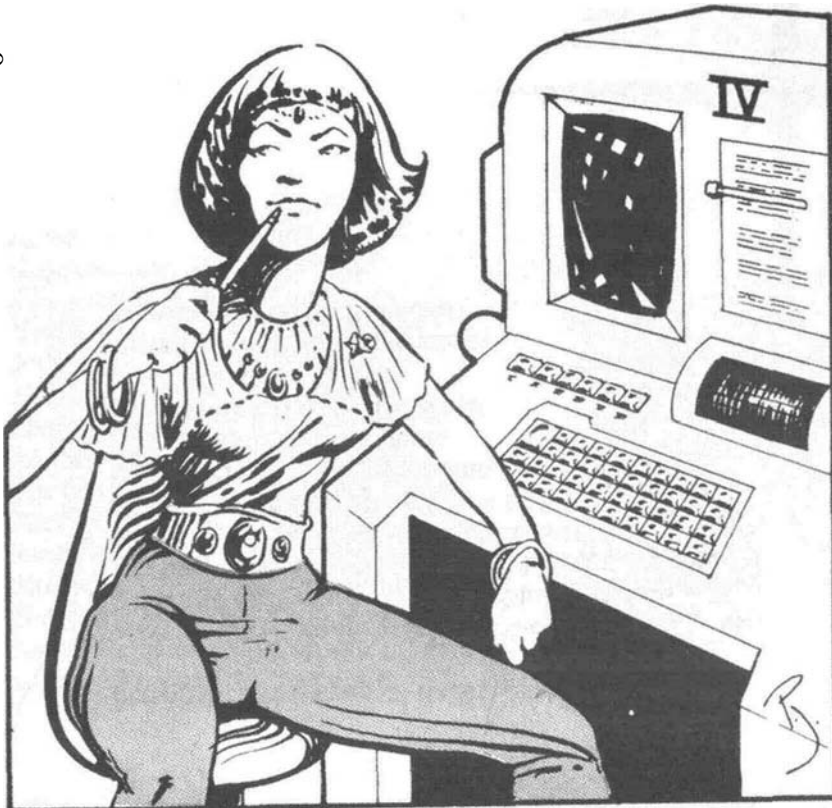
Personal Environmental Background

2 Slave or Serf - No Possessions - Owe Fealty
3 Destitute or Peasant - Owe Lifetime Income
4 Impoverished or Indentured and Heavily Indebted
5 Mediocre - Few Possessions and Debts
6 Average or Proletariat and Few Debts
7 High Average or Bourgeois and Some Debts
8 Noveau Rich and No Debts
9 Wealthy and Heavily Indebted
10 Old Rich and No Debts
11 Distain Wealth and Possessions
12 Charity or Welfare Provided

Cultural Background

2 Patriarchal Emphasis
3 Matriarchal Emphasis
4 No Formal Lineage
5 Logic Emphasis
6 Ordered Emphasis
7 Religious Emphasis
8 Achievement Emphasis
9 Locale Emphasis
10 Subculture *
11 Other Relative Emphasis **
12 Congruent with Societal

* Dice again - if 9 rolled second time then anti-establishment or revolutionary.
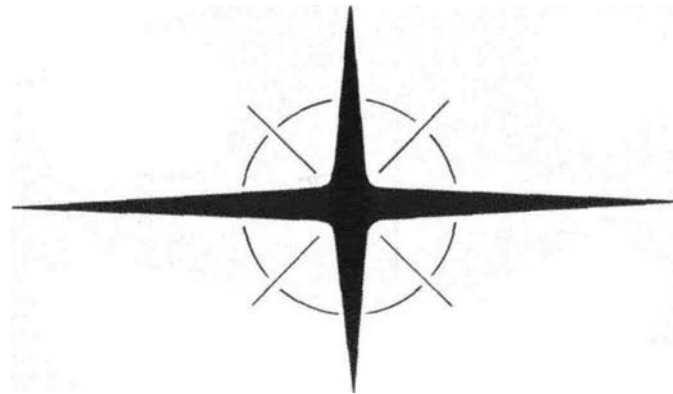** 1 Uncle, 2 Aunt, 3 Cousin, 4 Grandfather, 5 Grandmother, 6 Other.

Societal Background

2 Rigid Caste
3 Clans
4 Class System
5 Familial Fmphasis
6 Race Emphasis
7 Sex Emphasis
8 Territorial Agressive
9 Tribal Emphasis
10 Independant Self-Reliant
11 Passive Communal
12 Species Emphasis *

* More than one dominant species.

Parent Occupation Table 21

2	Financial	Tech Level	10	+1
3	Transportation	Tech Level	11	+2
4	Merchantile	Tech Level	12	+3
5	Political	Tech Level	13	+4
6	Social	Tech Level	14	+5
7	Raw Material	Tech Level	15 or more	+6
8	Manufacturing			
9	Services			
10	Criminal			
11	Entertainment			
12	Technical			
13	Financial			

Establish general category of Parent's Occupation by rolling two dice. A DM of +1 applies if the Tech Level of the world is 7 or greater. Then consult the Individual Category tables, rolling two dice. DMs are applied from the above chart as appropriate.

