

# Skills



This chapter provides players and referees with definitions of UPP characteristics and available skills. Understanding these is the key to understanding both the character's general abilities and the specific probability of successfully performing tasks.

## PERSONAL CHARACTERISTICS

A human's characteristics are: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Characteristics are capitalized to draw attention to them and distinguish the words from their ordinary usage. Three are *physical characteristics*: Strength, Dexterity, and Endurance. Others are *mental characteristics*: Intelligence, Education, and Social Standing. Each has its own realm of application:

**Strength (Str):** Ability to apply physical force.

*Strength* × 1: Load in kilograms that may be carried more than five minutes to all day and considered unencumbered.

*Strength* × 2: Load carried for more than five minutes to all day but considered encumbered. When a character is encumbered with a *Strength* × 2 load, subtract 1 from the character's Strength, Dexterity, and Endurance.

*Strength* × 3: Load carried by a character in active military duty for more than five minutes to all day but considered encumbered. When a character is encumbered with a *strength* × 3 load, subtract 2 from the Strength, Dexterity, and Endurance.

*Strength* × 5: Load carried under five minutes.

*Strength* × 10: Load lifted (not carried) under one minute.

*Strength* × 15: Load dragged for less than five minutes.

*Different Gravity:* These values for strength assume a gravity of 1G—generally a large (size 8) world. Divide Strength by the gravity in Gs (on a world with gravity of 0.125 Gs, a character with Strength 7 has  $Strength\ 7 \div 0.125$ , or 56).

**Dexterity (Dex):** Coordination. Dexterity is used when hand-eye coordination or agility is important, like when performing mechanical repairs, shooting firearms, or walking a ledge.

**Endurance (End):** Physical stamina.

*Endurance* × 1: Number of waking hours until fatigue begins. Once fatigued, subtract one point for every two additional waking hours. Undertaking no tasks for two hours halts the loss of Endurance and "buys back" one point of Endurance. If Endurance reaches zero, the character collapses; once collapsed, the character must sleep for 8 hours to return to normal. Less than 8 hours of sleep (but at least 4) returns Endurance to its full level, fatigue starts immediately. Less than 4 hours of sleep (but at least 1) returns Endurance to one-half of its normal level (drop fractions), and fatigue starts immediately.

*Endurance* × 3: Number of waking hours until a character collapses (Endurance becomes zero). After being awake for this number of hours, the character must sleep, no matter what.

**Intelligence (Int):** Corresponds roughly to IQ. Values 10+ and over are genius level; 5- indicates learning difficulties.

**Education (Edu):** Knowledge from formal and informal set-

tings. Highly technical tasks depend on Education, not on Intelligence.

**Social Standing (Soc):** A character's social class. Standing 11+ holds a patent of nobility from the Third Imperium or similar interstellar governments. The individual is considered noble.

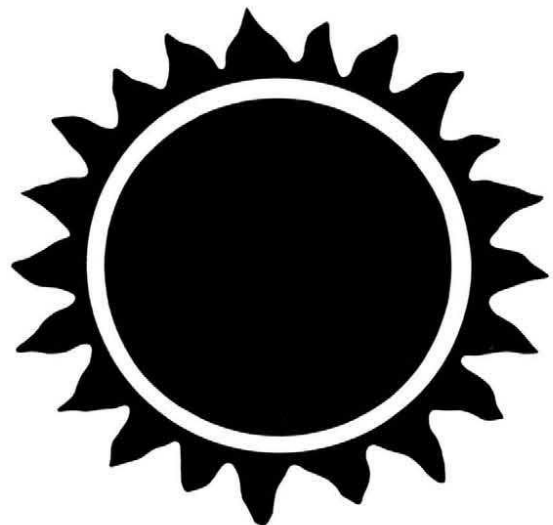
Social Standing 5 or less indicates that the character has

## THE IMPERIAL SUNBURST

The symbol of the Third Imperium was established by Cleon (the first emperor) when the empire was proclaimed. Images show him standing before the original banner with a golden yellow sunburst against a black background, representing Capital's type G star against dark space.

In 247, the Eliyoh (a nonhuman minor race) joined the Imperium. To that race the symbology was unimpressive. The Eliyoh vision centered in the far infrared, which resulted in distinction between the official colors of black and yellow being impossible. So the Empress Porfiria declared that the symbol would have no official color.

The original banner in the imperial throne room is still black with a yellow sunburst. The Imperial Interstellar Scout Service uses a red sunburst; the Imperial Navy, yellow; the Imperial Army, black; the Imperial Marines, maroon.



