



# ***EARTH SECTOR***



***A CLEMENT SECTOR SETTING***



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*Robert Jackson, Testimony before the Multinational Commission Studying the Collapse of the Conduit  
Geneva, Switzerland, Earth (Earth 0405)  
June 23, 2331 (standard)*

*"They say that "Night Shift" doesn't mean anything in space. The people who say that have never done it. Handcomp warriors who think they know everything. Working a shift that's opposite of what you lived your whole life affects you. Sure, there's meds that will take that and fix it. Experienced spacers can get used to it.*

*I'm not an experienced spacer. I grew up on Mars in one of the Southern Alliance's colonies on, of course, the southern hemisphere of Mars. Southern on Earth, southern on Mars. It's funnier if you came from my town. Sorry for the digression.*

*I was working as a loader for Sheridan Shipping on the 15<sup>th</sup> of April near Earthside Terminal in the Neu Berlin system. I had just finished loading the MV Elysium and was, with the rest of my swarm of worker pods, heading back to base. At that point, I saw the Conduit make its usual array of lights indicating that a vessel was incoming from Clement Sector. I let the pod drive for a bit because, well, I still like looking at the ships when they come in. It's always a beautiful light show and I'm a bit of a shipspotter.*

*Well, at that point, a ship did come through. I'd noticed some odd patterns on the surface of the weird whatever the Hell you people call that in the center of the Conduit but all of that is way beyond my pay grade anyway. I can tell you that it was reddish in color and I'd never seen that sort of color or pattern in the center of the Conduit before in my experience.*

*What? Yes, sir, I am well aware that no one else saw any such thing.*

*As I was saying, the ship was really odd looking. Lots bigger than any ship I'd ever seen. Just came right out of the Octagon from inside the Conduit and there it was. Not there longer than a few seconds. Red lights coming out of the sides of it and then it was gone. And not just this ship. The ship, the Octagon, the Conduit. It was all gone.*

*I've been asked in far too many meetings, interviews, and interrogations where this ship went. I don't know. I had the feeling that it went back into the Conduit, but I've been told repeatedly by you people that such is impossible and that it couldn't happen. So, since all of you know-it-alls seem to want to discount my account of what happened, maybe you folks can figure it out on your own.*

*All I know is that it seemed to me, well, I know Dr. Chandra told me not to say this again, but it seemed to me that the ship communicated with the Octagon or with the Conduit itself and then went back into it, taking the Conduit with it.*

*Yeah, you folks go right ahead and laugh. You're not the first ones to get a giggle when I say that but you're the ones who keep dragging me away from my paying job to come here and tell you the same story over and over.*

*How about next time you just play this holorecording that you're making of me talking and laugh at that. Some of us have to work for a living."*

## ABOUT THIS BOOK

Welcome to Earth Sector!

You will need a copy of Clement Sector: The Rules to use this book to its full potential although it is possible to get by with a copy of the Cepheus Engine rules or some other 2d6 SF game. We highly recommend getting Clement Sector: The Rules as some rules have been changed in order to fit the setting and we have a house payment to pay.

Of course, you will also need the standard tabletop RPG equipment of dice, pencils, and paper. For the most part, you will need a few six-sided dice and, in some instances of character generation or the use of a very large ship, you will need percentile dice (two ten sided dice, with one die to be used as the “tens” and one die to be used as the “ones”). In other cases, we will ask for a d66 roll. This d66 roll is a similar process to the percentile dice except that you will take two six-sided dice and assign one as the “tens” die and the other as the “ones” die.

Earth Sector is an extension of Independence Games’ (formerly Gypsy Knights Games) Clement Sector setting. For those familiar with the Clement Sector setting, Earth Sector is set in Earth Sector after the Conduit Collapse in 2350. Earth Sector, while it can be played without knowledge of or familiarity with the Clement Sector setting, is best experienced if you are conversant with the full Clement Sector story.

It is our intention with Earth Sector to branch off from Clement Sector, much as the Conduit Collapse forced the separate evolution of both sectors. Earth Sector will be its own setting united by the past background before 2331 and then branching off in a new direction afterward. This is the first book in that adventure, and it is our sincere hope that you enjoy where this goes.

Whereas Clement Sector was a collection of independent worlds, Earth Sector is a collection of worlds colonized by the nations of Earth and held by those nations. In some places, that hold is becoming tenuous, but they are still controlled by the home nation. There are a few independent worlds in Earth Sector and even a couple of independent interstellar polities, but both of these are weak compared to the national colonies.

In Clement Sector, there are no living aliens. In Earth Sector, there are two low tech alien races which have been located and rumors of more aliens nearby.

It’s a new adventure. We hope you’ll enjoy going along with us on the ride.

John Watts  
President/Owner of Independence Games  
December 22, 2019



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## NATIONS OF EARTH SECTOR

*"There can never be peace between nations until there is first known that true peace which is within the souls of men." - "The Sacred Pipe: Black Elk's Account of the Seven Rites of the Oglala Sioux", Black Elk, 1953 (standard)*

Earth has no single government but rather almost 200 individual nations with their own governments and system of laws. While many do cooperate with one another, both through diplomacy and organizations which have been set up to facilitate cooperation, the nations often find themselves competing for power and resources on Earth, in the solar system, and throughout Earth Sector.

### NATIONS OF EARTH

In this section, we will briefly cover the most powerful nations on Earth in order of their rankings in the 2350 annual analysis and predictions of *Interstellar Relations*, the leading publication on diplomacy, trade, and interstellar politics in Earth Sector.



### BRAZIL

**Leader:** Paulo Jabor

**Primary Starport:** Cidade Nos Céus

**Solar Colonies:** Rimbaud Crater (Mercury), Alhandra (Asteroid), Almeida (Asteroid), Azevedo (Asteroid), Baptista (Asteroid), Calanzan (Asteroid), Correia (Asteroid), Ferraz (Asteroid),

Gama (Asteroid), Gimenez (Asteroid), Machado (Asteroid), Mendes (Asteroid), Pasos (Asteroid), Ribeiro (Asteroid), Soares (Asteroid), Viegas (Asteroid)

**Extrasolar Colonies:** Afastado (Earth 0408), Vão (Amaterasu 0601), Pontes (Amaterasu 0603), Bela Casa (Amaterasu 0703), Tristeza (Amaterasu 0704), Tiomno (Ixchel 0104)

**Major Cities:** São Paulo, Rio de Janeiro, Brasília, Salvador, Belo Horizonte

Brazil's ascension, which started in the early 21<sup>st</sup> century, was hampered by the Times of Trouble period (2041-2072). The La Palma disaster destroyed many cities along the nation's northern coast including Macapa, Belem, Sao Luis, and Fortaleza. However, other coastal cities such as Rio de Janeiro, Salvador, and Porto Alegre were spared completely or only suffered minor damage in comparison. The Brazilian government weathered the crisis well and was quickly on the road to recovery. By 2075, Brazil had an orbital station in place, had two lunar colonies, and was the first nation to establish a colony on Mercury.

Bypassing Mars, in the middle 22<sup>nd</sup> century, the Brazilians moved to establish fifteen mining colonies in the asteroid belt. By the end of the Solar Colonization Period (2073-2160), Brazil was continuing to gain wealth from these colonies and the successful Mercury colony.

During this period, Brazil began working closely with Peru and Bolivia to do everything they could to save the Amazon Rainforest. The loss of much of the broadleaf forest in the 20<sup>th</sup> century began to be reversed in the late 21<sup>st</sup> and early 22<sup>nd</sup> centuries. By 2143, forestation had returned to pre-1960 levels and the three nations signed the Rainforest Protection Pact in 2144 to ensure less human impact on Amazonia.

In 2192, Brazil established their first extrasolar colony in the Lalande 21185 system, now called Afastado (Earth 0408). Continuing tensions with the military junta running Argentina slowed some of Brazil's colonization efforts and Afastado is their sole Earth Subsector colony. However, as Argentina moved to concentrate on things other than war with Brazil, colonization increased again.

In the 2200s, Brazil expanded colonies into Amaterasu and Ixchel Subsectors. These five colonies provided additional income to the nation's coffers and gave Brazil a strong presence in the stars. The jewel of this colonial presence, Bela Casa (Amaterasu 0703), boasts the second largest Brazilian population in the sector.

Brazil did not colonize Clement Sector at all but rather chose to concentrate their efforts in Earth Sector. When the Conduit collapsed, this left Brazil unfazed by the crisis and able to continue as if nothing had happened.

Brazil has recently been working with Kenya to ensure the ability to move colonies into Prithvi Subsector and beyond into Ubuntu Sector. Rumors of Chinese explorers running into problems in Ubuntu Sector has somewhat slowed the pace of this expansion as both Brazilian and Kenyan scientists are trying to collect information and assess what may have happened as the Chinese government has shared little to no information concerning this. Indeed, China has denied the incident and referred to it as simply a "spacer legend".

Brazil has an antagonistic relationship with many of the other nations of South America. While some experts have theorized that this could lead to a war on the continent, such wars have been avoided in the past by diplomatic action. However, tensions are building between the nations. The relationship between Brazil and Argentina has remained strained since the 2100s. Brazil's relationship with Chile and Venezuela has also suffered.



### NIGERIA

**Leader:** Adaure Balogun

**Primary Starport:** Elevator Orbital

**Solar Colonies:** Gori Crater (Luna), Ifedapo (Mars), Dayo (Mars), Teniayo (Mars), Olanrewaju (Asteroid), Olabode (Asteroid), Temitope (Asteroid), Kolawole (Asteroid), Teleola (Asteroid)

**Extrasolar Colonies:** Ti Nsan Oke (Earth 0108), Beral (Earth 0508), Lawan (Mazu 0809), Teniayo (Ashima 0510), Adesanya (Ilythia 0305), Mayowa (Ilythia 0403), Oluwaseun (Ilythia 0406), Abimbola (Ilythia 0407), Ade (Ilythia 0502), Folami (Ilythia 0505), Oluwole (Ilythia 0507), Monifa (Ilythia 0509), Morounkola (Ilythia 0706)

**Major Cities:** Lagos, Mambilla, Kano, Ibadan, Benin

Nigeria survived the natural disasters of the Times of Trouble period without incident and was able to use its wealth and power to assist other African nations on the western coast who were not so lucky. Nigeria was able to weather not only these natural disasters but also political upheaval, religious strife, and a supercharged Ebola outbreak to become the most powerful nation in Africa by the 2070s.

Nigeria, in concert with the Cameroon government and the Azikiwe Transport Corporation, built a space elevator that was finished in 2146. The space elevator was anchored near the peak of Chappal Waddi and attached to a large station in orbit. A large downport was established on the nearby Mambilla Plateau and a large city sprung up around it. As this action became an enormous success, Nigeria quickly became the fastest growing economy on Earth.

In 2162, Nigeria established its first lunar colony on the far side of the Moon. This was followed up in 2169 by the establishment of their first colony on Mars. In 2174, a second colony was built on Mars along with Nigeria's first asteroid belt colony. By 2200, Nigeria had five asteroid colonies and a third Mars base.

Nigeria never established colonies in Clement Sector. Many of the Igbo people of southern Nigeria left to form a colony in Sequoyah Subsector called Amadioha but the Nigerian government gave only token support. Much of this was due to increasing tensions with the Pan-Islamic Caliphate which began brewing in the mid-2200s.

The Caliphate had long wished to gain Nigeria as a member. The Caliphate began pressuring Muslims within Nigeria to push for the nation to give up its independence and join the Caliphate. In October of 2224, Nigeria held a referendum as to whether or not to join the Pan-Islamic Caliphate. Overwhelmingly, Nigerians of all faiths voted for their nation to remain independent of the Caliphate. Unfortunately, many in northern Nigeria did not accept the result of the vote and began to rebel against the Nigerian government. Many felt that the Caliphate was backing this rebellion but that has never been clearly established.

Fighting was intense between the Nigerian government and the rebels in the north but the expected military invasion by the Caliphate never came. Once the rebellion had been squashed, the Nigerian government again came out of the crisis stronger than ever.

Rather than colonize Clement Sector, Nigeria moved to colonize Earth's Ilythia Subsector. Colonizing most of the interior of the subsector, Nigeria has established itself as one of the dominant powers in Earth Sector. However, transiting to their new holdings in Ilythia Subsector has required good relations with the Japanese and the Australians. So far, this relationship is holding up well.



## INDIA

**Leader:** Anurag Shangvi

**Primary Starport:** Sivan Station

**Solar Colonies:** Chakravorty (Luna), Bachchan (Luna), Majumdar (Titan/Saturn), Dobariya (Venus), Odedra (Venus), Vyas (Venus), Trivedi (Venus), Visariya (Venus), Kapadia (Venus), Solanki (Mars), Panchal (Mars), Bhakta (Mars), Sutaria (Mars), Bapodra (Mars), Kagalwala (Io/Jupiter), Kamdar (Vesta/Asteroid)

**Extrasolar Colonies:** Odisha (Mazu 0503), Meghalaya (Mazu 0602), Acharya (Mazu 0705), Bairat (Mazu 0706), Sariska (Mazu 0802), Aishana ko Arama (Earth 0105), Aisa Durghatana (Earth 0304), Inama (Earth 0401), Hansata Roka (Earth 0403)

**Major Cities:** Mumbai, New Delhi, Kolkata, Chennai, Bangalore

India came through the natural disasters during "The Times of Trouble" largely unscathed. However, it was a brutal war with Pakistan from 2062-2067 that caused the most damage to the nation. The war killed millions on both sides of the conflict and resulted in stunting India's growth for a time. By the 2070s though, India was the Earth's second most powerful economy.

India had already established an orbital presence in 2054 and used this "orbital high ground" to great effect in the war with Pakistan. India was able to establish their first lunar colony on the southern pole of the Moon in 2069 and followed that up with another lunar colony in 2071.

In the early 2100s, following several Russian colonies established there in the 2070s, India began placing floating colonies in the atmosphere of Venus. These colonies were quite successful and, while they did not wrest dominance of the world from the Russians, they established a significant presence for India.

India was also able to establish five colonies on Mars during this period. Each of these were quite successful with very few problems encountered. India's presence on Mars was established with only the usual minor incidents.

In 2148, India established a base on Jupiter's moon, Io. In doing so, India claimed that the moon was theirs and that no other nation could colonize in their sovereign territory. While this was opposed verbally by many nations, there were no challenges to this.

In 2150, India established a colony on Saturn's moon, Titan. Again, India made a similar declaration. However, in 2152, China sent a colony ship and construction ships to Titan with the intention of beginning a settlement. After several days of tension in which the Indians on Titan threatened to destroy the Chinese ships, an agreement was reached which defused the crisis and allowed for the Chinese to establish a colony on the other side of Titan.

Tensions would continue between India and China which would evolve into the first interstellar war between Earth's nations. Both India and China had intended to place a colony in the Lacaille 9352 system (Earth 0401). Colony ships from both nations arrived in the system within weeks of one another alongside armed vessels from both nations' navies. On October 3, 2197, these armed ships would fire on one another and begin a major conflict that would last for just over two years. While it remains unclear who shot first, the Indians were left in control of the system and the Chinese ships were forced to withdraw.

This war would see combat erupt between the two nations in several systems across Earth Sector as well as on Earth, Luna, Mars, and throughout the solar system. Both nations would suffer enormous casualties as well as loss of ships and other equipment. When the war ended on

November 19, 2199, India was damaged and would be slipping on the world stage. China, which had been the Earth's largest superpower would become ever weakened.