Those jobs marked with * are further broken down into subdivisions which may be consulted for a specific job.

Financial	Transportation	Merchantile	Political	Social	Raw Materials
2 Changer	Porter	Vendor	2 Administrator*	Religious*	Gatherer
3 Minter	Wagoner	Shop Keeper	3 State Religion	Hosteler	Hunter
4 Holding Agent	Caravaneer	Weapons	4 Government Agent	Student*	Forester*
5 Tax Agent	Administrator	Adornment	5 Tax Collector	Union*	Farmer
6 Loan Agent	Warehouseman	Housing	6 Beaurocrat	Medical*	Crystals
7 Banker	Ships*	Food	7 Military*	Educator*	Metals*
8 Broker	Railroad	Clothing	8 Lobbyist	Utility	Minerals*
9 Insurance	Trucker	Raw Material	9 Party Leader	Welfare	Gasses*
10 Teller	Conveyor Belt	Travel	10 Area Leader	Emergency	Petrochemicals
11 Accountant	Dirigeable	Transportation	11 State Leader	Police*	Ice
12 Bill Collector	Prop Aircraft	Entertainment	12 Country Leader	Administrator*	Microorganisms
13 Bondsman	Helicopter	Hardware	13 National Leader	Ecologist	Hydroponics
14 Auditor	Hovercraft	Electronics	14 Revolutionary	Robot Controller	Ocean Mining
15 Speculator	Supersonic	Communications	15 Terrorist	Race Control	Solar
16 Economist	Starship	Software	16 World Leader	Population Controller	Astroid Mining
17 Forecaster	Teleporter	Information	17 Quadrant Leader	Genetics	Converter
18 Analyst	Matter Transporter	Energy	18 Empire Leader	Clone Manager	Element Synthesis

11

Manufacturing	Services	Criminal	Entertainment	Technical
2 Hand Weapons	Slave	Assasin	2 Storyteller	Nutritionist
3 Games & Toys	Cosmetics*	Extortionist	3 Juggler	Mechanical
4 Fabrication	Sex	Poacher	4 Dancer	Hydralic
5 Construction	Servant*	Forger	5 Singer	Statistician
6 Chemical	Guide	Robber	6 Magician	Manufacturing
7 Tools	Mechanical*	Thief*	7 Athlete	Designer
8 Fabrics	Sanitary	Smuggler*	8 Acrobat	Raw Materials
9 Furnishings	Tailor	Kidnapper	9 Poet	Optical
10 Land Vehicles	Driver/Pilot	Pirate*	10 Musician	Electronic
11 Water Vehicles	Legal Agent	Shoplifter	11 Sculptor	Services
12 Plastics	Security Guard	Pickpocket	12 Illusionist	Transportation
13 Aircraft	Masseus	Arsonist	13 Author	Financial
14 Electronics	Contractor*	Hijacker	14 Radio	Researcher
15 Robotics	Communications	Pornographer	15 Television	Scientist*
16 Biological Systems	Companion	Computer	16 Cinema	Social
17 Space Vehicles	Consoler/Mourner	Drugrunner	17 Dreamsmith	Political
18 Energy Weapons	Scapegoat	Organlegger	18 Holograph	Teraforming

Transportation
Ships
1 Muscle Powered
2 Costal Sailing
3 Ocean Sailing
4 Mechanical Powered
5 Submarine
6 Nuclear Powered

Political
Administrator
1 Ward
2 City
3 Region
4 National
5 Imperial
6 Diplomant

Political
Military
1 Army
2 Navy
3 Air Force
4 Marines
5 Mercenary
6 Police

Social
Religious
1 Priest
2 Warrior
3 Administrator
4 Scribe/Recorder
5 Ceremonialist
6 Teacher

Social
Student
1 Military
2 Financial
3 Liberal Art
4 Science
5 Social
6 Religion

Social
Union
1 Organizer
2 Business Agent
3 Negotiator
4 Precient Boss
5 Regional Boss
6 National Boss

Social
Medical
1 General Doctor
2 Dentist
3 Optician
4 Paramedic
5 Surgeon
6 Specialist

Social
Educator
1 History
2 Language
3 Math
4 Science
5 Physical
6 Art

Social
Police
1 Patrolman
2 Undercover
3 Chief
4 Special Forces
5 Secret
6 Investigator

Social
Administrator
1 Family
2 Clan
3 Tribe
4 Society
5 Movement
6 Subculture

Materials
Forester
1 Ranger
2 Logger
3 Fiber Extractor
4 Chemical Extractor
5 Food Extractor
6 Defoliator

Materials
Metals
1 Iron
2 Copper
3 Aluminum
4 Silver
5 Gold
6 Other

Materials
Minerals
1 Nitrates
2 Sulphates
3 Phosphates
4 Chlorates
5 Carbonates
6 Other