# SKILL LIST

## PERSONAL CHARACTERISTICS

Strength (Str)  
Dexterity (Dex)  
Endurance (End)  
Intelligence (Int)  
Education (Edu)  
Social Standing (Soc)

## SECONDARY CHARACTERISTICS

Life Force (Lif) (= Str + Dex + End)  
Determination (Det) (= End + Int)  
Experience (Exp) (= Int + Edu)

## SKILLS

### Academic (Cascade)

Admin  
History  
Linguistics  
Persuasion  
Science  
+ 1 Education

### Admin

### Advanced Combat Rifle (Weapon)

### Aircraft (Cascade)

Helicopter  
Jet-propelled Aircraft  
Lighter-than-air Craft  
Propeller-driven Aircraft

### Animal Handling (Cascade)

Guard/Hunting Beasts  
Equestrian  
Herding

### Archaic Weapons (Cascade)

Blowgun  
Bola  
Boomerang  
Bow  
Crossbow  
Early Firearms  
Sling

### Artisan

### Assault Rifle (Weapon)

### ATV (Includes)

Wheeled Vehicle  
Tracked Vehicle

### Autocannon (Weapon)

### Autorifle (Weapon)

### Axe (Includes)

Battle Axe  
Hand Axe

### Battle Axe (Weapon)

### Battle Dress (Includes)

Vacc Suit

### Bayonet (Weapon)

### Biology (Serves as)

Genetics minus 1

### Blade (Weapon)

### Blade Combat (Cascade)

Axe  
Cudgel  
Foil  
Large Blade  
Polearm  
Small Blade

### Blowgun (Weapon)

### Body Pistol (Weapon)

### Bola (Weapon)

### Boomerang (Weapon)

### Bow (Weapon)

### Brawling

### Bribery

### Broadsword (Weapon)

### Broker

### Carbine (Weapon)

### Carousing (Serves as)

Steward minus 1

### Chemistry

### Combat Engineering

### Combat Rifleman (Includes)

Advanced Combat Rifle  
Assault Rifle  
Carbine  
Gauss Rifle  
Rifle

### Communications

### Computer (Serves as)

Robot Ops minus 1

### Crossbow (Weapon)

### Cudgel (Weapon)

### Cutlass (Weapon)

### Dagger (Weapon)

### Demolitions

### Disguise

### Early Firearms (Weapon)

### Economic (Admin)

Broker  
Legal  
Trader

### Electronics

### Energy Weapons (Includes)

Fusion Gun  
Plasma Gun

### Engineering

### Environ (Cascade)

Animal Handling  
Archaic Weapons  
Hunting  
Recon  
Stealth  
Survival

### Equestrian

### Exploratory (Cascade)

Pilot  
Sensor Ops  
Survey  
Survival  
Vacc Suit  
Vehicle

### FA Gunnery (Cascade)

High-energy Weapons  
Mass Drivers  
Meson Guns  
Mortars and Howitzers

### Fleet Tactics

### Foil (Weapon)

### Forensic

### Forgery

### Forward Observer

### Fusion Gun (Weapon)

### Gambling

### Gauss Rifle (Weapon)

### Genetics

### Grav Belt

### Grav Vehicle (Serves as)

Grav Belt minus 1

### Gravitics

### Grenade Launcher (Weapon)

### Guard/Hunting Beasts

### Gun Combat (Cascade)

Energy Weapons  
Handgun  
Laser Weapons  
Neural Weapons  
Rifleman  
Submachinegun

### Gunnery (Cascade)

Screens  
Spinal Weapons  
Turret Weapons

### Halberd (Weapon)

### Hand Axe (Weapon)

### Hand Combat (Cascade)

Blade Combat  
Brawling  
+ 1 Endurance  
+ 1 Strength

### Handgun (Includes)

Body Pistol  
Pistol  
Revolver  
Snub Pistol

### Heavy Weapons (Includes)

Autocannon  
Grenade Launcher  
Light Assault Gun  
Machine Gun  
VRF Gauss Gun

### Helicopter (Serves as)

Lighter-than-air Craft minus 1  
Jet-propelled Aircraft minus 1  
Propeller-driven Aircraft minus 1