Following India's first Z-drive ships, India began to establish extrasolar colonies. India was able to place colonies on worlds to coreward and spinward of Earth quite quickly and successfully. By the 2230s, India had four colonies in Earth Subsector and five colonies in Mazu Subsector to spinward of Earth Subsector.

When the first colonies were being established on the Clement Sector side of the Conduit, India was late in establishing permanent settlements. Following the Independent Worlds Treaty of 2235 (see *Clement Sector*, p.29), nations were not allowed to establish colonies of their own in other subsectors of Clement Sector. This had been skirted by other nations and India was no different.

India placed colonies at Chennai and Karnataka in the Franklin Subsector and Kosi in the Sequoyah Subsector. Portions of the Indian Space Navy were sent to these worlds to protect them from any incursions and a repeat of the Titan Incident.

After the collapse of the Conduit, India lost valuable resources such as ships and personnel. In addition, not seeking to found other colonies in Earth Sector or being more aggressive in Clement Sector has led to India slipping to a lower position among the other spacefaring nations. While many have chalked this up to a time of rebuilding and shoring up infrastructure, most see this as India losing some of its prominence. India is a place of decision and the coming years will tell which way that India is going.





## GERMANY

**Leader:** Erich Bahr

**Primary Starport:** Neue Horizonte Highport

**Solar Colonies:** Tsander Crater (Luna), Michelson Crater (Luna), Kruckenberg (Mars), Dellinger (Mars), Pfitzner (Mars), Kresge (Mars), Hudel (Mars), Mayer (Mars), Haberin (Mars), Achleitner (Asteroid), Brauer (Asteroid), Brahm (Ganymede/Jupiter), Prager (Ganymede/Jupiter), Rauschenberg (Dione/Saturn), Kogler (Iapetus/Saturn), Voigt (Umbriel/Uranus), Saxer (Triton/Neptune)

**Extrasolar Colonies:** Neu Berlin (Earth 0608), Debakel (Earth 0604), Hagelkornier (Earth 0707), Hundebett (Earth 0708), Eisstrom (Earth 0805), Dietrichsruhe (Artemis 0104), Barbarossa (Artemis 0106)

**Major Cities:** Berlin, Hamburg, Munich, Cologne, Frankfurt

Germany recovered from the Times of Trouble period (2041-2072) faster than most of the other nations, largely due to the lack of coastline to be affected. By the end of the period, Germany was the third strongest economy on Earth. During this period, Germany asserted itself on the world stage by helping to end the Greco-Turkish War, recognizing the new nations in North America, and overshadowing the remnants of the European Union by aiding the nations around it that were slower in recovering. Germany used this period to get into space by establishing lunar colonies starting in 2064, Mars by 2071, and an orbital station in 2072.

During the Solar Colonization Period (2073-2160), Germany established five more cities on Mars, two mining colonies in the asteroid belt and two colonies on Jupiter's moon Ganymede. By the end of the period, Germany became the first nation to establish a colony at Uranus by placing bases on Umbriel and Ariel and was the first nation to establish a colony on Neptune's moon, Triton.

In 2159, the colony on Ariel became a reminder of why colonizing space was a dangerous business. Reports came from the colony that a mysterious illness was spreading among the colonists and that the colony was going on lockdown to prevent spread of this disease. Several messages were sent to ships in the area and to Umbriel explaining that some of the colonists appeared to be immune from the disease. On September 13, 2159, only a few days after the crisis began, the colony was destroyed in a nuclear explosion. What happened on Ariel remains a mystery, but conspiracy theories abound. No one has attempted to colonize Ariel since this attempt.

In 2160, Johann Zimm, a German scientist, invented the Zimm Drive. This not only allowed for extremely short travel times within the solar system but also made it possible to begin colonizing the stars. Here again, Germany led the way by establishing two colonies (Lehmans Gurtel and Debakel) in the Alpha Centauri system. While most of the worlds surrounding Earth were not conducive to human habitation, Germany located the one, now Neu Berlin, that was.

By the end of 2199, Germany was the leading economy on Earth with colonies throughout the solar system and Earth Subsector. Early in the next year, German scientists were able to expand an existing wormhole that led to Clement Sector. By the mid-2230s, Germany had established colonies in the Hub Subsector of Clement Sector and started concentrating all of its time and energy toward establishing strong colonies there.

Germany's concentration on Clement Sector, however, was somewhat to the detriment of the colonies in Earth Sector. Germany's Earth Sector colonies continued to bring in resources

and create wealth, but the nation's government and populace had turned their eyes to the rich new worlds of Clement Sector. Germany's space navy was beginning to be stretched thin with much of it moving to Clement Sector to secure Germany's new holdings.

In 2282, Neu Berlin, feeling somewhat slighted by the concentration of attention on Hub, Donar, and Wilhelmveldt and frustrated with dealing with the colonial bureaucracy on Earth, elected an assembly of leading citizens to protest for either independence or full statehood in the German government. When the German government refused their request, this led to rioting and unrest in what has later been referred to as "The Christmas Crisis". While the crisis did become violent and many thought that Neu Berlin might declare its independence and even fight a war of secession with Germany, the situation was resolved and Neu Berlin now enjoys full status as a German state. After 2331, the resolution of this crisis would be even more important as, following the collapse of the Conduit, Neu Berlin would represent the majority of German wealth in Earth Sector.

In 2331, when the Conduit collapsed, this very nearly destroyed Germany's economic dominance. Germany went into an economic recession which created hardships for several years. By the 2340s, Germany, through continued exploitation of the Earth Sector colonies, clawed its way back to the top of the heap. However, much of Germany's best and brightest were now in Clement Sector and this was a loss which continues to haunt them to this day.

Germany continues to have a strained relationship with Russia. This began with Russia's invasions of Ukraine in the early 21<sup>st</sup> century which resulted in the annexation of Ukraine completely in 2101. Continued Russian threats of annexing the Baltic states through the 22<sup>nd</sup> century continued to cause problems even though these threats have slowed considerably by the 2300s. At this point, it is mainly an economic rivalry between the two nations. However, *Interstellar Relations* lists a war between Germany and Russia as one of its "Top 10 Crises Coming in the Next 30 Years".



### PAN-ISLAMIC CALIPHATE

**Leader:** Ghazi Munif

**Primary Starport:** Al-Shabakah Downport (Iraq)

**Solar Colonies:** Aibtidayiy (Luna), Taj (Luna), Ghabar (Mars), Ramal (Mars), Easifa (Mars), Jamila (Mars)

**Extrasolar Colonies:** Quneitra and Zahreddine (Earth 0807), Karitha (Artemis 0109), Yakhib (Artemis 0206), Khatar (Artemis 0406), Maleab (Artemis 0407), Sahar (Artemis 0607)

**Major Cities:** Baghdad, Karachi, Cairo, Istanbul, Khartoum

From 2039-2044, the Greater Arab Republic (formerly Saudi Arabia) went to war with Iran over dominance of the Persian Gulf region. This violent war became even more destructive after the GAR, in 2041, struck several military targets in Iran with nuclear missiles. Iran responded by destroying several military targets in the GAR with nuclear weapons and upped the ante by destroying Riyadh. This nuclear exchange halted the war for six months as the opponents attempted to recover operational capabilities. Peace was achieved in 2044.

Following the violent and destructive war between Iran and the Greater Arab Republic (formerly Saudi Arabia) of 2039-2041 and the revolutions which followed in the late 2040s, the Pan-Islamic Caliphate was established as a nation. While the idea of a caliphate had been the dream of many since the fall of the Ottoman Empire and had been the goal of some fundamentalist militants in the early 21<sup>st</sup> century, the Pan-Islamic

Caliphate was far more moderate in tone than the fundamentalists who had pressed for its inception.

The Caliphate was formed from the former nations of the Greater Arab Republic, the United Arab Emirates, Iraq, Qatar, Kuwait, Morocco, Oman, Sudan, Kurdistan, Lebanon, Palestine, Tunisia, Libya, Jordan, Bahrain, Afghanistan, Algeria, Western Sahara, Niger, Chad, Somalia, Azerbaijan, Pakistan, Yemen, Turkey, and Turkmenistan. By the end of the Times of Trouble, while many nations and organizations of nations had fallen apart, the Islamic world had not only rid themselves of many of their militant factions but had come together in solidarity.

The Caliphate is led by the Caliph, Ghazi Munif, from the government's capital city in Baghdad. Baghdad was chosen from among the major cities in order to avoid any appearance that the Greater Arab Republic was in charge of the caliphate. All of the central government offices are located in Baghdad and the city has grown substantially since being made the capital.

In 2133, the Caliph was challenged by calls for free elections which seemed to many outsiders to be a move toward Democracy within the Caliphate. This quickly seemed to turn as it became obvious to all concerned that this was an attempt by fundamentalist factions to disrupt the Caliphate. Within weeks, the protests became violent with bombing attacks throughout the Caliphate including cities such as Tripoli, Beirut, Cairo, Purbach Crater (Luna), and in the capital, Baghdad. This led to a brutal civil war within the Caliphate which would last for just over five years.

In 2145, the Caliphate went into a limited war with Iran. This war was fought with naval and air power in the Persian Gulf as well as on the Moon. Iran's lunar colony in Wargentin Crater was destroyed by the Caliphate. Iran sued for peace after just a few months of fighting.

In 2159, a third Martian colony was attempted by the Caliphate but an accident during the early days of the construction killed all of the workers. While it is still unknown what actually happened to the colony, most within the Caliphate believe that Iranians were behind the colony's destruction in revenge for the destruction of the Iranian colony on Wargentin Crater during the

war. The colony was restarted in 2179 and continues to be a vital member in the Caliphate's colonial holdings. A fourth Martian colony was built in 2201 at Jamila. This time, the settlement had few problems and was established without major incidents.

In 2189, following the construction of the nation's first Z-drive ships, the Caliphate established two colonies (Quneitra and Zahreddne) in the Kapteyn's Star system (Earth 0807). This was followed up by five colonies in the Artemis Subsector.

With the opening of the Conduit to Clement Sector in the early 2200s, the Caliphate attempted to establish colonies there. It was slow going as the British, Germans, and Americans quickly established colonies there and then the United Nations stepped forward with the Independent Worlds Treaty of 2235 (see *Clement Sector*, p.29). However, soon afterwards, some groups from the Caliphate established colonies on Ararat and Nasnas in Hub Subsector. This was then followed up with unofficial colonies in Franklin Subsector (Serapis and Atargatis) and a joint Arab-Israeli colony on Ariel (Peel 0608).

The Collapse of the Conduit cut the Caliphate off from those colonies but, with most of them unofficial, the severance was not overly damaging to the Caliphate. The majority of the Caliphate's revenues were coming from their Earth Sector holdings and their solar system colonies. The Caliphate, in 2350, remains one of Earth's strongest nations.



## CHINA

**Leader:** Zhao Zemin

**Primary Starport:** Xingkong Orbital Port

**Solar Colonies:** Meili (Luna), Kaishi (Luna), Chonggao (Luna), Chongfen (Luna), Mao Cun (Luna), Gao (Venus), Feixing (Venus), Qiqiu (Venus), Chongqi (Venus), Aoxiang (Venus), Huichen (Mars), Zang (Mars), Jiyuan (Mars), Lengfeng (Mars), Richu (Mars), Guer (Mars), Pigu (Mars), Sha (Mars), Feiteng (Mercury), Caifu (Ceres/Asteroid), Shenghuo (Europa/Jupiter), Siji (Rhea/Saturn), Juren (Titan/Saturn)

**Extrasolar Colonies:** Fangun Shi (Earth 0301), Hongse Shamo (Earth 0501), Xi Oizaguetu (Earth 0602), Xiaoxue (Earth 0604), Bingxue Shijie (Earth 0704), Zuryuan (Gansu 0307), Yaoyuan (Gansu 0406), Yuancheng (Gansu 0407), Lei (Gansu 0508), Juexin (Gansu 0608), Jianjue (Gansu 0708), Jiandan (Gansu 0809), Daoda (Gansu 0810), Cuiruo (Durga 0107), Youxi Ban (Durga 0206), Pingdan (Durga 0208), Xinjia (Durga 0305), Xiangtong (Durga 0306), Jingyan (Durga 0308), Yingxiong (Durga 0409), Huailang (Durga 0410), Diyu (Durga 0508), Nan (Durga 0608), Wangjile (Durga 0707), Diushi (Mazu 0701), Zhanshi (Artemis 0210), Qingtie (Ixchel 0801), Mingyun (Ixchel 0802), Yukuai (Beyla 0101), Tansuo (Prithvi 0406)

**Major Cities:** Beijing, Shanghai, Guangzhou, Shenzhen, Wuhan

China sustained minor damage along its Eastern coast during the “Times of Trouble” period. However, China was able to use its

industrial and financial power to recover quickly and become the world’s lone superpower for decades to come. China’s dominance in the period from 2030 to the 2160s has led many to refer to this era as the “Chinese Century”.

By the time of the natural disasters of the “Times of Trouble” period, China had already established two lunar colonies. A third lunar colony followed in 2041 and, in 2053, China established a large colony in Earth orbit. In 2060, China established a floating colony in the atmosphere of Venus. In 2067, China placed a base on Mars near Olympus Mons which quickly grew into a thriving colony. By 2072, China had five colonies on Luna, two on Venus, and three on Mars.

During this period, from 2062-2067, India fought a costly war with Pakistan. While China did not enter the war, they did help Pakistan with materiel and funding. This caused an irrevocable rift with India that not only created tensions that would lead to war between the two nations but would also see antagonism that continues to the present.

This tension would nearly reach the breaking point in 2152 when, after India had placed a colony on Saturn’s moon, Titan, India made a declaration that the entire moon belonged to them. China decided to test India on this and sent ships to create a colony on the other side of Titan from the Indian colony. While the Indians made many threats to fire on the Chinese, in the end, the Chinese were able to flex their muscle and get an agreement out of the Indians.

Following the invention of the Z-Drive and the German settlement in the Alpha Centauri system, the Chinese immediately began building a Zimm capable vessel to establish a colony there as well. In 2183, China became the second nation to establish an extrasolar colony. This colony, called Xiaoxue, orbited Alpha Centauri B which the Chinese renamed Pobing.

China immediately moved to build an orbital station around one of the brown dwarves of the Luhman 16 (Earth 0704) system and then an asteroid belt base in one of the asteroid belts orbiting Epsilon Indi (Earth 0602). This was followed by expansion to twelve systems in the



Durga Subsector, eight systems in the Gansu Subsector, and one in the Mazu Subsector. Most of these colonies were placed within the 2180s.

During the 2190s, the Chinese stopped their expansion to coreward of Earth and, instead, concentrated on building colonies to rimward. This resulted in two colonies in Ixchel Subsector, one colony in Beyla, and one colony in Artemis Subsector. In early 2197, the Chinese began sending ships into the EXH-208 system (now the DeSantos system) which had already been claimed by the United States.

The US had placed a temporary base there and claimed the system. Much like Titan Crisis in 2152, China did not recognize the US claim and it has been asserted by historians that the Chinese were once again testing the resolve of another nation. Captain Ricardo DeSantos of *USS Shannon* fired on the aging Chinese *Liaoning*-class ships and defeated them. A massive diplomatic effort was undertaken to prevent the incident from sparking a war and many concessions were made by the United States to China, but the system remained in American hands.