Materials
Gasses
1 Hydrogen
2 Methane
3 Chlorine
4 Nitrogen
5 Inert
6 Other

Services
Mechanical
1 Carpenter
2 Metal Smith
3 Machinist
4 Repairman
5 Engineer
6 Draftsman

Criminal
Thief
1 Raw Materials
2 Jewel
3 Bank
4 Documents
5 Information
6 Energy

Criminal
Smuggler
1 Drugs
2 People
3 Information
4 Machinery
5 Weapons
6 Energy

Criminal
Pirate
1 River
2 Ocean
3 Submarine
4 Air
5 Planetary
6 Sector

Services
Contractor
1 Masonry
2 Piping
3 General
4 Electrical
5 Sheet Metal
6 Structural
7 Landscaping
8 Decorator

Services
Cosmetics
1 Barber
2 Tatooist
3 Beautician
4 Dermatologist
5 Body Painter
6 Physical Trainer
7 Therapist
8 Plastic Surgeon
9 Biological Augmentator
10 Genetic Manipulator

Services		Technical	
Servant		**Scientist**	
1 -2		1 -2	
1	Butler/Maid	1	Biologist
2	Chauffeur	2	Physicist
3	Footman	3	Mathemetician
4	Porter	4	Chemist
5	Librarian	5	Anthropologist
6	Gardner	6	Astronomer
3 - 4		3 - 4	
1	Groom	1	Nuclear
2	Cook	2	Ecological
3	Spy	3	Psionics
4	Bodyguard	4	Psychologist
5	Tutor	5	Medical
6	Programer	6	Oceanographer
5 - 6		5 - 6	
1	Receptionist	1	Geologist
2	Secretary	2	Cartographer
3	Waiter	3	Linguist
4	Apprentice	4	Cybernetic
5	Arms Bearer	5	Extraterrestrial
6	Concubine	6	Alien

13
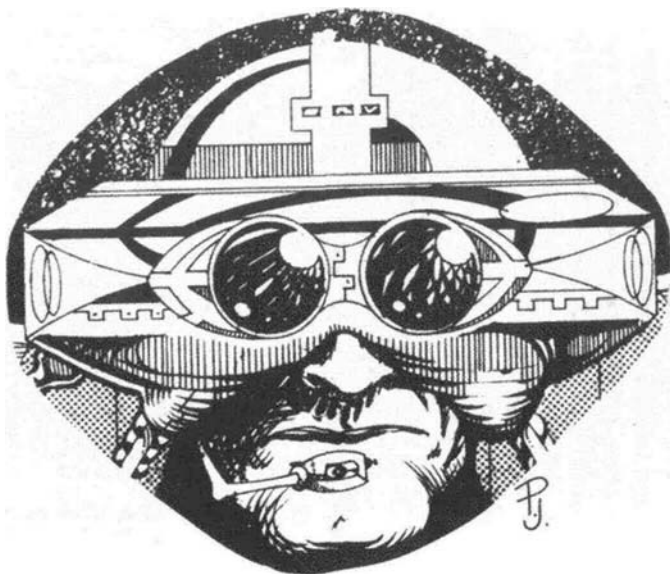
Reason for Adventuring (D+D) Table 22

11 Religious persecution at home.
12 Economic persecution at home.
13 Political persecution at home.
14 Home planet suffered political disruption.
15 Home planet suffered climatic disruption.
16 Home planet suffered economic disruption.
21 Family tradition of Service Terms/Adventuring.
22 Primary Sibling - must prove fitness to head of family.
23 Secondary Sibling - no area for advancement in family.
24 Seeking personal economic betterment.
25 Seeking personal social betterment.
26 Seeking personal educational betterment.
31 Hate home planet, fleeing from it.
32 Fleeing from love affair.
33 Rejected by family.
34 Love home planet, recruiting for it.
35 Must prove self a warrior before full social acceptance.
36 Family destroyed.
41 Wrongly accused of crime.
42 Correctly accused of crime.
43 Religious Missionary.
44 Political Missionary.
45 Religious Pilgrimage.
46 Political Pilgrimage.
51 Pursuing personal enemy.
52 Pursuing family enemy.
53 Pursuing political enemy.
54 Searching for personal friend.
55 Searching for family friend.
56 Searching for political friend.
61 Personal curiosity and waunderlust.
62 Cannot remain on home planet for medical reasons.
63 Paid to leave planet.
64 Seeking training/experience for political purposes.
65
66

Starship Operation

Operating Expenses:

1) Starship fuel is assumed to be light elements, principly Hydrogen, in a highly compressed, almost liquified form. Unrefined fuel costs CR 100 per ton and is available at A, B, C, or D class starports. Refined fuel costs CR 500 per ton and is available at A and B class starports. Super refined fuel costs CR 1000 per ton and is only available to military vessels at certain Imperial installations. Super refined fuel is doped with Cesium and other trace elements to make it fuse better, giving it half the fuel consumption rate of normal fuel. However, owing to a more rigid requirement for precise tuning, vessels using Super refined fuel must under go an annual maintainance period every four months. Super refined fuel cannot be used in ship's auxiliary vessels.