### Herding

### High-energy Weapons (Serves as)

Mass Drivers minus 1  
Meson Guns minus 1  
Mortars and Howitzers minus 1

### High-G Environ (Includes)

Laser-0  
Energy-0

### History

### Hovercraft (Serves as)

Large Watercraft minus 1  
Small Watercraft minus 1

### Hunting

### Inborn (Cascade)

Artisan  
Carousing  
Instruction  
Jack-of-all-trades  
Leader

### Instruction

### Interpersonal (Cascade)

Admin  
Interview

# ENHANCED MERCHANT CHARACTERS

## TABLE OF RANKS AND PROMOTIONS

Deck Department			Required	Engineering Department			Required
Rank	Title	Exam	Qualifications	Rank	Title	Exam	Qualifications
O0	Apprentice	6+	Route Assignment	O0	Asst Drive Hand	5+	Route Assignment
O1	4th Officer	6+	Navigation-1	O1	Drive Hand	8+	Elec-1 or Grav-1
O2	3rd Officer	6+	Admin-1	O2	Asst Engineer	7+	Engineering-1
O3	2nd Officer	7+	Ship's Boat-1	O3	Engineer	7+	Engineering-2
O4	1st Officer	7+	Pilot-1	O4	Chief Engineer	9+	Engineering-3
O5	Captain	9+	Legal-1				
O6	Senior Captain	8+	—	<b>Administration Department</b>			Required
O7	Line Commodore	8+	—	Rank	Title	Exam	Qualifications
<b>Purser Department</b>			Required	O0	Clerk	5+	Route Assignment
Rank	Title	Exam	Qualifications	O1	Asst Manager	6+	Admin-1
O0	Steward	5+	Route Assignment	O2	Manager	7+	Admin-2
O1	Junior Purser	5+	Steward-1	O3	Asst Station Head	6+	Admin-3
O2	Asst Purser	5+	Steward-2	O4	Station Head	7+	Liaison-2
O2	Asst Medic	6+	Medical-1	<b>Free Trader</b>			Required
O3	Purser	6+	Liaison-1	Rank	Title	Exam	Qualifications
O3	Medic	6+	Medical-2	O1	4th Officer	6+	Route Assignment
O4	Chief Purser	7+	Admin-1	O2	3rd Officer	6+	Engineering-1
<b>Sales Department</b>			Required	O3	2nd Officer	7+	Navigation-1
Rank	Title	Exam	Qualifications	O4	1st Officer	7+	Pilot-1
O0	Apprentice	4+	Route Assignment	O5	Captain	9+	Legal-1
O1	Clerk	5+	Trader-1	O6	Senior Captain	8+	—
O2	Asst Broker	6+	Broker-1				
O3	Broker	7+	Broker-2				
O4	Senior Broker	8+	Broker-3				

## SKILL TABLES

Die	Merchant Life	Shipboard Life	Officer Skills	Merchant Skills	Master Skills
1	Brawling	Gambling	Brawling	Streetwise	Admin
2	Carousing	<b>Blade Cbt</b>	<b>Vehicle</b>	Broker	Computer
3	Gambling	Vacc Suit	Ship's Boat	Trader	Navigation
4	Trader	Zero-G Cbt	<b>Gun Cbt</b>	Liaison	Pilot
5	+1 Edu	Commo	Liaison	Admin	Leader
6	Carousing	Jack-o-T	Liaison	Legal	Bribery

Die	Deck Skills	Engineer Skills	Purser Skills	Medic Skills	Admin Skills
1	Navig	Mechanical	Steward	Steward	Admin
2	Admin	Electronic	Medical	Medical	Liaison
3	Pilot	Engineering	Liaison	Medical	Bribery
4	Legal	Admin	<b>Gunnery</b>	Medical	Admin
5	Ship's Bt	Engineering	Steward	Computer	Admin
6	Leader	Gravitics	Liaison	Medical	Streetwise

Die	Sales Life	Planet Life	Free Trader Life	Service	Business
1	Trader	<b>Gun Cbt</b>	+1 Dex	Steward	Engineering
2	Broker	Streetwise	Brawling	Trader	Navigation
3	Computer	Vacc Suit	Streetwise	Broker	Steward
4	Liaison	Vacc Suit	Forgery	Admin	Legal
5	Trader	<b>Gun Cbt</b>	Bribery	<b>Gunnery</b>	Steward
6	Broker	Brawling	Legal	Leader	Broker

## REENLISTMENT

**Merchant Reenlistment:** Reenlistment in the Merchant service requires a throw of 6+; DM of +1 if rank E4+ or rank O1+. If the die roll is 12+, then the individual is required to reenlist.

**Reenlistment in a Different Branch:** Characters may not reenlist in a different branch unless cross-trained in the desired branch. If cross-trained, the individual may reenlist at the beginning of the new four-year term of service.