A similar incident occurred over the Lacaille 9352 system (Earth 0401) between China and India. Both India and China had made claims on the system and colony ships, escorted by armed naval vessels, were dispatched to the system by both nations. The ships arrived within weeks of each other, with the Indians arriving first and beginning colonization efforts first. On October 3, 2197, the naval vessels from both nations began firing at one another. It remains unclear who fired the first shots but, in the end, the Chinese ships were forced to withdraw.

This time, there would be no diplomatic attempts to avoid war. This would be the first interstellar war between Earth's nations and the war raged on Earth, Luna, Mars, the solar system, and across Earth Sector. When the war ended on November 19, 2199, both nations had been deeply damaged by the war. India's power would begin to slip behind that of other nations and China would lose their status as the lone superpower. The era of Chinese dominance had ended.

With the opening of the Conduit in 2200 and the colonization of Hub by the Germans in

2208, the Chinese were determined to gain colonies in Clement Sector. Several fleets of exploration ships were sent into Clement Sector and some of those maps are still in use by spacers today. However, the Chinese did not establish a colony of any kind in the sector. Choosing rather to attempt to consolidate their power over their existing colonies, other nations were able to colonize Clement Sector.

Chinese power over their colonies was tenuous at times during the 2200s. Several anti-government rebellions occurred on colonies in the Gansu Subsector. While these rebellions were quelled, some quickly while others took years, the dissent convinced Chinese government officials that they had expanded too quickly. Not only did the Chinese adopt a policy of not creating new colonies but they also released their claims on four systems in the Gansu Subsector for independent colonies (currently Odaenathus (Gansu 0603), Javraganak (Gansu 0604), Thunderclap (Gansu 0605), and Vlok (Gansu 0606)).

When the Conduit collapsed in 2331, the Chinese lost nothing. They continued their ongoing program of consolidating their colonial borders and strengthening their navy. In addition, the Chinese built a fleet of exploration vessels designed to begin looking for worlds suitable for human habitation outside Earth Sector. Building a forward exploration base in the Tansuo system (Prithvi 0406), the Chinese began exploring into Ubuntu Sector to rimward of Earth Sector.

Most of China's wealth is in their solar colonies. While they possess a large number of extrasolar colonies, many of these are not centers of wealth at all. Many of them were colonized quickly in order to gain a foothold for the nation and are in many ways only bridges to allow for the further colonization of more worlds. Relationships between the Chinese home government and these colonies is often strained at best. Reports of supply shortages in the Gansu colonies are rampant.

Rumors abound that Chinese explorers encountered an alien presence in the Uktena Subsector when they explored into Ubuntu Sector to rimward of Earth Sector. While the Chinese government laughs at these assertions, many

believe that not only did the Chinese encounter an alien presence but that these aliens may be substantially more advanced than humans. However, according to *Interstellar Relations* and other analysis, it is far more likely that China has simply reached a point where it can no longer continue to expand. They may simply have run out of resources and will to explore further.

Unfortunately for China, all of these reports point to the fact that their dominance in Earth politics is waning. While these reports of aliens are dismissed, there appears to be no dismissing the very real separatist movements growing in the outer colonies. The future is unsure for China as it enters 2350.



### UNION OF SCANDINAVIA

**Leader:** Arvid Carlsson

**Primary Starport:** Bergstedt Downport

**Solar Colonies:** Bergstedt (Luna), Tornquist (Asteroid), Rikedom (Asteroid), Haumea

**Extrasolar Colonies:** Vanaheim (Durga 0705), Niflheim (Duga 0804), Giaeveir (Hecate 0104), Linnaeus (Hecate 0103), Skön (Durga 0504), Långt (Durga 0601), Delligr (Durga 0602), Virvelvind (Durga 0701), Lettelse (Durga 0702), Solnedgang (Durga 0801), Fuglesang (Hecate 0102), Freuchen (Bergen 0610)

**Major Cities:** Stockholm, Copenhagen, Oslo, Helsinki, Aarhus

In 2038, Norway held a referendum which, by a narrow vote, favored entering the

European Union. This was a controversial decision to many in Norway and there were a great many protests at the time, particularly from fishers who felt that entering the EU would create problems for their industry. While the EU's favorability ratings were already high in Sweden and Finland, over time the popularity of the EU grew in Norway and continued to grow throughout the "Times of Trouble" period.

When it became increasingly obvious that the European Union was swamped by the La Palma disaster both literally and figuratively, the nations of Scandinavia sent aid to several nations outside of the confines of the EU. Much of the aid which arrived in the UK was provided by the people of Scandinavia acting independently as well as by leading corporations within those nations. Denmark, whose western coast had been devastated by the waves, received much of their aid from Norway, Sweden, and Finland rather than the EU. Understandable as most of The Netherlands and northern Belgium had been destroyed by the massive wave and following tsunami that washed across cities like Ghent, Rotterdam, Antwerp, Amsterdam, and The Hague.

In early 2092, Norway, Finland, and Sweden began a project to place a lunar base near the northern pole of The Moon. Denmark joined the project in the summer of that year. At this point, many nations (including those which had already left the EU) had placed lunar colonies and the four nations felt that cooperation among themselves rather than with the remaining members of the EU would be more effective. Bergstedt Base was placed on the moon in early 2093 and remains a thriving colony, producing much of the Union's wealth in 2350.

Many historians point to this moment as the beginnings of the Scandinavian Union though others point out that this was hardly the first time that these four nations had worked together for a common cause. In any case, continuing reliance on one another and an increasing distaste for the European Union in these nations began to show up in national polls. In June of 2124, the nations of Norway, Finland, Sweden, and Denmark made it official and left the European Union. Within weeks, the Union of Scandinavia was born, and,

within a few months, the European Union was no more.

The Union of Scandinavia placed two additional colonies on Luna in 2125 and 2130. All three of their lunar colonies were placed near one another in the northern polar region of the moon and were connected in 2133 by a maglev rail system. While there was a downport placed on an artificial island in the Kattegat, the lunar triple city became the Bergstedt Downport, the main port of the Union of Scandinavia. From here, the Union placed two colonies in the asteroid belt in 2154 and a waystation on Haumea in 2176.

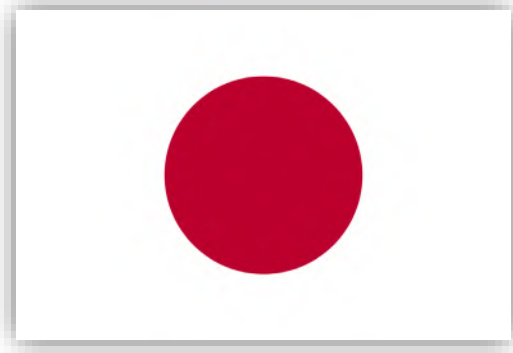
When the Zimm Drive began to be widely used in the late 22<sup>nd</sup> Century, the Union was quick to build Zimm capable vessels. However, these were mainly used to significantly decrease travel times from Bergstedt to the asteroid belt and Haumea. Haumea's closeness to the outgoing Zimm point to Hansata Roka (Earth 0403) provided additional income to the Union.

As it became clear that the other nations of Earth were quickly gaining colonies, the Union decided to act. The Union, in competition with the Chinese and Iranians, began moving ships to colonize in Durga Subsector. By the time the Conduit to Clement Sector was opened in 2200, the Union had placed two colonies in the subsector (Vanaheim (Durga 0705) and Niflheim (Durga 0804)) and two colonies in Hecate Subsector (Giaeveer (Hecate 0104) and Linnaeus (Hecate 0103)). By 2300, the Union's colonies had expanded to Skön (Durga 0504), Långt (Durga 0601), Dellingr (Durga 0602), Virvelvind (Durga 0701), Lettelse (Durga 0702), Røyk (Durga 0703), Solnedgang (Durga 0801), and Fuglesang (Hecate 0102). In 2334, the Union became the first nation to place a colony in Fjärran Sector coreward of Earth Sector at Freuchen (Bergen 0610).

The Union also settled within Clement Sector. In 2240, in violation of the Independent Worlds Treaty, the Union founded the Roskilde colony (Cascadia 0205). In 2299, the Union founded the colony of Fimbulvetr (Sequoyah 0606). Of these two, Roskilde was the most lucrative for the Union but the income from both of these colonies was overshadowed by the value of the colonies in the coreward subsectors of Earth

Sector. In 2331, when the Conduit collapsed, the Union was able to continue forward with only sadness for the loss of their citizens.

Today, the Union has become one of the most powerful economies on Earth with steady income flow from extrasolar colonies and a strong space navy. Their continuing explorations into Fjärran Sector has yielded much in the way of scientific knowledge and laid the groundwork for expansion and colonization to come.



### JAPAN

**Leader:** Hiraoka Yoshihiko

**Primary Starport:** Takai Orbital Port

**Solar Colonies:** Seika (Luna), Tomi (Asteroid), Gokana (Asteroid), Konya (Titania/Uranus), Hanazawa (Oberon/Uranus)

**Extrasolar Colonies:** Reito Rokku (Earth 0106), Toku (Earth 0107), Uchiyama (Mazu 0309), Hoderi (Mazu 0508), and Yami (Mazu 0509)

**Major Cities:** Tokyo, Yokohama, Osaka, Nagoya, Kobe

Surviving the "Times of Trouble" natural disasters with only minor damage, Japan was able to hold onto its position, as of the 2070s, of the Earth's fifth most powerful economy. However, the nation was not immune to the worldwide turn away from globalism and toward increased nationalism. This move to the right along with continued tensions with China, particularly concerning the Senkaku Islands, resulted in a

revision of Article 9 of the Japanese Constitution. This allowed for the Japanese to not only have a standing military but also to allow those military forces to be used internationally and in concert with space exploration.

In 2081, the Indonesian dictator, Edi Yudhohusodo, moved to annex Singapore. Indonesia had already annexed East Timor in 2053 and, during the Indonesian-Malaysian War, Indonesia had first attempted to annex Singapore. The city was aided by the Japanese and Australian militaries who moved naval forces and airlifted troops to the city. Thirty-two years later, Edi Yudhohusodo tried it again.

When Indonesian troops moved into Singapore, they became involved in a firefight with Japanese soldiers assigned to the Japanese Embassy. The embassy had been well garrisoned thanks to Yudhohusodo's continuing threats. The Japanese and Australian militaries moved against Indonesia and the South Pacific War had begun.

The war pitted Japan and Australia on the one side against Indonesia and Thailand on the other. The war marked the first time in human history that robots and drones made up the majority of the fighting force on both sides. However, a key incident during the war would result in a change in human-robotic relations for almost three hundred years.

During the Battle of the Riau Islands, Japanese and Australian naval forces were engaged in heavy fighting with naval forces from the Indonesian-Thai Alliance. The Japanese Space Defense Command had given orders to the artificial intelligence running a satellite to provide a reprisal attack if it appeared that the Japanese-Australian forces were losing the battle. Instead, the AI in command of the satellite determined, of its own volition, that the war could be ended swiftly by an all-out attack on Bangkok.

This had been avoided by the Japanese government due to the loss of life that would be sustained. However, the AI determined that this would be the quickest and easiest solution. The AI moved several automated ships from the Japanese orbital station into position near it and launched a devastating kinetic orbital strike on Bangkok using its entire arsenal and that of other

automated vessels in the area. The attack killed more than three-quarters of the city's population and Thailand immediately sued for peace. The war with Indonesia would last only a few more months after the Bangkok attack. Peace treaties were signed by all combatants on June 5, 2086.

These crises would forge an alliance between Australia and Japan that would remain strong to the present day. However, these unsettling moments for the Japanese would slow their efforts at colonizing within the solar system. In 2101, the Japanese would expand the size of their existing lunar colony and place two mining colonies within the asteroid belt. In 2172, Japan would establish a colony on Uranus' moon Titania and another on Oberon.

Following the invention of the Zimm Drive, Japan began expanding into Earth Subsector. In 2190, Japan placed a colony at Reito Rokku (Earth 0106) and on Toku (Earth 0107) in 2191. This led to four colonies in Mazu Subsector (Uchiyama (Mazu 0309), Hoderi (Mazu 0508), Yom (Mazu 0509), and Saseki (Mazu 0707)). Japan faced little opposition as the colonies were placed due to good relations with the United States, Nigeria, and Australia. Indeed, Japan assisted Australia with placing some of their first colonies in Mazu and Amaterasu Subsectors.

Japan performed some other exploration but then turned their attention to Clement Sector after 2210. Japan quickly established a foothold in Hub Subsector, Totaro, and then sent exploration ships into several other subsectors. Japan, unlike most nations, adhered to the Independent Worlds Treaty of 2235 and did not place any national colonies in Clement Sector after Totaro. Japanese nationals did settle in small communities on Reuschle (Hub 0405) and Chrieda (Sequoyah 0204) but Totaro was the only Japanese-backed colony in Clement Sector.

When the Conduit collapsed in 2331, Japan lost some of their navy and a rich, successful colony, but Japan was not devastated as some other nations were. Japan recovered quickly and began to send explorations into Fanakati Sector to spinward of Earth Sector. As of yet, this has not resulted in a colony placed there but there have

been a few waystations established to allow for easier explorations.



### UNITED STATES

**Leader:** Justine Morales

**Primary Starport:** McCandless Orbital

**Solar Colonies:** Armstrong (Luna), Aldrin (Luna)

**Extrasolar Colonies:** Golddust (Earth 0509), Tanner (Earth 0609), Adams (Ixchel 0701), DeSantos (Artemis 0208), Apisi (Ashima 0715), Carter (Mazu 0106), Daydream (Mazu 0204), Grace (Mazu 0205), Palisade (Mazu 0307), Gillespie (Mazu 0404), Anyport (Mazu 0405), Feynman (Mazu 0406), Richter (Mazu 0504), New Seattle (Mazu 0506)

**Major Cities:** New York, Chicago, Phoenix, Philadelphia, Los Angeles

In 2043, the United States was the victim of three nuclear weapons set off by terrorists destroying the cities of Miami, Seattle, and Washington, DC. These explosions killed millions of Americans and, among those lost, were many key members of the US government including the President, Vice President, all of the Justices of the Supreme Court, and many members of the House of Representatives and the Senate. The resulting chaos from these attacks and the natural disasters which followed would have repercussions that continue to this day.

The aftermath of those losses of life would result in the United States, as one commentator put it, falling apart at the seams. During the 2050s and 2060s, secessionist movements in California,

the Pacific Northwest, Texas, and the Southeast resulted in the United States losing many of its states. While the separation was, at first, performed with only political chaos rather than bloodshed, most felt that it might be for the best. However, violence would be just on the horizon.

Following a massive earthquake in southern California, the California Republic rejoined the United States in 2074. This was not popular in northern California and armed groups such as The Rising Bear and The California Liberation Front began making attacks on US installations and forces in the region. When it became obvious that Cascadia (the nation formed from the Pacific Northwest states) and Mexico were aiding these rebel groups, the United States moved declared war. Soon after in 2075, The Republic of Texas and the Southern Alliance (a nation formed from the southeastern states which had left the US) moved against the United States.

In most areas, particularly in Virginia and Oregon, this erupted into guerilla warfare and city fighting. There were several armored battles as the combined forces of Texas and Mexico fought the US with robots, drones, and tanks in New Mexico and Arizona. The breakup of the United States had become brutally violent.

An end to this war was brokered in 2076 by China and Germany and the official hostilities were over. California and the former US states in Cascadia were returned to the United States. Virginia was split in two between the US and the Southern Alliance. Oklahoma was given to the Republic of Texas. While this stopped the open warfare, terrorist acts and other border skirmishes were a constant of life until the 2050s.