2) Life Support costs CR 2000 per stateroom per trip, a low passage berth costs CR 100 per trip. These costs are the same whether the staterooms are occupied or not.

3) Routine Maintenance is carried out annually at a cost of .1% of the cash price of the ship and takes two weeks at a A or B class starport.

4) Crew Salaries are paid monthly, the standard scale being: Pilot - CR 6000, Navigator-CR 5000, Engineer - CR 4000, Steward - CR 3000, Medic - CR 2000, Gunner - CR 1000. These are based levels for expertise level - 1, supplements of 10% are added for each level of expertise above this.

5) Berthing Costs are usually CR 100 to land and remain up to six days. Thereafter the fee is CR 100 to stay each succeeding day.

6) Ammunition types of Missiles and Sand Canisters must be replaced when expended, homing missiles cost CR 5000 each and Sand Canisters cost CR 400 each.

7) Repair Parts cost from zero to 120% of the original module. The price is determined by rolling two dice and multiplying the result by 10 to get percentage, with a die modifier of -2 if the parts are installed by the ship's crew.

Revenue

Cargo is normally shipped at a rate of CR 1000 per ton. The referee determines the number of shipments awaiting transportation to a specific destination by rolling a number of dice equal to the population number of the destination planet. Each die represents one shipment with the numbers of pips indicating the size of the shipment in multiples of 5 tons (For example: one pip is a 5 ton shipment, three pips are a 15 ton shipment). Shipments may not be broken down into smaller lots.

Passengers will present themselves for transport to the announced destination, the number being determined by rolling on the Passenger Table below. Passengers pay the standard fare of CR 10,000 for Middle Passage, and CR 1,000 for Low Passage.

PASSENGER TABLE

| Population | Originating World | | | Destination | | |
	High	Middle	Low	High	Middle	Low
0	–	–	–	–	–	–
1	–	–	–	–	–	–
2	D-D	D-D	3D-D	-1	-2	-4
3	3D-2D	2D-2D	3D-D	-1	-1	-3
4	3D-3D	3D-3D	4D-D	-1	-1	-2
5	3D-2D	3D-2D	4D-D	0	-1	-1
6	3D-2D	3D-2D	3D	0	0	-1
7	3D-2D	3D-2D	3D	0	0	0
8	2D-D	3D-2D	4D	+1	0	0
9	2D-D	2D-D	4D	+1	+1	0
10	2D-D	2D-D	4D	+1	+1	+2
11	2D	2D-D	5D	0	+1	+4
12	2D	2D	6D	0	0	0

Mail contracts may be given to subsidize merchants, requiring that 5 tons of cargo space must be committed to postal duty, the ship is armed and a gunner be a part of the crew. The ship is paid CR 25,000 for each trip made on its regularly scheduled run whether the full tons is utilized or not. Private messages may be delivered for a fee of from CR 20 to CR 120, roll two dice and multiply by ten.

Cost to Shuttle a ton of cargo to or from orbit is CR 10. Generally cargo taken on in orbit is discharged in orbit and cargo taken on on the planetary surface is discharged on the surface.
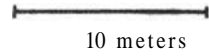
TRADE AND SPECULATION TABLE