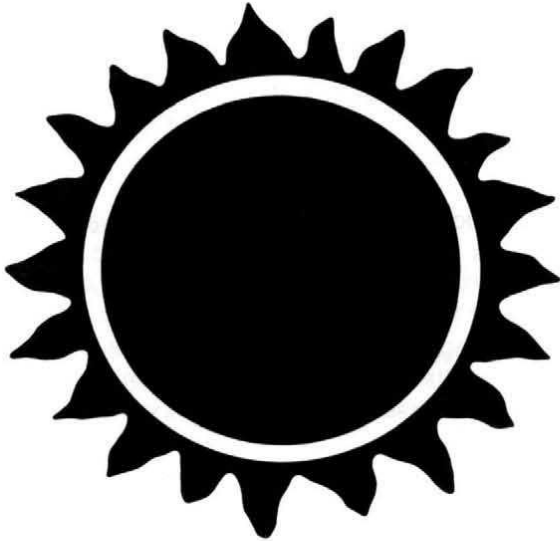
**Mustering Out:** At the conclusion of a character's last term, all mustering out benefits are received as described in basic character generation.

**Retirement:** Retirement is treated as indicated in basic character generation.

## SKILL TABLE NOTES

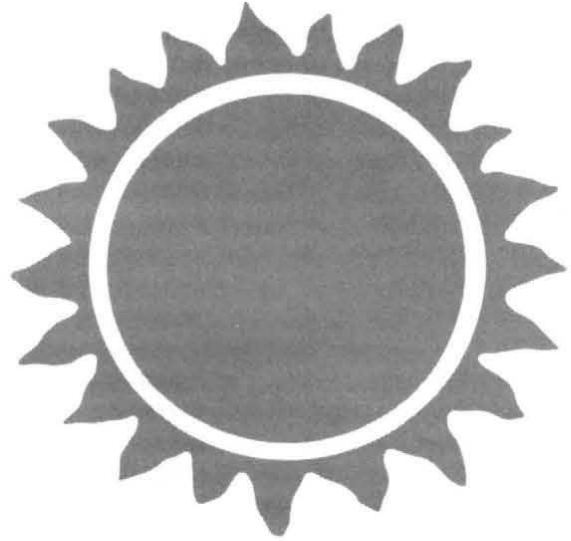
Skill columns are available to members of the specified departments. Sales is available only to the Sales Department. Planet Life is available to Admin and Sales departments. Free Trader columns are available to all Free Traders.

# MERCENARY AND NAVAL CHECKLISTS



## MERCENARY CHARACTER GENERATION CHECKLIST

1. Generate character.
  - A. Generate six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.
  - B. Determine character's homeland.
2. Pre-Enlistment Options.
  - A. College.
  - B. Service Academy.
    - 1) Military Academy.
    - 2) Naval Academy.
  - C. Medical School.
  - D. Flight School.
3. Enlistment.
  - A. Imperial Army.
  - B. Imperial Marines.
4. Select Arm.
5. Receive Initial Training.
6. Resolve Current Term.
  - A. Resolve Current Year (four years per term).
    - 1) Determine Assignment.
    - 2) Determine if Command Duty (officers).
    - 3) Resolve Assignment.
      - a) Survival.
      - b) Promotion.
      - c) Decoration.
      - d) Skills.
7. Conclude Current Term.
  - A. Aging.
  - B. Reenlistment.
    - 1) Reenlist in Different Arm?
  - C. Muster Out.
    - 1) Determine Mustering Out Benefits.
    - 2) Write Resume.



## NAVY CHARACTER GENERATION CHECKLIST

1. Generate character.
  - A. Generate six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.
  - B. Determine character's homeland.
  - C. Determine subsector tech code.
2. Pre-Enlistment Options.
  - A. College.
  - B. Naval Academy.
  - C. Medical School.
  - D. Flight School.
3. Enlistment.
  - A. Imperial Fleet.
  - B. Sector Fleet.
  - C. System Squadron.
4. Determine Branch Assignment.
5. Receive Initial Training.
6. Resolve Current Term.
  - A. Resolve Current Year (four years per term).
    - 1) Determine Assignment.
    - 2) Determine if Command Duty (Officers).
    - 3) Resolve Assignment.
      - a) Survival.
      - b) Decoration.
      - c) Promotion.
      - d) Skills.
  - B. Determine if Retained in Assignment.
7. Conclude Current Term.
  - A. Aging.
  - B. Reenlistment.
    - 1) Reenlist in Different Branch?
  - C. Muster Out.
    - 1) Determine Mustering Out Benefits.
    - 2) Write Resume.