Another casualty of the war was the starfield of the flag of the United States. After losing several states, regaining them, and then adding states again, it was determined that the starfield be replaced by a single star. While this was criticized at the time as being too close to the former Liberian flag, which had been changed in 2037 after a nationalist uprising, the flag was eventually accepted.

In 2151, the Red-Blue War erupted along the border between the Southern Alliance and the United States. Again, most of this fighting was



along the border in Virginia but there were skirmishes all along the borders between the two nations. Partisan fighters in northern California and the former Cascadia joined the battle but the United States came out victorious in peace talks held in Berlin. More of Virginia was given to the US and the Southern Alliance was forced to agree to have no more claims on territory within the US.

All of this violence and turmoil resulted in the United States not being able to go forward with any of their colonial ambitions. The nation which put the first man on Luna would have only a single base, Armstrong, located at Picard Crater until 2160 when their second colony, Aldrin, was constructed. There would be no other solar system colonies placed by the US until the waystation was placed on Sedna in 2184 by the first US Z-drive ships.

The United States was the first among the North American nations to place an extrasolar colony. In 2190, an asteroid belt orbiting GJ 1061 was colonized as "Golddust" by the US thus sharing the system with the Australians who settled another asteroid belt later in the year. This was followed quickly in 2193 by the Tanner colony in Earth Subsector and the settlement of the Adams colony (Ixchel 0701). The United States felt that it had fallen behind in the quest for colonies and worked hard and fast to establish as many as they could as quickly as they could.

In early 2197, the US Space Navy and the Chinese Space Navy fired upon one another in the EXH-208 system. This system had been claimed by the United States and the Chinese attempted to place a colony there. Shots were fired by the more advanced *USS Shannon* and the two Chinese naval vessels were destroyed. While the US continued with plans to place a colony there, named DeSantos after the captain of the *Shannon*, future US colonies in the 2200s would be placed to spinward of Earth Subsector in Ashima and Mazu Subsectors rather than rimward or trailing.

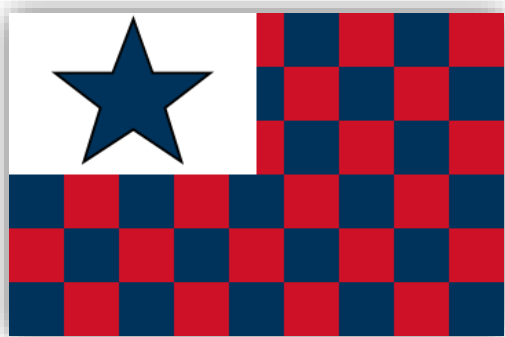
In 2201, the new McCandless Orbital was built. A large torus-style station, McCandless Orbital would replace the aging station that had been placed earlier by the US. An A-class port, the station is often referred to by many as "the wagonwheel" due to the "spokes" which connect

the outer torus to the central starport. McCandless Orbital sits in geosynchronous orbit above the central US.

When nations began moving through the Conduit into Clement Sector, the United States was one of the first to place a colony. The first US colony, Sophronius (Hub 0408), was established in 2210. While the US continued to work diligently to place colonies in Earth Sector, the United Nations passed the Independent Worlds Treaty of 2235 which restricted national colonies in Clement Sector. This, in theory, would prevent the placing of national colonies outside Hub Subsector. The United States promptly ignored this ruling.

While there was some lip service given to the IWT by the US government and the settlement on Boone was couched in the language that it was an "independent colony founded by independent Americans". Boone, however, was nothing of the sort. While there were some colonies set up by Americans acting independently of the nation (such as Fairfax (Cascadia 0105) and Monroe (Cascadia 0107)), Boone was a project for and by the US Space Navy.

This would prove to be a huge problem for the United States as large portions of the US Space Navy were in Clement Sector at the time of the Collapse. This left several fleets present at Boone and Sophronius which were lost to the United States. This loss of income and materiel from Clement Sector would send the US spiraling into an economic recession from which it has yet to recover. This has, so far, prevented any further colonial expansion. Indeed, there are many who believe that the Ashima/Mazu colonies may be plotting an attempt at independence.



### SOUTHERN ALLIANCE

**Leader:** Alexandra Martin

**Primary Starport:** Warner Robins Downport

**Solar Colonis:** Bowers (Luna), Sandy Springs (Mars), Gettinbetter (Mars)

**Extrasolar Colonies:** Liberty (Artemis 0102), Fairplay (Artemis 0201), Crockett (Artemis 0202), Winder (Artemis 0402), Bowie (Mekonnen 0404)

**Major Cities:** Atlanta, Nashville, Memphis, Louisville, Birmingham

Founded on June 1, 2061, the Southern Alliance was a direct result of secessionist feeling in the United States following mismanagement of funds and relief supplies following the nuclear terror attacks of 2043 and the natural disasters of the 2040s. The Southern Alliance was the fourth group of states to leave the United States and includes the former US states of Arkansas, Louisiana, Tennessee, Kentucky, North Carolina, South Carolina, Alabama, Mississippi, Georgia, Florida, most of West Virginia, and much of southeastern Virginia.

While this separation was peaceful at first, the second US Civil War (April 8, 2075 – July 4, 2076) broke out over the annexation of California back into the United States and the belief that the US would do the same to the other states. When Californian rebels began fighting, the Southern Alliance was among the nations (including Mexico, Texas, and Cascadia) which supported the rebels. This support turned into military assistance and fighting was fierce along the US-SA border. In

2076, when Germany and China brokered a peace agreement, California and the former US portions of Cascadia were reabsorbed into the United States and central Virginia was also annexed.

The Red-Blue War between the United States and the Southern Alliance in 2151 resulted in more terrorist attacks in both nations as well as renewed guerilla and insurgency fighting in Missouri, Indiana, Kentucky, Ohio, and Virginia. Once settled, the six-month long war resulted in the Southern Alliance losing more of Virginia, where the fighting was the most violent, and being forced to give up any claim on currently held US territory.

The coastal states of the Southern Alliance were heavily damaged in the La Palma disaster of 2044. Florida, already recovering from the destruction of Miami in 2043, had its Atlantic coastline all but wiped out by the megatsunami which hit the coast. Jacksonville, Daytona Beach, Titusville, and Cape Canaveral (including the facilities at the Kennedy Space Center) were heavily damaged.

While Florida was the most seriously damaged, other southern states were similarly impacted. Savannah, Charleston, and Norfolk were among the southern coastal cities heavily damaged by the disaster. When it became clear to many in the southern states that the Philadelphia government had placed its priorities and, more importantly, funding into repairing northeastern cities which had also been heavily damaged, the southern states united to attempt to do the repairs of their coast themselves. This, perhaps more than anything else, led to the secessionist fervor of the 2060s not only in the South but also in California and the Pacific Northwest.

Because of all this violence and turmoil, the Southern Alliance was unable to participate in much of the colonial expansion of nations into the solar system until later in the process. The Southern Alliance, launching from their new downport near Warner-Robins, Georgia (which was still under construction at the time), placed the beginnings of a lunar base in 2152. The colony, now known as the city of Bowers, would not be fully established until 2156.



In 2172, the Southern Alliance then turned to Mars placing two colonies in the southern hemisphere of the planet. The first, called Sandy Springs, in honor of the dust and the permafrost, remains the Southern Alliance's most successful solar colony. The colorfully named "Gettinbetter", founded in 2180, was named for this optimism.

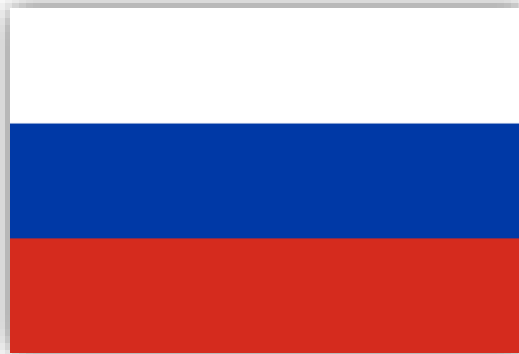
In 2198, the Southern Alliance placed their first extrasolar colony on Liberty (Artemis 0102). This was only possible due to the nation's close relationship with Germany following the peace talks at the end of the two wars with the United States. Germany allowed passage to the Southern Alliance vessels to travel from Earth to the new colony. After the Conduit opened to Clement Sector, Germany was even more willing to allow the Southern Alliance to found colonies on the less desirable worlds in Earth Sector.

In the early 2200s, the Southern Alliance would follow up with three more colonies (Fairplay (Artemis 0201), Crockett (Artemis 0202), and Winder (Artemis 0402)). As of 2350, these were the final Earth Sector colonies placed by the Southern Alliance. There have been some exploratory missions performed in concert with The Republic of Texas into neighboring Yeager Sector. The two nations have combined forces to create an exploratory base in the Bowie system (Mekonnen 0404).

The Southern Alliance placed one colony, Harrison (Sequoyah 0805) in Clement Sector in 2236. As early as 2221, there had been settlers from the Southern Alliance present on the world and, due to its being a much more hospitable world than most of the Artemis Subsector colonies, the colony was constantly gaining in population. In 2236, when the colony was clearly becoming a national colony of the Southern Alliance, the case was made to the UN that the colony had technically been founded previous to the treaty. The UN rejected this explanation but was powerless to stop the colony from growing and the Southern Alliance ignored the UN's protests.

The collapse of the Conduit resulted in the Southern Alliance not only losing its most lucrative colony but also two space fleets. These fleets, including two of the nation's five *Atlanta*-class

carriers, were an expensive loss but this did not place them at the same disadvantage as other nations. The Southern Alliance still maintains three space fleets and is currently building *HNV Huntsville*, a new *Atlanta*-class carrier to replace the *Savannah* and the *Chattanooga* which were in Clement Sector at the time of the Collapse.



### RUSSIA

**Leader:** Maxim Vuchetich

**Primary Starport:** Tsiolkovsky Orbital

**Solar Colonies:** Tereshkova (Luna), Cherenkov (Venus), Reys (Venus), Vozvyshennost (Venus), Kurchatov (Venus), Semyonov (Venus), Prokhorov (Venus), Zhukovsky (Venus), Lukyanenko (Venus), Karbainov (Venus), Korzhev (Venus), Zhdanov (Venus), Obukhov (Venus), Dolgorukov (Venus), Rybalkin (Venus), Arshavin (Venus), Pyl (Mars), Bogatstvo (Asteroid), Razocharovaniye (Asteroid)

**Extrasolar Colonies:** Menshikov (Earth 0409), Serebryanny (Earth 0309), Ubezishche (Ixchel 0301), Priglasheniye (Ixchel 0303), and Vesel'ye (Ixchel 0401)

**Major Cities:** Moscow, Saint Petersburg, Novosibirsk, Yekaterinburg, Samara

Russia was relatively untouched in the disasters and political turmoil during the so-called "Times of Trouble". Indeed, the nation was able to provide assistance to many of the nations impacted by the natural disasters which devastated so many countries.

As the world's sixth most powerful economy in the 2030s and 2040s, Russia was able to build an orbital station, a lunar colony, and place a colony in the Venusian atmosphere. However, compared to some nations, Russia had a slow start getting into space and this would cost them over the coming years. While the reason for this delay is still hotly debated among historians, most agree that Russia was more concerned over the growing powers of China and the Pan-Islamic Caliphate on Earth than they were the expansion of Russian power in the solar system.

However, over time, the Russians would establish a major presence in the Venusian atmosphere with fifteen floating colonies. All of these colonies were established between 2074 and 2145, dominating the skies of the southern hemisphere of the planet.

While most of Russia's attention was focused on Venus, they were able to place a colony on Mars as well in 2109. A second attempt at a Martian colony in 2132 failed when the settlers were unable to get their agricultural efforts to work and these colonists decided to join the first colony. In the meantime, Russia was able to establish two mining colonies in the asteroid belt. In 2158, a small colony was established on Jupiter's moon, Pasiphae.

Following the creation of Zimm capable vessels, Russia was able to establish the colony of Menshikov in 2191. Menshikov (Earth 0409) was one of the few human friendly planets in Earth Sector and remains the finest gem in Russia's colonial crown. Shortly thereafter, the Russians were able to place a colony at Serebryanny (Earth 0309). These colonies were followed by three colonies in neighboring Ixchel Subsector (Ubezishche (Ixchel 0301), Priglasheniye (Ixchel 0303), and Vesel'ye (Ixchel 0401)).

In late 2203, Russia began a military invasion to annex the remainder of Ukraine. While there was much protesting in the United Nations and official condemnations, particularly from Germany, little was done by other nations to stop the incursion. On May 4, 2204, Russia officially absorbed Ukraine into the Russian Federation.

While many from Russia did go over to Clement Sector and populate many worlds, the

only colony which was placed by the Russians is Vasynov (Franklin 0106) in 2236. Much like many other nations that sent supposedly independent colonists to Clement Sector, the Russians maintained that Vasynov was simply a group of colonists beyond their control. This wasn't entirely unbelievable as Kyiv (Cascadia 0503) had been established by Ukrainians attempting to escape Russian rule on Earth.

The Russian Space Navy had only token assets within Clement Sector when the Conduit collapsed and their most valuable colony, Menshikov, was in Earth Sector. This allowed Russia to feel very few effects from the collapse of the Conduit.



### REPUBLIC OF TEXAS

**Leader:** Carlos Castaneda

**Primary Starport:** Sam Houston Highport

**Solar Colonies:** Edward H. White Base (Luna)

**Extrasolar Colonies:** Harris (Artemis 0304), Crippen (Artemis 0305), New Dallas (Artemis 0505), Forty Flights (Artemis 0605), Mitchell (Artemis 0704), Spindletop (Artemis 0705), Bowie (Mekonnen 0404)

**Major Cities:** Austin, Dallas, San Antonio, Houston, El Paso

The Republic of Texas was founded on March 2, 1836. The Republic was independent until the United States admitted Texas as a state on December 29, 1845. The Republic remained a

state of the United States until the Republic's secession from the United States during the First American Civil War from 1861-1865 after which the Republic was reinstated into the United States in 1870. The Republic again left the United States on March 6, 2060 following what many in Texas felt was extreme mismanagement by the US government in Philadelphia.

The Texas gulf coast was impacted by the La Palma disaster in 2044 but not as bad as many other nations. Corpus Christi was the most heavily affected with large waves crashing through the city. Most other cities to the northeast like Galveston and Houston were not as badly damaged suffering through smaller waves and tsunami-like conditions that would normally be considered devastating but, when compared to the plight of other cities, seemed minimal. However, the situation and turmoil between the Philadelphia government and the states of the south and west US did contribute heavily to the decision of Texas to leave the United States. Simply put, the government of Texas not only saw the opportunity to control their own future but also the opportunity to be of greater assistance to the other states as an independent entity. Some historians have argued that Texas had long desired to leave the United States, but others point out that many within the state opposed this.

During the Second American Civil War (2075-2076), Texas supported the California partisans and the Cascadians which the United States were attempting to annex. This quickly became more and more violent along the Texas border with the United States as Texan forces moved troops, armor, and robots into Oklahoma and annexed the state into the Republic. Further incursions into Kansas by Texan forces would result in the Battle of Kiowa in which combined Texan and Mexican forces were repulsed by US forces.

While the United States would come out victorious against the forces arrayed against them, Texas would come out of the Second American Civil War in control of Oklahoma. During the Red-Blue War in 2151, Texas remained officially neutral though the Texas government did send relief supplies and materiel to the Southern Alliance.