Die (D+D)	Trade Goods	Base Price CR	Purchase Modifiers						Resale Modifiers						Quantity Tons/Number
			A	NA	I	NI	R	P	A	NA	I	NI	R	P	
11	Textiles	3,000	-7	-5	0	-3	0	0	-6	+1	0	0	+3	0	3Dx 5
12	Polymers	7,000	0	0	-2	0	-3	+2	0	0	-2	0	+3	0	4Dx 5
13	Liquor	10,000	-4	0	0	0	0	0	-3	0	+1	0	+2	0	1Dx 5
14	Wood	1,000	-6	0	0	0	0	0	-6	0	+1	0	+2	0	2Dx 10
15	Crystals	20,000	0	-3	+4	0	0	0	0	-3	+3	0	+3	0	1D
16	Radioactives	1,000,000	0	0	+7	-3	+5	0	0	0	+6	-3	-4	0	1D
21	Steel	500	0	0	-2	0	-1	+1	0	0	-2	0	-1	+3	4Dx 10
22	Copper	2,000	0	0	-3	0	-2	+1	0	0	-3	0	-1	0	2Dx 10
23	Aluminum	1,000	0	0	-3	0	-2	+1	0	0	-3	+4	-1	0	5Dx 10
24	Tin	9,000	0	0	-3	0	-2	+1	0	0	-3	0	-1	0	3Dx 10
25	Silver	70,000	0	0	+5	0	-1	+2	0	0	+5	0	-1	0	1Dx 5
26	Special Alloys	200,000	0	0	-3	+5	-2	0	0	0	-3	+4	-1	0	1D
31	Petrochemicals	10,000	0	-4	+1	-5	0	0	0	-4	+3	-5	0	0	6Dx 5
32	Grain	300	-2	+1	+2	0	0	0	-2	0	0	0	0	0	8Dx 5
33	Meat	1,500	-2	+2	+3	0	0	0	-2	0	+2	0	+1	0	4Dx 5
34	Spices	6,000	-2	+3	+2	0	0	0	-2	0	0	0	+2	+3	1Dx 5
35	Fruit	1,000	-3	+1	+2	0	0	0	-2	0	+3	0	0	+2	2Dx 5
36	Pharmaceutical	100,000	0	-3	+4	0	0	+3	0	-3	+5	0	+4	0	1D
41	Gems	1,000,000	0	0	+4	-8	0	-3	0	0	+4	-2	+8	0	1D
42	Firearms	30,000	0	0	-3	0	-2	+3	0	0	-2	0	-1	+3	2D
43	Ammunition	30,000	0	0	-3	0	-2	+3	0	0	-2	0	-1	+3	2D
44	Blades	10,000	0	0	-3	0	-2	+3	0	0	-2	0	-1	+3	2D
45	Tools	10,000	0	0	-3	0	-2	+3	0	0	-2	0	-1	+3	2D
46	Body Armor	50,000	0	0	-1	0	-3	+3	0	0	-2	0	+1	+4	2D
51	Aircraft	100,000	0	0	-4	0	-3	0	0	0	0	+2	0	+1	1D
52	Air/Raft	600,000	0	0	-3	0	-2	0	0	0	0	+2	0	+1	1D
53	Computers	1,000,000	0	0	-2	0	-2	0	-3	0	0	+2	0	+1	1D
54	ATV	300,000	0	0	-2	0	-2	0	+1	0	0	+2	0	+1	1D
55	AFV	700,000	0	0	-5	0	-2	+4	+2	0	0	-2	+1	0	1D
56	Farm Machinery	150,000	0	0	-5	0	-2	0	+5	-8	0	0	0	+1	1D
61	Electronics Parts	1,000,000	0	0	-4	0	-2	0	0	0	0	+2	0	+1	1Dx 5
62	Mechanical Parts	750,000	0	0	-5	0	-3	0	+2	0	0	+3	0	0	1Dx 5
63	Cybernetic Parts	250,000	0	0	-4	0	-1	0	+1	+2	0	+4	0	0	1Dx 5
64	Computer Parts	150,000	0	0	-5	0	-3	0	+1	+2	0	+3	0	0	1Dx 5
65	Machine Tools	750,000	0	0	-5	0	-4	0	+1	+2	0	+3	0	0	1Dx 5
66	Vacc Suits	400,000	0	-5	-3	0	-1	0	0	-1	0	+2	0	+1	1Dx 5

15

10 meters

30 feet
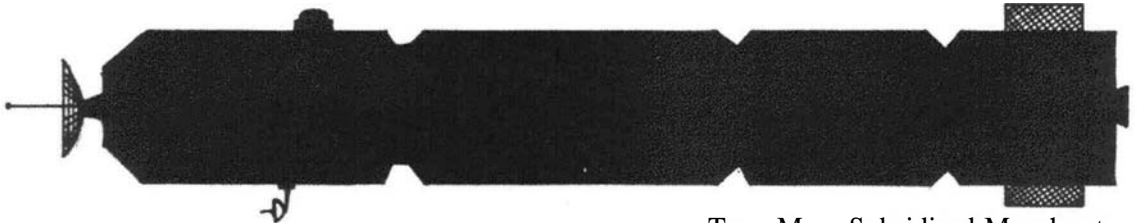
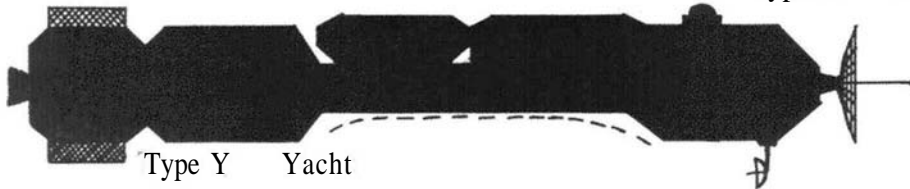Type S   Scout/Courier
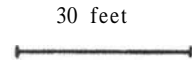
Type A   Free Trader

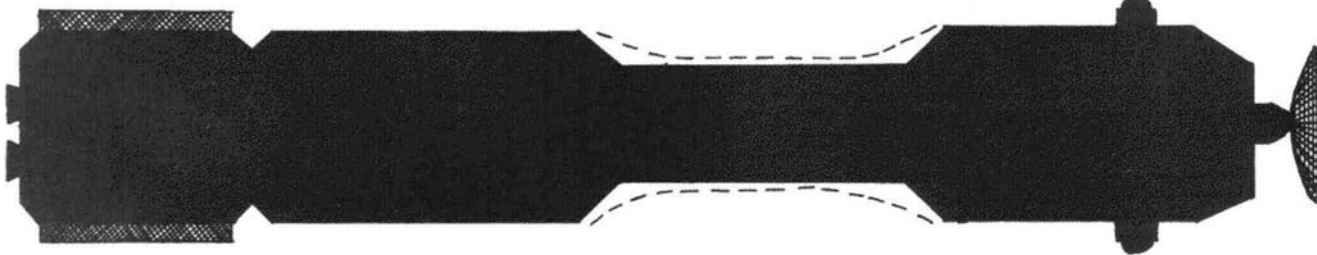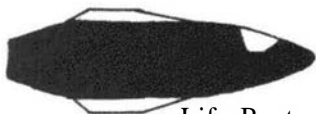Type R   Subsidised Merchant

Type M   Subsidised Merchant

Type Y   Yacht

Type C   Cruiser

Ships Auxiliaries

Life Boat

Ship's Boat
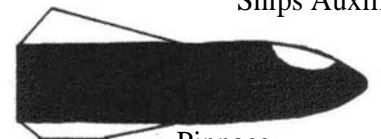
Pinnace

Shuttle

Cutter

16

Random Location Table / Activities Table

	Random Location Table		Activities Table	
	Crewman	**Passenger**	**Crewman**	**Passenger**
2	Cargo Hold	Control Room	Eating	Reading
3	Engineering	Stateroom	Eating	Eating
4	Engineering	Stateroom	On Watch	Eating
5	Common Room	Stateroom	On Watch	Gaming
6	Control Room	Stateroom	On Watch	Gaming
7	Stateroom	Stateroom	Hobby	Reading
8	Stateroom	Common Room	Sleeping	Sleeping
9	Control Room	Common Room	Sleeping	Sleeping
10	Weapon Turret	Common Room	Sleeping	Sleeping
11	Common Room	Common Room	Studying	Sleeping
12	Ships Auxiliary	Engineering	Studying	Exercising

Area Impact Table

	S	A	R	M	Y	C
2	PS	CS	CS	FT	PS	PS
3	CS	PS	CS	FT	PS	PS
4	PS	PS	PS	PS	PS	PS
5	PS	PS	FT	FT	PS	CS
6	PS	PS	PS	PS	CS	CS
7	FT	FT	CS	CS	CS	CS
8	FT	CS	CS	PS	FT	FT
9	FT	ES	ES	ES	CS	FT
10	ES	CS	CS	FT	CS	ES
11	ES	CS	CS	FT	ES	FT
12	ES	CS	CS	FT	ES	ES

PS - Personal Section
CS - Cargo Section
FT - Fuel Tanks
ES - Engineering Section

17

Personel Section

	S	A	R	M	Y	C
2	Computer	Computer	Computer	Computer	Computer	Computer
3	Fire Control	Fire Control	Fire Control	Fire Control	Fire Control	Stateroom
4	Stateroom	Low Passage	Low Passage	Basic Controls	Stateroom	Basic Controls
5	Stateroom	Low Passage	Stateroom	Low Passage	Stateroom	Fire Control
6	Stateroom	Basic Controls	Basic Controls	Low Passage	Basic Controls	Low Passage
7	Basic Controls	Stateroom	Stateroom	Stateroom	Stateroom	Stateroom
8	Stateroom	Stateroom	Stateroom	Stateroom	Stateroom	Stateroom
9	Basic Controls	Stateroom	Stateroom	Stateroom	Stateroom	Stateroom
10	Basic Controls	Stateroom	Stateroom	Stateroom	Stateroom	Hardpoint
11	Airlock	Airlock	Airlock	Hardpoint	Airlock	Stateroom
12	Hardpoint	Hardpoint	HardPoint	Airlock	Hardpoint	Airlock

Fuel Tankage Section - Each Hit releases 20 tons of fuel.

Engineering Section

	S	A	R	M	Y	C
2	Maneuver	Maneuver	Jump	Power	Power	Maneuver
3	Jump	Jump	Maneuver	Maneuver	Maneuver	Maneuver
4	Jump	Power	Jump	Power	Power	Jump
5	Jump	Jump	Power	Power	Jump	Jump
6	Jump	Power	Power	Jump	Power	Jump
7	Jump	Jump	Jump	Jump	Jump	Jump
8	Power	Jump	Jump	Jump	Jump	Jump
9	Ram	Jump	Jump	Jump	Jump	Power
10	Power	Ram	Jump	Jump	Jump	Power
11	Jump	Jump	Ram	Jump	Jump	Power
12	Jump	Jump	Jump	Jump	Jump	Power

Cargo Section

	S	A	R	M	Y	C
2	Air Raft	Cargo	Cargo	Cargo	Air Raft	Air Raft
3	Air Raft	Cargo	Cargo	Cargo	Cargo	ATV
4	Air Raft	Cargo	Life Boat	Cargo	ATV	Pinnace
5	Air Raft	Cargo	Life Boat	Cargo	Ship's Boat	Pinnace
6	Air Raft	Cargo	Life Boat	Cargo	Ship's Boat	Pinnace
7	Cargo	Cargo	Cargo	Cargo	Ship's Boat	Pinnace
8	Cargo	Cargo	Cargo	Cargo	Ship's Boat	Pinnace
9	Cargo	Cargo	Cargo	Cargo	Ship's Boat	Pinnace
10	Cargo	Cargo	Cargo	Cargo	Ship's Boat	Cargo
11	Air Raft	Cargo	Cargo	Cargo	Ship's Boat	Cargo
12	Air Raft	Cargo	Cargo	Cargo	Ship's Boat	Cargo

18

If Auxiliary Vehicles are hit, move to Table below for specific damage.