An orbital station, Sam Houston Highport, was established in 2156. Despite the grand name of "highport", Sam Houston at the time was little more than an automated refueling station. The orbital city has since grown into the name becoming one of the finest facilities of the many currently in orbit around Earth. A lunar colony, Edward H. White Base, would follow in 2159.

These would prove to be Texas' only solar system bases despite two attempts to establish mining colonies in the asteroid belt which failed. Texas would remain uninvolved in space colonization until they were able to use the Sam Houston Highport as a location to construct Zimm capable vessels. Texas was slow to get ships out of the solar system but was finally able to secure a colony in what is now the Harris system (Artemis 0304) in 2212. This was followed by five more colonies (Crippen (Artemis 0305), New Dallas (Artemis 0505), Forty Flights (Artemis 0605), Mitchell (Artemis 0704), and Spindletop (Artemis 0705)). In addition, there have been some exploratory missions performed in concert with the Southern Alliance into Yeager Sector to trailing of Earth Sector. The two nations have combined forces to create an exploratory base in the Bowie system (Mekonnen 0404).

Texas had no official Clement Sector colonies. Unofficially, they gave support and supplies to the colonists who founded the two settlements in the Hendershot system (Cascadia 0208). The Hendershot system was founded in this way as a dodge against the United Nations' restrictions against national colonies in Clement Sector outside of Hub Subsector. While it remains little publicized, the Texas government also assisted in the foundation of Bowemiwak (Sequoyah 0103) despite the fact that the colony was founded as a bit of a protest against the conservative nature of the Texas government.

Texas was harmed only slightly by the collapse of the Conduit. With most of its best holdings in Artemis Subsector, the nation was only partially damaged by the loss of trade and resources. The vast majority of Texas' space navy was in Earth Sector at the time of the Collapse.



## AUSTRALIA

**Leader:** Daniel Flannery

**Primary Starport:** Outback Downport

**Solar Colonies:** Follett (Luna), Johnson Station (Mars), Warnestown (Mars), Tasman (Asteroid), Madjedbebe (Asteroid), Dampier (Asteroid), Lawson (Asteroid), Blaxland (Asteroid), and Wentworth (Asteroid).

**Extrasolar Colonies:** Kookynie Crater (Earth 0509), Hinton (Amaterasu 0301), False Find (Mazu 0110), Grenfell (Amaterasu 0102), Hopetoun (Ashima 0710), Seymour (Ilythia 0703), and Mundrabilla (Ilythia 0803)

**Major Cities:** Sydney, Melbourne, Brisbane, Perth, Adelaide

Australia had almost no damage caused to it during the natural disasters of the “Times of Trouble” period. Due to this, Australia was able to send assistance to some of the other nations which were damaged heavily such as the United States, Spain, and the United Kingdom.

In 2053, tensions began to rise between Australia and Indonesia. Indonesia was being ruled by military dictator, Edi Yudhohusodo, and relations had already been strained between Australia and Indonesia over Indonesia’s increasing military buildup. In 2053, Indonesia annexed East Timor and then invaded Malaysia. Within weeks, Thailand joined the war on the side of Indonesia and also invaded Malaysia. Although both Australia and Japan attempted to end this war diplomatically through the 2050s, the war ended in 2060 when Indonesia and Thailand had succeeded in splitting Malaysia between themselves.

In 2058, Indonesia attempted to annex Singapore. Australia and Japan sent troops and naval forces to protect the city-state and the Indonesians backed away and did not invade. However, in 2081, Yudhohusodo tried again and the meager Australian and Japanese forces within Singapore were unable to stop this initial invasion with the only early successes being a short naval engagement between Australian and Indonesia surface ships and the holdout of a Japanese garrison within their embassy.

As full-scale war began to break out between the Indonesian-Thai alliance and the Australian-Japanese alliance, it became clear that neither side was going to win an easy war. Fighting was heavy and brutal but was often being fought on the ground by robots and drones rather than humans. This became the first time in human history that robots and drones would make up the majority of the fighting force in a war. However, this would also be the war that ended the idea of independent robots fighting battles for their human masters.

During the Battle of the Riau Islands, Japanese and Australian naval forces were engaged in heavy fighting with naval forces from the Indonesian-Thai Alliance. The Japanese Space Defense Command had given orders to the artificial intelligence running a satellite to provide a reprisal attack if it appeared that the Japanese-Australian forces were losing the battle. Instead, the AI in command of the satellite determined, of its own volition, that the war could be ended swiftly by an all-out attack on Bangkok.

A kinetic attack on Bangkok had been avoided by the Japanese government due to the loss of life that would be sustained. However, the AI determined that this would be the quickest and easiest solution. The AI moved several automated ships from the Japanese orbital station into position near it and launched a devastating kinetic orbital strike on Bangkok using its entire arsenal and that of other automated vessels in the area. The attack killed more than three-quarters of the city’s population and Thailand immediately sued for peace. The war with Indonesia would last only a few more months after the Bangkok attack. Peace treaties were signed by all combatants on

June 5, 2086. Following this war, it became standard procedure for almost all nations and corporations to have human control of vessels and weapons even if it was only remotely. One of the very few things that the nations of Earth would agree on over the next few hundred years would be that “AI only” vehicles were a threat to humanity and humans must be the final word on their activities.

Australia and Japan would continue to enjoy the alliance forged here for two and half centuries to come. In the 2070s, Australia and Japan had established modest lunar bases near one another. Following the war and the economic damage done to both of these nations after fighting it, the two nations began to help one another expand their bases. By the 2100s, these bases would become connected to the point of becoming one city.

The war with Indonesia and Thailand took a toll on the Australian economy which lasted for almost half a century. As Australia began to recover, they placed two colonies on Mars (Johnson Station in 2131 and Warnestown in 2136). From here, they expanded into the asteroid belt founding six asteroid colonies and expanding their space navy to protect these holdings. In 2190, Australia expanded into the Golddust system where the Americans had already settled in one asteroid belt. Claiming an asteroid belt further out in the system, Australia soon developed three mining colonies which took the name of the largest city in the belt, Kookynie Crater.

In 2191, with safe passage given to them by the Japanese, the Australians established their first colony outside Earth Subsector at Hinton (Amaterasu 0301). This colony was soon followed by False Find (Mazu 0110), Grenfell (Amaterasu 0102), Hopetoun (Ashima 0710), Seymour (Ilythia 0703), and Mundrabilla (Ilythia 0803).

However, the greatest of the Australian colonies was New Perth (Peel 0208). While Australia never had a colony in Clement Sector, they did have one colony on the Clement side of the Conduit. New Perth was founded in 2284 in Ariel Sector to coreward of Clement Sector. While this was a clear violation of the Independent

Worlds Treaty of 2235, Australia felt comfortable in this due to the number of nations which had previously disregarded the treaty.

Unfortunately for Australia, a sizable portion of the nation’s space navy was either stationed at New Perth or, in the case of Task Force 2, was simply visiting the port when the Conduit collapsed. The loss of these expensive ships and needed crews as well as the loss of income from the New Perth colony sent Australia’s economy tumbling after 2331. Fortunately for Australia, their Earth Sector colonies were still well-defended, and these colonies continued to bring in income over the coming years. By the present day in 2350, the nation is well on the way to recovering to pre-2331 levels.



### FRANCE

**Leader:** Christian Duvignaud

**Primary Starport:** Nouvelle Atlantide downport

**Solar Colonies:** Pesquet (Luna), Haigneré (Makemake)

**Extrasolar Colonies:** Désolation (Ixchel 0305), Bosler (Ixchel 0404), Langevin (Ixchel 0605), Boue (Ixchel 0606), Brumeux (Ixchel 0706), Brachet (Ixchel 0707), and Océania (Ixchel 0806)

**Major Cities:** Paris, Marseille, Lyon, Toulouse, Nice

France’s west coast, particularly in Brittany, was heavily impacted by the La Palma disaster in 2044. Cities like Brest, Concarneau, Lorient, and Saint-Nazaire were hit with 16-meter-tall waves from the megatsunami. Having already



been mired in a financial crisis at the time of the disaster, this event plunged France into a deeper economic depression. When the left-leaning government and the European Union were unable to respond to the crisis, this resulted in an opening for far-right politicians to gain power over the next few years in France. In 2047, the nationalist party, France First gained the Presidency of France.

One of the first acts of the France First government was to leave the European Union. President Anais Rechaud had made this a central focus of her campaign and had accused the Brussels government of not being willing to aid France. The France First government worked hard to reinvigorate the French economy and to aid the devastated coastal areas as quickly as possible. In this, the nationalists succeeded and did well enough to be reelected to the Presidency in 2052 and 2057 as well as continued to hold the National Assembly and the Senate.

Even so, France was slower to recover than some of the other nations which had been damaged. France's economy, though improved by the nationalists, still lingered near the bottom of the top 25 national economies. The nationalists, though they had stopped the fall of the French economy, seemed unable to expand it in any meaningful way. By the 2070s, this led many who had supported the nationalists during the "Times of Trouble" to begin abandoning the nationalist cause. In 2082, the Socialist Party gained the Presidency and the France First party began to slide in popularity so much so that the party had ceased to exist by the 2097 elections. While the other parties and those opposed to this nationalistic turn in the country had less power, this does not mean that they stopped fighting the nationalists at every turn. Strong speeches were made in the National Assembly. Protests, strikes, and riots were widespread in the country, particularly in the 2070s.

This political turmoil and the subsequent economic and social changes during this period kept France from going out into the solar system until the France's only lunar base was constructed in 2115. By the time, the Zimm Drive was invented and other nations had pressed forward with colonies outside the solar system, France was

in the process of placing a small base on Makemake in the outer solar system with the intention of using this as a platform to expand out of the system. It was during this time that France began construction of their primary downport in the Bay of Biscay. This large downport was built on artificial islands placed off the coast of La Rochelle and was initially called the Port Sur La Mer. Colloquially the port was known as Nouvelle Atlantide, a name which has stuck and become the official name of the port.

France was simply more involved in repairing and updating their own infrastructure over placing colonies. Many on the left in France felt that returning to a colonial past was not the proper way to go and despite there seemingly being no other cultures or civilizations to conquer or enslave, many in France felt that it was improper to embrace this Neo-colonial movement which had gripped the Earth's nations. For most in France, this was the predominant opinion from the 2090s well into the late 2100s. France had gone from far-right to far-left from 2044-2144 and, it seemed, neither side had improved France's economic standing or its situation.

As more centrist parties began to take power in France in the mid-2100s, this seemed to put France back into ascendancy. In 2192, with safe passage granted by some of the new Russian colonies, France placed their first extrasolar colony in the Désolation system (Ixchel 0305). This was followed by six more colonies (Bosler (Ixchel 0404), Langevin (Ixchel 0605), Boue (Ixchel 0606), Brumeux (Ixchel 0706), Brachet (Ixchel 0707), and Océania (Ixchel (0806)) placed in the early 2200s. The income coming back from these worlds began to expand the French economy more than anything else in the past century.

When the Conduit to Clement Sector was opened, France showed little interest in colonizing worlds there. While some independent groups from France settled on worlds such as Viteges (Hub 0207), Hottinger (Hub 0401), Tal'Kalares (Franklin 0105), and Bastiat (Franklin 0807), the French government gave little to no support to these colonies. Unlike some other nations, France attempted to abide by the Independent Worlds

Treaty and kept their colonial expansion relegated to Earth Sector.

In the end, this would benefit France immensely as they would lose next to nothing when the Conduit collapsed in 2331. While most nations' most lucrative colonies were located in Clement Sector, all of France's colonies were still accessible in Earth Sector.



### MEXICO

**Leader:** Antonio Abeyta

**Primary Starport:** Ameca Downport

**Solar Colonies:** Hernandez (Asteroid), Olivas (Asteroid)

**Extrasolar Colonies:** Chicxulub (Earth 0110), Obregon (Amaterasu 0801)

**Major Cities:** Mexico City, Ecatepec, Guadalajara, Ameca, Puebla

Following decades of chaos and problems with both the economy and with drug cartels, Mexico began to transcend these problems in the mid-21<sup>st</sup> century. However, with the natural disasters of the "Times of Trouble" era, and many coastal cities being destroyed on both coasts, Mexico was threatened with once again descending into chaos. Unlike the United States which started tearing itself apart, Mexico, under the iron-willed leadership of President Miguel Obregon, came together to solve the country's crisis. The Mexican government, often in the form of the military and the Federal Police, led the effort to repair, relieve, and rebuild the damaged

coastal areas. In this way, Mexico recovered faster than its neighbors to the north.

When the state of California declared their independence from the US in 2050, this was seen as a boon to Mexico. Mexico had long enjoyed a cordial relationship with the government in Sacramento and, often, this was a far more harmonious relationship than that with Washington and Philadelphia. Mexico quickly recognized California as an independent nation and sent aid to the new nation when they could. When Texas followed California in seceding from the US in 2060, this was also greeted with smiles in the Mexican government. Again, there had been an excellent working relationship between Mexico City and Austin in the past and this was expected to continue with independence for Texas.

When California rejoined the United States in 2074, this was not seen as a productive event for Mexican interests. When rebel groups began appearing in California, Mexico sent aid and weapons to them in an effort to aid Californians regain their independence. When the United States learned of the aid being sent by Mexico and Cascadia, the US began a military campaign against them. While this is often referred to as the Second American Civil War, Mexicans just refer to it as the Northern War. Mexico sent troops into the United States and, allying with Texas, sent armored vehicles, robots, drones, and troops into battle. Mexico won no territorial gains in the conflict but did come out with a solid alliance with Texas and the Southern Alliance.

Mexico began to also assert itself on its southern border as well. Mexico became the dominant force in Central America through both their influence and the aid they sent to Guatemala, Nicaragua, Panama, Costa Rica, El Salvador, and Belize. When dictator Vincente Martinez began to flex his muscles in Nicaragua and threatening his neighbors in the 2120s, it was Mexico that used military force to bring him down and replace Martinez with an elected leader.

Mexico has not built a port in orbit but rather has an extensive downport built near Ameca in the state of Jalisco about 770 kilometers (478 miles) west of Guadalajara. From here, in the



2150s, Mexico placed its first base in the asteroid belt at Hernandez. It was on and near Hernandez that Mexico placed its first shipyard in 2157. From here, the Mexicans were able to place a second asteroid colony at Olivas.

Mexico never placed any colonies in Clement Sector but has placed two extrasolar colonies at Chicxulub (Earth 0110) and Obregon (Amaterasu 0801) in 2198 and 2200 respectively. These would be the last of Mexico's extrasolar colonies as of 2345.

A lack of interest in far-flung colonies seems to be the main reason for this. The income received from the two asteroid belt bases and the extrasolar colonies has satiated the Mexican desire for expansion. Mexico has, through a series of leaders, been far more interested in maintaining their own infrastructure and the well-being of their own people over such expansion. The collapse of the Conduit seems to have reinforced this idea in many Mexicans as their lack of zeal for placing colonies in Clement Sector seems to have served them well.



### UNITED KINGDOM

**Leader:** Malcolm Trevor

**Primary Starport:** Ascension Highport (L5)

**Solar Colonies:** None

**Extrasolar Colonies:** Hawking (Durga 0101), New Windsor (Durga 0105), Clarke (Durga 0202), Folkestone (Durga 0203), Agamemnon (Gansu 0804), New Bristol (Gansu 0802), Warren (Gansu 0702)

**Major Cities:** London, Birmingham, Nottingham, Sheffield, Glasgow

The United Kingdom of Great Britain and Northern Island was heavily damaged by the large waves created by the La Palma disaster in 2044. Southern England was particularly hard hit as the 16 meter (52 feet) high waves crashed into the coastal cities and then pushed inland. Lower areas were devastated while higher coastal areas were spared. Among the cities that were heavily damaged were Plymouth, Exmouth, Weymouth, Poole, Christchurch, Portsmouth, Chichester, Worthing, Brighton, Eastbourne, and Camber. The megatsunami continued up the Bristol Channel and washed as far as Glastonbury to the south and as far north as Worcester. Further north, Liverpool and Blackpool also experienced severe damage.

Great Britain had left and re-entered the European Union in the years of the 21<sup>st</sup> century with political parties being torn apart and years of turmoil, riots, demonstrations, and chaos. In 2046, after disputes over aid from the EU continued, the UK left for good and would not return. Scotland had already left the United Kingdom in the years following the first exit from the European Union and, following the 2046 exit, Northern Ireland would leave as well and reunite Ireland as one nation. This created the United Kingdom of England and Wales in 2046 and this would last until 2086 when Scotland would rejoin the UK.

The recovery from the La Palma disaster was slow in the UK and the political turmoil that had started before the disaster continued until long after the waters from the megatsunami had receded. The 21<sup>st</sup> Century was a period of turmoil for the United Kingdom and the moniker for the era, "Times of Trouble", applied well in the UK. As other nations recovered and began going into the solar system in the 2100s, the British were not. Economic upheaval and political turmoil continued into the 22<sup>nd</sup> century as it had throughout the 21<sup>st</sup>. The United Kingdom was hardly united at all during this period and some feared violent upheaval and, while there were

some riots that got out of hand in places, this violence never came.

When the Germans first explored into Clement Sector in 2210, they took a contingent of British scientists with them. Among those with them was Dr. Harold “Harry” Clement who would die in a shuttle crash during one of the first exploratory missions. Clement, whose name would be applied to the sector also had his name for the planet, “Hub”, applied in his honor. Dr. Clement’s grandson, Joshua, would go on to become the second president of The Hub Federation. Of course, this would not be the last instance of British-German cooperation in Clement Sector (see *Clement Sector Core Setting Book* and *Subsector Sourcebook 3: Hub*) for more information.

The UK would begin to spread colonies into Clement Sector and Earth Sector in the 23<sup>rd</sup> century. They would establish their first Clement Sector colony in 2217 at Wellington (Hub 0406). Taking advantage of the Chinese desire for reconsolidation, the British were able to place colonies in the coreward regions of Earth Sector establishing New Windsor (Durga 0105) in 2228 and Agamemnon (Gansu 0804) in 2230. Other British colonies would follow at New Bristol (Gansu 0802), Warren (Gansu 0702), Hawking (Durga 0101), Clarke (Gansu 0202), and Folkestone (Durga 0203). A final British colony would be founded at Thorpe (Sequoyah 0708) in 2331 just shortly before the Conduit collapsed.

As the United Kingdom was attempting to expand into Clement Sector, this opened the path for a rivalry with Germany. While most have described this as a friendly rivalry, the Royal Space Navy did not always see it as such. Having built up considerably in the years from 2200 until the 2300s, the Royal Navy continued to move its forces across to Clement Sector often to the detriment of their colonies in Earth Sector. The Royal Navy Clement Sector Fleet was, at the time of the Conduit Collapse, made up of three reinforced squadrons. What would one day make up the bulk of the Hub Federation Navy (see *Hub Federation Navy* and *Wendy’s Guide to the Fleets of Hub Subsector*), would represent a huge loss to the Royal Navy in Earth Sector. The UK’s economy

went into a tailspin after the collapse of the Conduit and it has been slow to recover. Plans for more colonial expansion are currently on hold and there have been talks concerning granting independence to the nation’s coreward colonies in Earth Sector.



### CANADA

**Leader:** Amos Blackmore

**Primary Starport:** Saskatoon Downport

**Solar Colonies:** None

**Extrasolar Colonies:** Bondar (Durga 0810), Hadfield (Hecate 0209), Misikinepikwa (Hecate 0308), Augustus (Hecate 0306)

**Major Cities:** Toronto, Calgary, Ottawa, Edmonton, Saskatoon

Much like the United States, Canada took damage from both of the major disasters of the “Times of Trouble” period. Canada weathered this without the violence that was experienced in the United States but still felt the separatist storm that followed the disasters.

During the Hilina Slump disaster in 2043, the megatsunami that was released slammed into Vancouver Island with tremendous force. While the city of Vancouver was saved from this, the tsunami rush of water damaged much of the city. Further up the coastline, other towns were not as lucky. Having already been flooded with an influx of refugees from the destruction of Seattle (see p.24) in 2041, British Columbia was already struggling to keep its finances in order. The rising waters in the city and the devastation of

Vancouver Island and towns on the coast to the north only complicated this further.

On the east coast, Nova Scotia and Newfoundland were also hard hit by the La Palma disaster. Here the megatsunami devastated the towns on the eastern coast of Nova Scotia but largely saved the city of Saint John in New Brunswick from the same fate. Southeastern Newfoundland took the same sort of hit with the megatsunami laying waste to towns like Saint-Pierre and Placentia. Tsunami waters were experienced well into the Saint Lawrence River, but this damage was quite light in comparison with the devastation along the coasts.

In the first few days, it appeared that Canada was going to be able to get through this. With additional support and supplies sent to Canada from China and other nations, the Canadian government moved to aid the cities on its coasts. However, it seemed that, like in the United States, the disasters only seemed to open old wounds and fuel secessionist desires which had boiled beneath the surface. When Oregon and Washington decided to secede from the United States in 2055 to form Cascadia, British Columbia joined them. The Ottawa government did little to stop this and, emboldened by this lack of action against British Columbia, Quebec followed by declaring its independence from Canada in 2057.

This damaged the Canadian economy at first, but it quickly became obvious that both Cascadia and Quebec were willing to work with Canada to maintain a successful relationship going forward. While Prime Minister Arthur Sunderland was pilloried in the media and attacked from all sides politically, he was able to steer clear of any violence.

However, when the United States began to move against Cascadia (see p.24), Canada offered support to the US rather than Cascadia. While Canada sent only a token force and the vast majority of the fighting took place on the United States side of the border, many in British Columbia would hold a grudge against the Canadian government for their betrayal of the cordial relationship that the Cascadians felt they had with

Ottawa. Following the end of the war in 2076, British Columbia re-entered Canada.

Canada never placed any solar colonies at all. While this was, in part, due to political upheaval and economic recession, the main reason was that the Canadian government of this period saw little reason to do so. Gaining colonies and exploiting resources remained a taboo long through the 22nd century. Whereas secessionism and tribalism might have struck Canada in the 21<sup>st</sup> century in British Columbia and Quebec, nationalism never rose in Canada. Most in Canadian politics during this period continued to believe in the values of the United Nations and that nations should continue to work together as a global community. The massive downport built near Saskatoon was created to be an international downport which could be used by any nation which desired to use it.

By 2200, the desire for colonies had begun to shift. Canada moved into the stars and placed a colony at Bondar (Durga 0810). From here, Canada then spent the next few years expanding into Hecate Subsector placing a colony at Hadfield (Hecate 0209), Misikinepikwa (Hecate 0308), and finally at Augustus (Hecate 0306) in 2235. In 2238, in a move that would have shocked last 22<sup>nd</sup> century Canadians, Canada placed a colony in Sequoyah Subsector of Clement Sector against the mandates of the United Nations in the Independent Worlds Treaty of 2235. This colony, which would become Torarentsacorsus (Sequoyah 0509), would go on to be a successful colony in Clement Sector. While the Canadians may have bent the rules a bit, Canadian colonies would continue to uphold many of the Canadian values which had brought them this far.

The Conduit Collapse created problems for the Royal Canadian Space Navy. The Collapse separated three squadrons from Earth and the loss of this many ships and crew hurt not only the service's compliment but also their morale. Canada still maintains a token force in the colonies, but this loss removed the majority of Canada's spacegoing navy and left a vacuum which has yet to be filled.



## ARGENTINA

**Leader:** Lidia Avalos

**Primary Starport:** Bowen Downport

**Solar Colonies:** Arasy (Luna), Salamanca (Luna)

**Extrasolar Colonies:** Estéril (Mazu 0502), Sanquillo (Mazu 0402), Ezcurra (Mazu 0202), Montoya (Ashima 0802)

**Major Cities:** Buenos Aires, Cordoba, Rosario, La Plata, and San Migeul de Tucuman

The democratic Argentinian government was overthrown by a military coup in 2036 which placed General Alfredo Valdezpino in control of the nation. This dictatorship began building up Argentina's military, dismantling all of the democratic legislature, and performing systematic executions of all who opposed the general's rule. While the United Nations placed sanctions on the Valdezpino regime in 2038, this did little to curb the general's power. By the 2040s, as the natural disasters of the "Times of Trouble" became the primary focus of most other countries, Valdezpino continued to consolidate his power.

In 2047, in the wake of the devastation of Great Britain by the La Palma disaster, Valdezpino landed troops on the Malvinas (Falklands). Despite Great Britain being unable to assist and the British residents being incapable of sustained resistance, Valdezpino used this expansion of Argentinian power as a propaganda coup. Throughout the 2050s and until 2066, there was an almost constant drumbeat from Valdezpino that more expansion of Argentina was coming, and, in most cases, these threats were against

Brazil. However, these would never be more than threats.

Valdezpino died on January 4, 2066 at the age of 79. He was replaced by his hand-picked successor, General Ramil Palenca. Palenca, however, was immediately challenged not only by several military officers who felt that they should be the successor but also by several rebel groups that intended to replace the military dictatorship with another form of government. Chaos ensued in the country as the various rebel groups orchestrated attacks in several cities and many military leaders doubted Palenca's ability to maintain order. On May 24, 2066, Palenca was assassinated by what appeared to be rebels which were, in truth, mercenaries hired by a military junta which would soon take power.

Following a lavish state funeral, Palenca was laid to rest and the military junta took control of the nation. Admiral Macario Zubaran led the ten-person ruling council which was made up of high-ranking military officers who had been opposed to Palenca. While many of these officers were ambitious in their own right, most of them were willing to accept Admiral Zubaran as their leader for the time being.

During Zubaran's rule, there were several rebel uprisings which were brutally quelled. While some of these uprisings had gained support from other governments (such as Brazil and Mexico), none of them were ever particularly successful and many ended with the majority of the participants being slaughtered along with their families. The military's force of robot executioners was incapable of mercy and thus simply followed the commands of their leaders. When Admiral Zubaran died in 2093, the junta elected General Herberth Valencia to replace him.

General Valencia had visions of outpacing Brazil's expansion into space and set about establishing Argentina's presence in orbit with Zubaran Station in 2101. Zubaran Station was little more than an automated refueling station but was the first step toward proving that Argentina could compete with Brazil. This was followed up by Argentinian lunar colonies at Hanno Crater in 2107 and Biela Crater in 2110. Despite these gains, there was no way that

Argentina could keep pace with Brazilian efforts and Valencia was forced to slow his attempts to move Argentina into space. While the lunar colonies continued to do well, Zubarán Station did not. Its orbit began to decay and, facing the possibility of the station crashing into a populated area, Chinese naval ships captured Zubarán Station, towed it out of orbit and away from important space lanes, and obliterated the station in late 2134. Valencia would not live to see the destruction of the station as he died on July 13, 2134.

On the day after Valencia's death, he was replaced by the junta's current favorite, General Estaban Quadros. Quadros, at the age of 35, was one of the first children in Argentina to receive genetic treatments to slow aging. The junta believed that Quadros would be the future of Argentina, would lead for many years to come, make their lives even more prosperous, and perhaps even go towards pleasing the dissatisfied masses. His continuing youth would be something which would appeal to everyone. It turned out to be a disaster for the junta.

Quadros immediately set about working out ways to eliminate the junta and take full power for himself. Looking back to the rule of Valdezpino, Quadros would later state in his memoirs that he felt the primary reason that Valdezpino had been unable to continue making Argentina greater was his increasing age. Quadros reasoned that he had no such limitation. Members of the junta began dying and not being replaced by Quadros. In 2145, Quadros had his guards arrest the junta members and declared himself the sole ruler of Argentina. One of these junta members, Miguel Sanquillo, escaped capture and joined one of the rebel groups with whom he had already been communicating.

Quadros would enjoy over twenty years of unrestrained power before other members of the military would join with the rebels to overthrow him. After three years of struggle, in 2168, Quadros would be captured by the rebels and killed. His body was mounted on a truck and driven through the streets of Buenos Aires as people threw objects at his passing corpse. Sanquillo, who was credited with bringing

discipline and better tactics to the rebel forces, was appointed as the new leader of the nation. Sanquillo assisted with the creation of the new Argentine constitution and a return to a bicameral legislative branch. Sanquillo stepped down following the elections in 2170 and retired from the military and politics. However, he would return to lead Argentina's first extrasolar colonization effort in 2208.

Argentina's trip through economic and political hardship galvanized the people to make Argentina a nation which could compete with the other nations. Many of Argentina's populace felt that the military junta had destroyed much of the nation's potential and that, because of those lost years, the nation needed to get on to the main stage by claiming extrasolar colonies. This meant building a downport capable of creating and launching large ships. In 2200, Argentina completed the Bowen Downport in Mendoza Province east of the town of Bowen.

The first of these colonies would be founded in 2210 at Estéril (Mazu 0502). During the foundation of this colony, one of the large ships was lost due to what would later be determined as a Zimm drive failure. This ship, with 150 colonists and Manuel Sanquillo, would never arrive at its destination which would then be named Sanquillo (Mazu 0402). This would be followed by colonies at Ezcurra (Mazu 0202) in 2235 and Montoya (Ashima 0802) in 2241.

With Sanquillo widely regarded as a hero, his son, Feliz, believed that he could use his own military position as a colonel and the Sanquillo name to support his own ambitions. In 2267, Sanquillo attempted a coup which resulted in a civil war which would last for five years and be fought on Earth as well in the colonies. In 2272, Sanquillo would be defeated and disgraced. He was imprisoned but, in 2280, he would escape. Broken free from prison by a group of his closest followers, Feliz Sanquillo would board a ship and leave Earth Sector behind. Choosing to flee to Clement Sector, his current whereabouts, if he survived at all, are unknown.

As Argentina would not place colonies in Clement Sector, the Collapse hardly affected them. Although economic hardships continued to



plague the nation and keep them from placing more colonies in Earth Sector, Argentina intends to press forward with more colonies in the spinward subsectors of the sector.



*"No masters but ourselves." – Official Motto of the Antiochian Union*

### ANTIOCHIAN UNION

The Antiochian Union is one of two interstellar polities which are independent from the nations of Earth. The Antiochian Union was founded in 2334 after the independent worlds of Antioch, Saint Albans, Vanderbilt, Magnum Opus, and Eurydice felt threatened by talk of expansion into Adroanzi Subsector by several nations. The worlds felt that they could withstand this threat by uniting. However, as of 2345, the threat of invasion seems to have subsided or simply not materialized at all. Indeed, some have suggested that there was no threat at all though this is usually disputed by anyone from the Union itself.

Part of this fear came from the fact that Antioch and Saint Albans had been founded by uplift and altrant slaves from the nations of Earth who established these worlds as safe havens. The inhabitants of both of these worlds feared that some of the nations might come to take them back into servitude. This seems to have been an unfounded fear but an understandable one.