	Life Boat	Ship's Boat	Pinnace	Cutter	Air Raft	Shuttle
2	Pilot	Pilot	Pilot	Pilot	Grav Module	Pilot
3	Survival Equipment	Controls	Controls	Controls	Grav Module	Cargo
4	Controls	Fuel	Passenger	Cargo	Pilot	Fuel
5	Structure	Structure	Passenger	Passenger	Grav Module	Cargo
6	Passenger	Cargo	Fuel	Cargo	Structure	Passenger
7	Low Berth	Fuel	Cargo	Passenger	Cargo/Passengers	Cargo
8	Fuel	Cargo	Fuel	Fuel	Cargo/Passengers	Passengers
9	Fuel	Passenger	Structure	Fuel	Cargo/Passengers	Cargo
10	Low Berth	Fuel	Cargo	Structure	Grav Module	Structure
11	Engine	Passenger	Weapon	Weapon	Grav Module	Engines
12	Life Support	Engine	Engine	Engine	Grav Module	Controls

Name _____   Age_____

| | | | | | |

Strength   Endurance   Education

Dexterity   Intellegence   Social Standing

Service ———
Rank ———
Terms ———

Psionic Potential _____   Psionic Strength _____
Psionic Talents _____

Personal **History** _____

_____

_____

_____

_____

TRAINING		EXPERIENCE		SKILL	
Pilot	———	Gambling	———	Blade Combat	
Navigation	———	Brawling	——	Hand	———
Computer	———	Bribery	———	Sword	———
Engineer	———	Forgery	———	Polearm	———
Gunnery	———	Streetwise	———	Gun Combat	
Medical	———	Leader	———	Pistol	———
Survival	———	Instruction	———	SMG	———
Forward Observer	———	Recruiting	———	Rifle	———
Heavy Weps	———	Interrogation	———	Laser	———
Artillery	———	Administration	———	Zero G	——
		Steward	———	High Energy	———
		Jack of Trades	——	Auto	———
		Mechanical	——	Battle Dress	———
		Electronic	———	Vacc Suit	——
		Tactics	———	Ship's Boat	———
		Combat Engineering	——	Vehicle	
				Wheeled	———
				Tracked	———
Funds				Grav	———
				Recon	———
_____				Demolitions	———
_____				Zero G. Combat	———
_____					

_____   Personal Equipment _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

Service Jacket

Name_____   UPP _____   Rank_____

Service Branch_____   Terms Served _____   Age _____

Term 1 Arm_____
    Basic & Advanced Training   Combat Assignments _____
                             Combat Commands _____
_____   Awards
_____   MCUF_____
_____   MCG_____
Term 2 Arm_____   SEH_____
                             PH_____
_____
_____

_____   Equipment Qualified On _____
_____
Term 3 Arm_____
                             _____
_____   _____
_____   _____
_____   _____

Term 4 Arm_____   _____
_____   _____
_____   _____
_____   _____

Term 5 Arm_____   _____
_____   _____
_____   _____
_____

Term 6 Arm_____
_____
_____
_____

Term 7 Arm_____
_____
_____
_____

Ship's Summary

Ship Name _____ **Hull** Type ——————————————
Owner _____ M Drive ————— G's Accel _____
Bridged Pilot——————— Navigate _____) J Drive ————— Jump ———————
Crew Staterooms _____ Power Plant ———
Passenger Staterooms _____ Fuel ————Tons
Low Passage Berths _____ Hold _____**Tons**
Auxiliaries _____
Computer Model _____ Hard Points: ——————
Storage _____ CPU _____