The Antiochian Union is ruled by the Union Assembly which is headquartered in the city of McKay on Antioch. Each of the worlds of the Union sends three representatives which are chosen by the governments of the member worlds through a variety of methods. These representatives serve as long as the planetary government chooses to keep them. The chief executive of the Union is the President who is elected by vote of the Union Assembly.



### SELEUCID CONFEDERATION

The Seleucid Confederation is a loose polity of worlds in Tamfana Subsector. Consisting of three worlds (Seleucus, Cucuteni, and Mangazeya), the Confederation is less a government than a mutual defense treaty organized by the government of Seleucus. The worlds have their own governments and provide funding to the Confederation which controls the naval forces and defense forces of the worlds in times of threat.

The worlds' greatest fear is to have one of the nations or corporations of Earth attempt to conquer or annex them. As of yet, the only moves to do so have been from the Everidge Corporation but these attempts were more financial than military in nature.

## EARTH SECTOR

Earth Sector has been a place of exploration, expansion and contraction since the first Zimm Drive visits of the First Interstellar Colonization Period of 2160-2200 (see *Clement Sector Core Setting Book*, p.23). Unlike Clement Sector which is filled with independent colonies and worlds settled by people with a wide variety of agendas, most of Earth Sector was founded by nation-states eager to place colonies and compete with one another for the best locations. When Clement Sector opened, some nations began to focus their efforts there but others continued to colonize Earth Sector.

The vast majority of the worlds in Earth Sector are controlled directly by a nation located on Earth. While there are some independent worlds and a few interstellar polities which have developed in the sector, the allegiance of most worlds is directly back to their parent nation on Earth. The competition remains strong in the sector and violence always looms, but expansion has slowed in the years following the collapse of the Conduit though this situation is unlikely to continue.

Cartographers divided space into sectors and subsectors, placing Earth in Subsector G at hex 0405. Other worlds are then measured by the distance in parsecs from Earth. Earth Sector is an area of space 40 parsecs long by 24 parsecs wide. This area is further broken into 16 subsectors which are 10 parsecs long by 8 parsecs wide. Each of the hexes on the map represents a parsec-wide area of space.

Directions on the sector and subsector maps are given in terms of how the area relates to the galaxy. Looking straight-on at the map, upwards (or what would be “north” on a planetary map) is considered to go “coreward” while the opposite direction is considered to be “rimward”. Moving to the left of the map (or what would be considered “west” on a planetary map), is considered to be “spinward” while the opposite direction is considered to be “trailing”.

Each subsector is given a letter designation between “A” and “P”. Each subsector

was given a name by the original mapmakers that corresponds to a god or goddess from a culture of Earth. While these names are not enforced, many of the nations continue to use these names while other nations have renamed the subsector as they like.

Each subsector is further divided into “regions”. These regions are worlds which are only separated by one hex on the map. These worlds will often be claimed by one nation. However, these worlds may also represent an alliance between two or more nations. Of course, these may also represent a point of contention as two nations may be competing over control of a specific region.

For spacers and traders, these worlds having this close proximity are often important trading hubs. Most vessels in Earth Sector often have a lot of their internal space allocated to fuel which can be an incredibly expensive commodity. Travel to a system in a neighboring system and back often only takes one tank of fuel and this can really help small, independent traders make money. Of course, there are other ways to make money and gain fuel but that’s a topic for later.

Each system (or hex on the map) will be referred to by the name of the most important world or settlement in the system. As with subsectors, importance can sometimes be a bone of contention between settlements located in the same system. However, when the original cartographers laid out the sector, they came up with an alphanumerical designation which continues to be used into the modern era. Each system has a designation indicating the sector name, colonization status, the subsector letter, and the hex location within that subsector.

For example, ECG-405 is Earth’s designation. The “E” indicates that it is in Earth Sector. “C” indicates that it has been colonized (in this case, long before space travel). Had the system not been colonized the “C” would be replaced with an “X”. The “G” indicates that it is in subsector G. The “405” indicates the hex

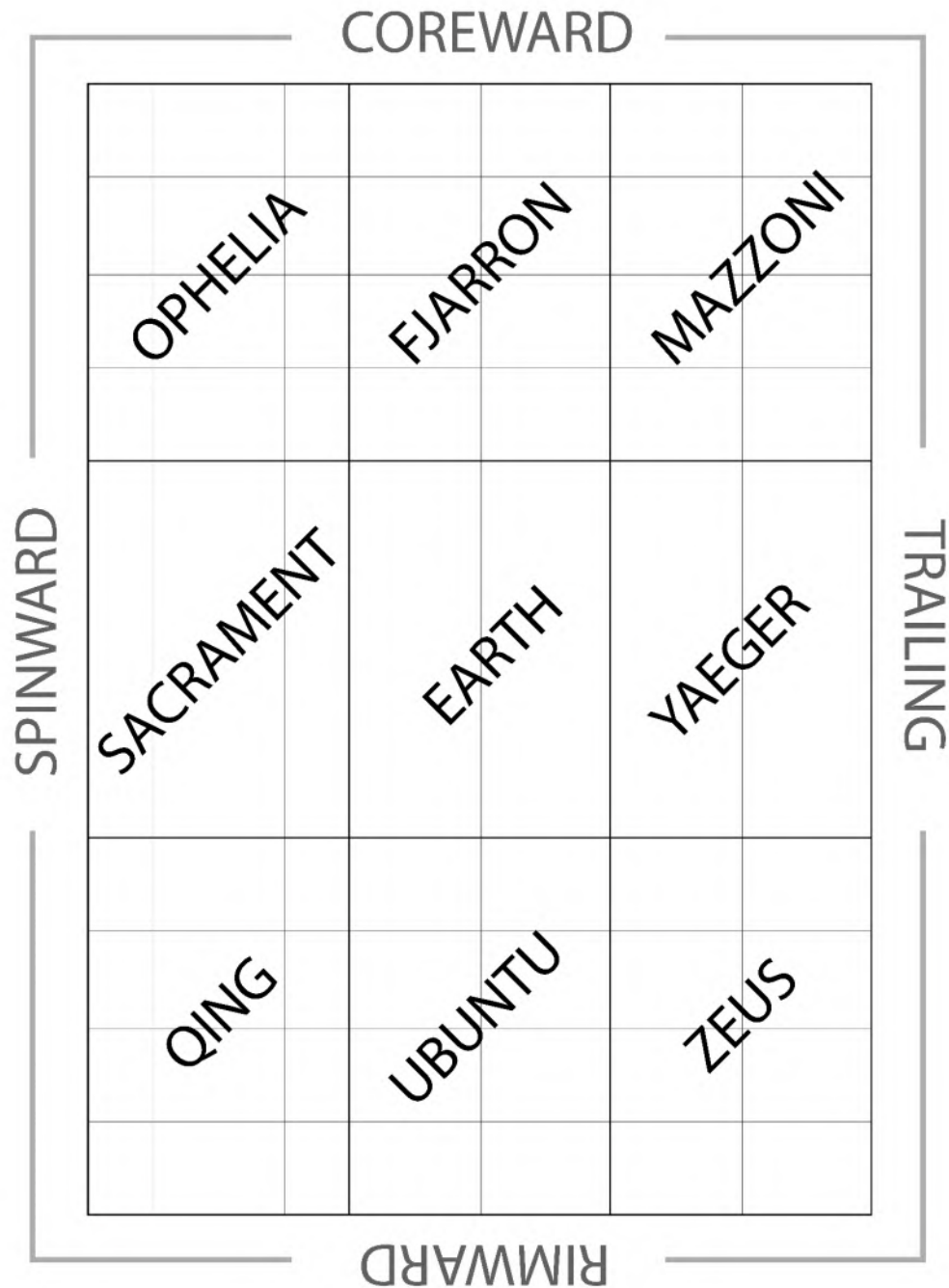


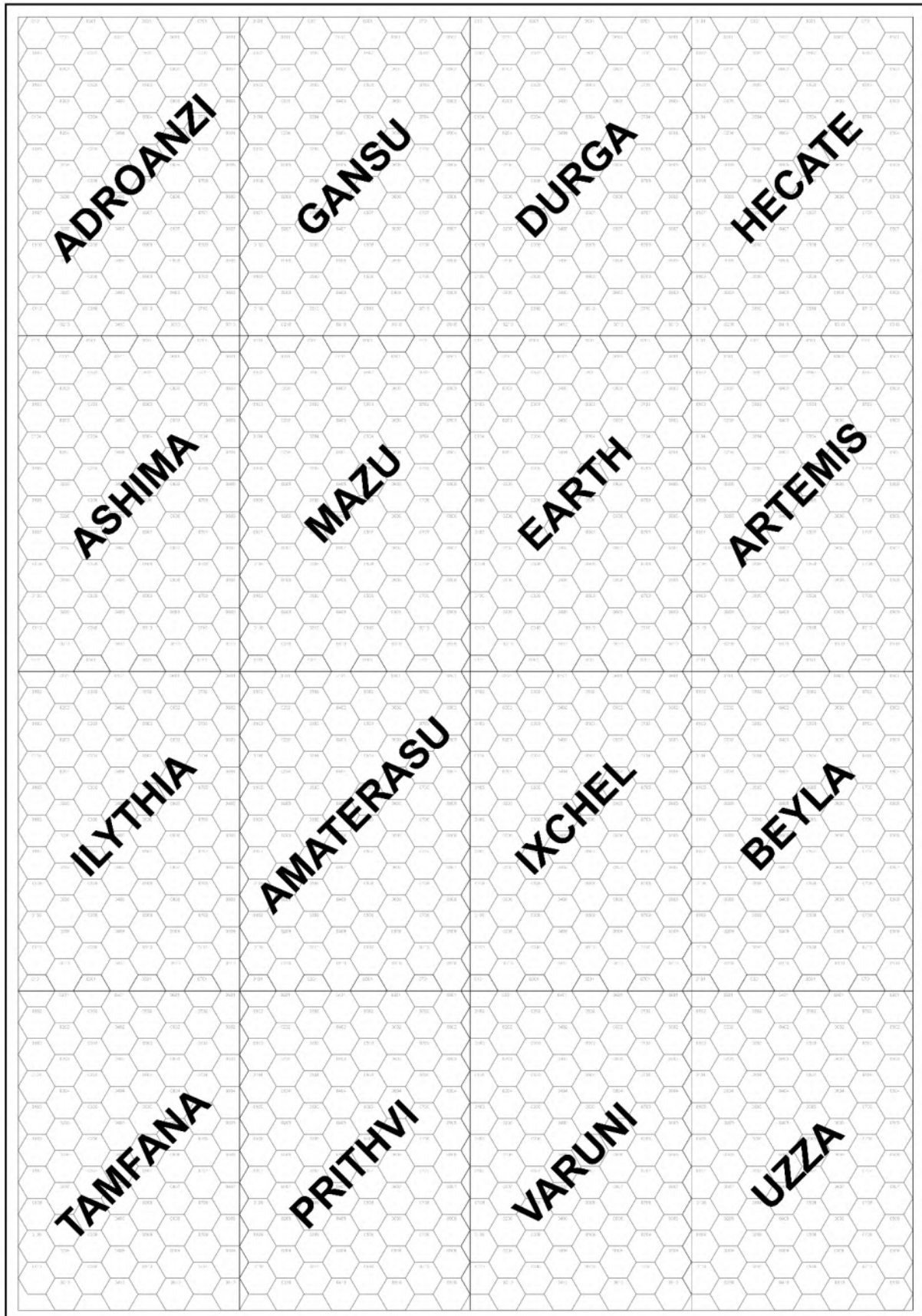
## EARTH SECTOR

number in the subsector map indicated by the last letter in the first three letters.

While all of the systems in Earth Sector will carry a designation like this, it is most often only referenced when talking about systems with no population. So while it is technically correct to

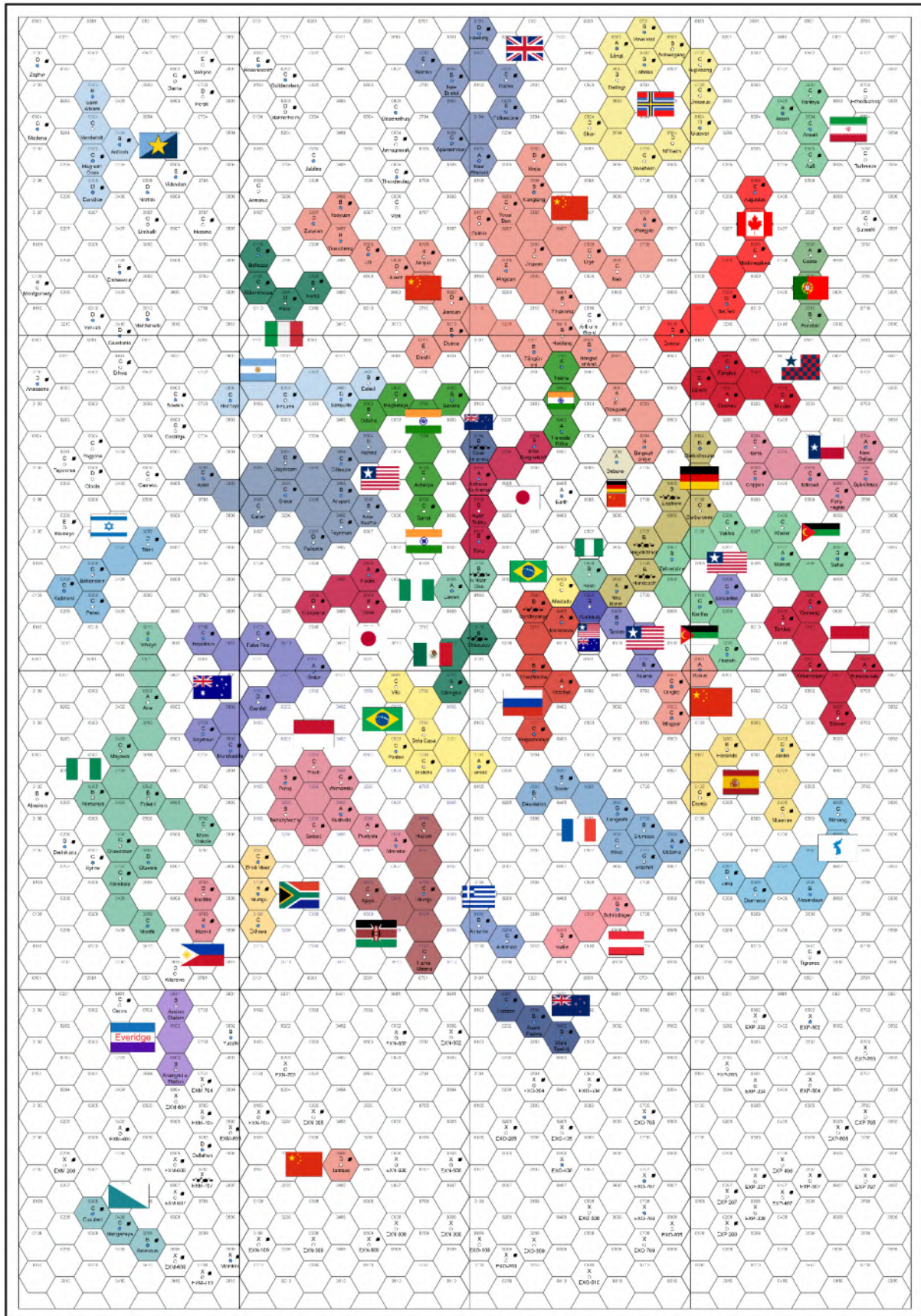
refer to the Neu Berlin system as ECG-0608, there will be few who will do so in common conversation. Most will simply use the name given to the system by the inhabitants or the colonizing nation.