Routine Program	Space		Turret No.	Gunner Exp.	Beam Laser	Pulse Laser	Missile Launcher	Sand Caster
Maneuver	1	_____	1.		_____	_____	_____	_____
Jump 1	1	_____	2.		_____	_____	_____	_____
Jump 2	2	_____	3.		_____	_____	_____	_____
Jump 3	2	_____	4.		_____	_____	_____	_____
Jump 4	2	_____	5.		_____	_____	_____	_____
Jump 5	2	_____	6.		_____	_____	_____	_____
Jump 6	2	_____	7.		_____	_____	_____	_____
Library	1	_____	8.		_____	_____	_____	_____
Navigation	1	_____	9.		_____	_____	_____	_____
Generate	2	_____	10.		_____	_____	_____	_____
Anti-Hijack	1	_____	11.		_____	_____	_____	_____
			12.		_____	_____	_____	_____
Defensive Program			13.		_____	_____	_____	_____
Maneuver/Evade 1	1	_____	14.		_____	_____	_____	_____
Maneuver/Evade 2	2	_____	15.		_____	_____	_____	_____
Maneuver/Evade 3	3	_____	16.		_____	_____	_____	_____
Maneuver/Evade 4	4	_____	17.		_____	_____	_____	_____
Maneuver/Evade 5	2	_____	18.		_____	_____	_____	_____
Maneuver/Evade 6	3	_____	19.		_____	_____	_____	_____
Auto/Evade	1	_____	20.		_____	_____	_____	_____
Return Fire	1	_____	21.		_____	_____	_____	_____
Anti-Missile	2	_____	22.		_____	_____	_____	_____
ECM	3	_____	23.		_____	_____	_____	_____
			24.		_____	_____	_____	_____
Offensive Programs			25.		_____	_____	_____	_____
Predict 1	1	_____	26.		_____	_____	_____	_____
Predict 2	2	_____	27.		_____	_____	_____	_____
Predict 3	1	_____	28.		_____	_____	_____	_____
Predict 4	3	_____	29.		_____	_____	_____	_____
Predict 5	2	_____	30.		_____	——————	_____	_____
Gunner Interact	1	_____	31.		_____	_____	_____	_____
Target	1	_____	32.		_____	_____	_____	_____
Selective 1	1	_____	33.		_____	_____	_____	_____
Selective 2	2	_____	34.		_____	_____	_____	_____
Selective 3	1	_____	35.		_____	_____	_____	_____
Multi-Target 2	1	_____	36.		_____	_____	_____	_____
Multi-Target 3	2	_____	37.		_____	_____	_____	_____
Multi-Target 4	4	_____	38.		_____	_____	_____	_____
Launch	1	_____	39.		_____	_____	_____	_____
Double Fire	4	_____	40.		_____	_____	_____	_____

Crew Roster

Name	Position (Exp.)	UPP	Salary
1.			
2.			
3.			
4.			
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48.			
49.			
50.			

SHIP'S TITLE PAPERS

Name of ship: _____

Class:_____ Hull:_____ Type: ————————————Cost: CR _____

Naval Architect:_____

Builder:_____Shipyard: _____

Construction started: _____/___/_____   Construction completed: _____/____ /_____

OWNER

Name: _____ UPP:_____ Homeworld: _____

LIEN

NO LIEN:_____ LIEN: _____ HIJACKED:_____

   /. _____ of _____, *will pay*

_____ of _____ *the amount of*

CR _____ *for*_____ *months. Payment is due on the first day of each month and is to be*

presented at _____ .

PRINCIPAL: CR _____ **APR** _____

   A)   Interest will only be collected on the principal for the length of time the principal is actually borrowed.

   B)   Late payments carry an additional 1% charge of the normal monthly payment for every four (4) week period, or fraction thereof, until paid up-to-date.

   C)   Non-payment for three (3) consecutive months shall be considered a hijacking of the Ship by the Borrower. Action may be waived by the Lien Holder if the Borrower contacts the Lien Holder and demonstrates temporary financial difficulties. This act of good faith on the part of the Borrower requires that the Lien Holder consult with the Borrower as to arrangements for the payments and all applicable late charges to be paid to the Lien Holder as quickly as possible. Seizure of the Ship shall be considered a last resort.

   D)   The Borrower agrees not to sell the Ship without written permission of the Lien Holder. The Borrower also agrees that all tax forms and logs which the Borrower fill out, keeps, and/or gives any information concerning the Ship and/or the Borrower's finances shall be open to inspection to the Lien Holder at any time.

Borrower: _____ Lien Holder: _____

Date: ____/___/_____   Date: ____/___/_____

Ship Design Specifications

Name: Owner:

Equipment	Type/Number	Tonnage	Cost CR.
Hull	_____	_____	_____
Jump Drive	_____	_____	_____
Maneuver Drive	_____	_____	_____
Power Plant	_____	_____	_____
Fuel Tankage	- - - - - -	_____	_____
Basic Controls	- - - - - -	20	_____
Computer	_____	_____	_____
Programs	- - - - - -	- - -	_____
Fire Control Equipment	_____	_____	_____
Staterooms	_____	_____	_____
Low Passage Berths	_____	_____	_____
Hardpoints	_____	- - -	_____
Single Turret	_____	- - -	_____
Double Turret	_____	- - -	_____
Triple Turret	_____	- - -	_____
Pulse Laser	_____	- - -	_____
Beam Laser	_____	- - -	_____
Missile Rack	_____	- - -	_____
Missiles	_____	_____	_____
Sandcaster	_____	- - -	_____
Sand Canister	_____	_____	_____
Ship's Boat	_____	_____	_____
Pinnace	_____	_____	_____
Cutter	_____	_____	_____
Life Boat	_____	_____	_____
Air/Raft	_____	_____	_____
All Terrain Vehicle	_____	_____	_____
Streamlining	- - - - - -	- - -	_____
Cargo Capacity	- - - - - -	_____	- - - - - -
Custom Design	- - - - - -	- - -	_____
Naval Architect	- - - - - -	- - -	_____

Total Tonnage_____

Total Cost _____

Construction Time _____

Index

Characters

Ships