# EARTH SECTOR



## *EARTH SECTOR*

### ***ADROANZI (SUBSECTOR A)***

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0102</b>	Zephyr	D565337-B	Lo	103	Ind	M6 V
<b>0104</b>	Modena	C520355-B	De Lo Po	703	Ind	M2 V
<b>0109</b>	Montgomery	C200326-B	Lo Va	432	Ind	M0 V M5 V
<b>0303</b>	Saint Albans	B667686-B	Ag Ga Ni Ri	600	AntUn	G9 V
<b>0304</b>	Vanderbilt	C300488-B	Ni Va	610	AntUn	M6 V M7 V
<b>0305</b>	Magnum Opus	C453488-B	Ni Po	401	AntUn	M5 V
<b>0306</b>	Eurydice	D531368-B	Lo Po	203	AntUn	M4 V
<b>0310</b>	Verkiak	D6645AB-A	Ag Ga Ni	912	Ind	F9 V
<b>0404</b>	Antioch	B865687-B	Ag Ga Ni Ri	613	AntUn	K0 V
<b>0408</b>	Endeavour	E755445-A	Ga Ni	631	Ind	M8 V M9 V
<b>0410</b>	Caledonia	D943457-A	Ni Po	331	Ind	F9 V
<b>0506</b>	Norfolk	D653346-A	Lo Po	200	Ind	K6 V
<b>0507</b>	Lindrath	C300214-B	Lo Va	311	Ind	M6 V M8 V
<b>0510</b>	Manzanedo	D552355-A	Lo Po	110	Ind	K7 V
<b>0602</b>	Dante	C200344-A	Lo Va	702	Ind	M7 V
<b>0605</b>	Vidovdan	E431284-A	Lo Po	703	Ind	M9 V
<b>0702</b>	Valkyrie	E320315-A	De Lo Po	601	Ind	M6 V M9 V
<b>0703</b>	Perak	D200222-A	Lo Va	502	Ind	M3 V
<b>0707</b>	Miasma	C9B0355-B	De Lo	522	Ind	F7 V

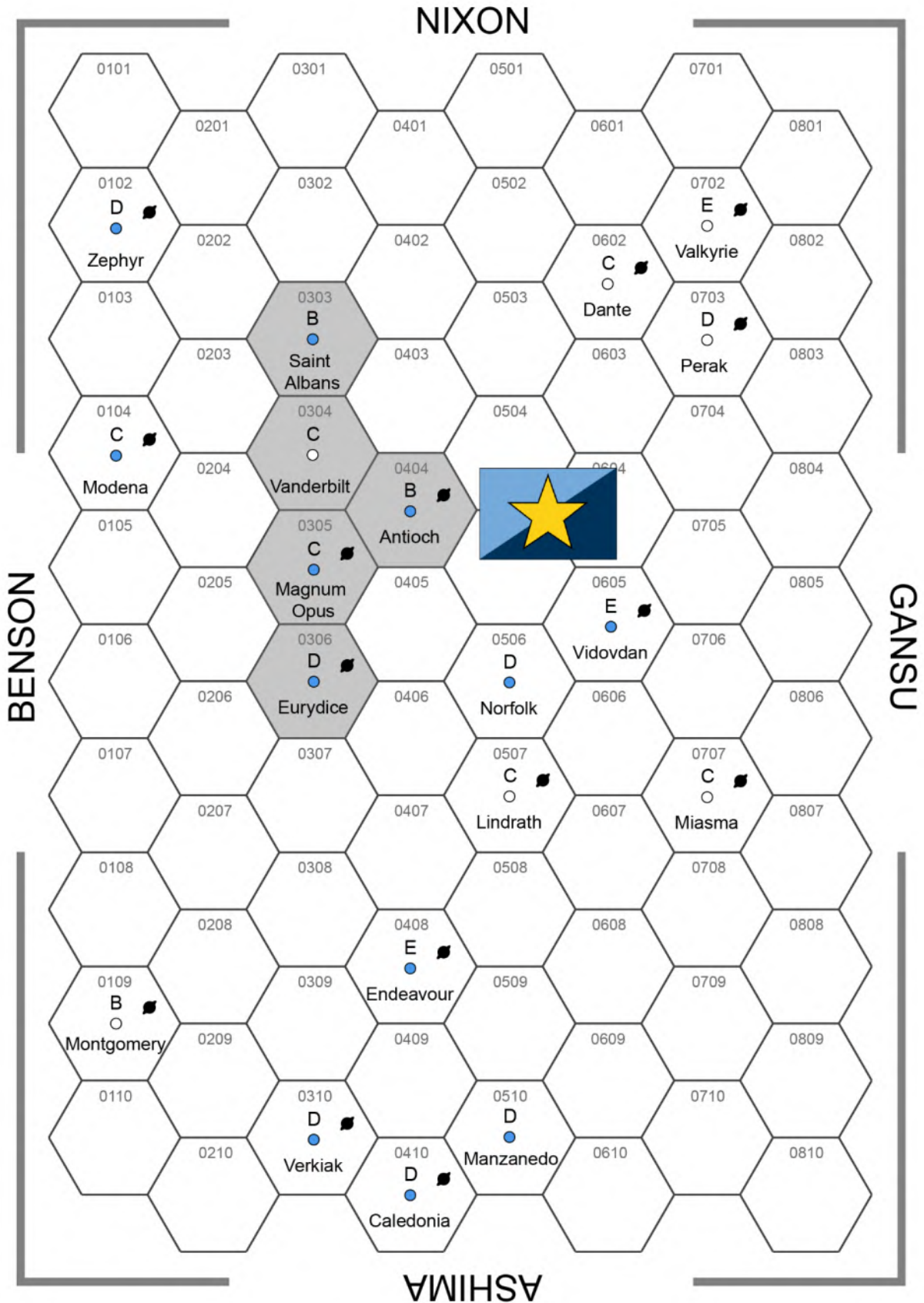
Adroanzi Subsector is unique in Earth Sector as it is the only subsector which is fully settled that does not have a colony which is currently controlled by a nation of Earth. All of the systems in the subsector have been settled by independent groups during the Clement Sector period by groups which were unable or unwilling to settle on the other side of the galaxy.

This subsector is home to the Antiochian Union, a group of worlds which banded together to prevent their inhabitants from becoming slaves to the nations of Earth. The Antiochian Union is one of the few locations in Earth Sector where the majority population is either altrants or uplifts.

**Valkyrie (Adroanzi 0702)** was the first world settled in this subsector in 2299. Founded by the Gullgruve Mining Corporation, the planet remains in the control of that corporation. Large amounts of precious metals have been found which on the planet which are accessible with far less effort than has been true on other worlds.

**Caledonia (Adroanzi 0410)** was founded by an independent group of Scots that were dissatisfied with Scotland returning to be part of the United Kingdom. The world remains fiercely independent and has resisted calls for the world to join the UK's colonies or the Antiochian Union.





## EARTH SECTOR

### GANSU (SUBSECTOR B)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
0102	Rosencrantz	E567447-B	Ga Ni	101	Ind	M3 V
0106	Armonia	C840267-B	De Lo Po	600	Italy	G1 V
0108	Bellezza	C554367-B	Ga Lo	201	Italy	M6 V
0109	Abbondanza	C420367-B	De Lo Po	441	Italy	M3 V
0202	Guildenstern	C6794A9-B	Ni	622	Ind	F9 V
0203	Mannerheim	D730423-A	De Ni Po	923	Ind	M8 V M9 V
0209	Pace	D430422-A	De Ni Po	602	Italy	M4 V
0305	Jubilee	C676689-B	Ag Ni	410	Ind	K3 V
0307	Zuryuan	D430466-B	De Ni Po	700	China	G5 V M3 V M3 V
0309	Forza	B200466-B	Ni Va	602	Italy	F0 V
0406	Yaoyuan	B554566-B	Ag Ga Ni	133	China	A5 IV
0407	Yuancheng	B642366-B	Lo Po	120	China	K0 V T8 V
0508	Lei	C652267-B	Lo Po	701	China	F9 IV G7 V
0603	Odaenathus	C431327-B	Lo Po	621	Ind	M9 V
0604	Javragarak	D300225-B	Lo Va	202	Ind	M8 V M9 V
0605	Thunderclap	C6634A8-B	Ni	401	Ind	F8 V
0606	Vlok	C310221-A	Lo	900	Ind	M8 V
0608	Juexin	D200266-A	Lo Va	801	China	M1 V M7 V
0702	Warren	E320367-A	De Lo Po	322	UK	G6 V
0708	Jianjue	B200367-A	Lo Va	621	China	K7 V
0802	New Bristol	B887587-B	Ag Ga Ni Ri	602	UK	G1 V
0804	Agamemnon	C876587-B	Ag Ni	501	UK	K6 V
0809	Jiandan	D540384-B	De Lo Po	601	China	M4 V M6 V
0810	Doda	B662564-B	Ni	921	China	M3 V M4 V M4 V M4 V M7 V

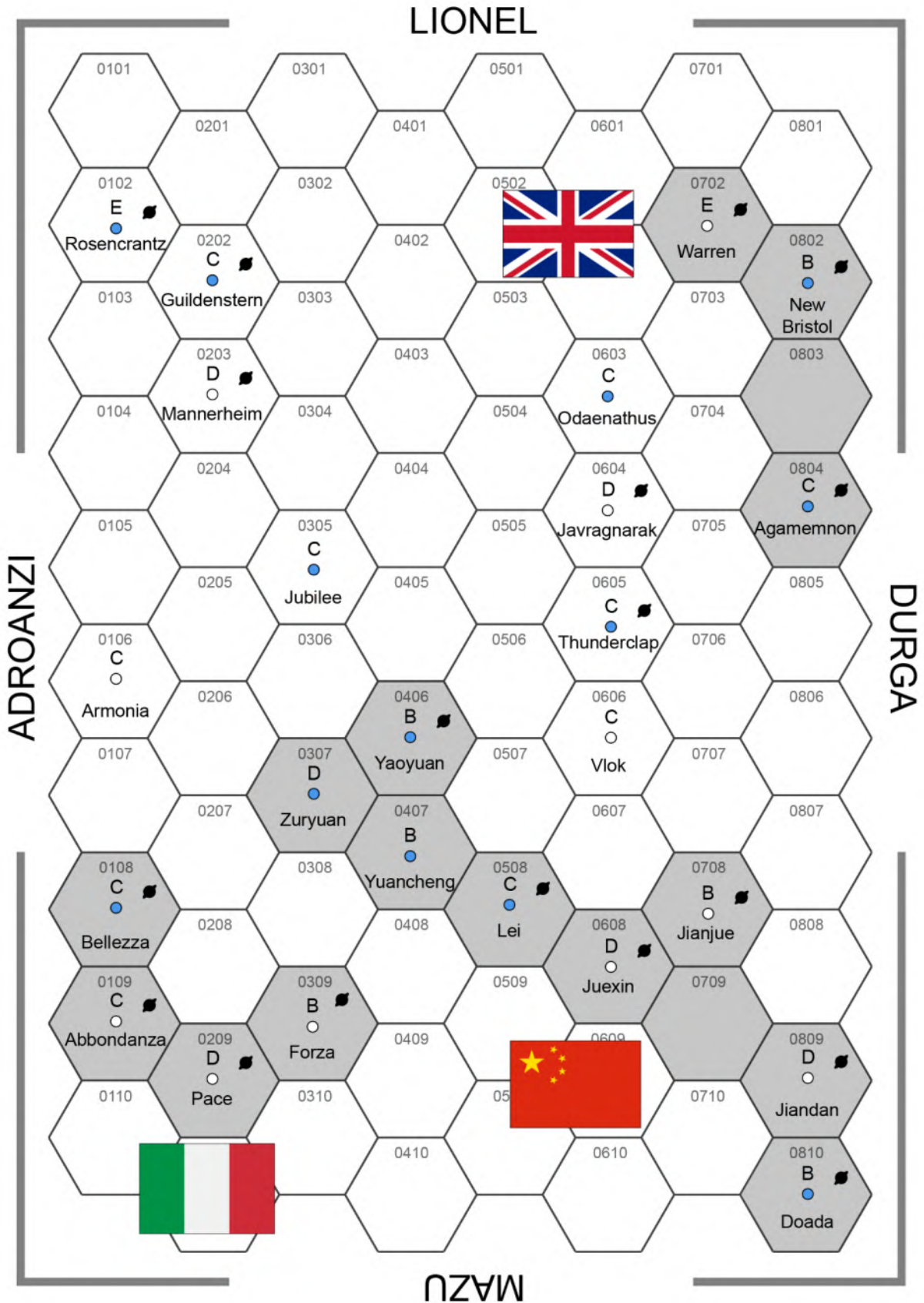
**Rosencrantz (Gansu 0102)** is a recently founded independent colony. The colony, along with its sister world Guildenstern (Gansu 0202), was founded by a group from British Columbia and the US Pacific Coast who were formerly citizens of the now defunct nations of Cascadia and California.

**Bellezza (Gansu 0108)** is the capital of Italy's colonial holdings. Despite a somewhat thin atmosphere, the planet is believed to be suitable for a much larger population than is currently there.

**Jubilee (Gansu 0305)** is the oldest independent colony in Earth Sector. Founded by people from North America and Africa, the world was colonized by humans who were dissatisfied with their current governments and wanted to form their own.

**Warren (Gansu 0702)** is a British colony in which all of the inhabitants live underground. Early colonists compared this with a rabbit warren and the name stuck.





## EARTH SECTOR

### DURGA (SUBSECTOR C)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
0101	Hawking	D642467-B	Ni Po	202	UK	G1 V
0105	New Windsor	A764667-B	Ag Ga Ni Ri	811	UK	K1 V
0107	Cuiruo	C520367-B	De Lo Po	321	China	M1 V
0202	Clarke	B200367-B	Lo Va	301	UK	M5 V
0203	Folkestone	E530267-B	De Lo Po	811	UK	F3 V
0206	Yousi Ban	C200267-B	Lo Va	602	China	G5 IV M4 V M4 V
0208	Pingdan	E542366-B	Lo Po	200	China	K1 V K2 V K5 V
0305	Xinjia	D520266-B	Lo Po	931	China	F7 V K0 V
0306	Xiangtang	B644565-B	Ag Ni	411	China	A0 V
0308	Jingyan	D730467-B	Ni Po	101	China	K0 V K4 V
0409	Yingxiong	B100367-B	Lo Va	803	China	M4 V
0410	Huailang	B420266-B	De Lo Po	511	China	M4 V
0504	Skön	DAC0487-B	De Ni	601	Scand	M1 V
0508	Diyn	CFA0368-B	De Lo	200	China	A7 V
0510	Arthur's World	C410236-B	Lo	500	Ind	M2 V
0601	Långt	A874588-B	Ag Ni	311	Scand	G6 V
0602	Dellingr	B7A0367-B	Lo	800	Scand	M4 V
0608	Nan	C7B0487-B	Ni	800	China	G9 V
0701	Virvelvind	B863588-B	Ni	801	Scand	F7 V M6 V
0702	Lettelse	B553588-B	Ni Po	701	Scand	K7 V M3 V
0705	Vanaheim	C6A0467-B	De Ni	701	Scand	K1 V
0707	Wangjile	A972667-B	Ni	622	China	K2 V
0801	Solnedgang	B410366-B	Lo	721	Scand	M7 V
0804	Niflheim	D520288-B	De Lo Po	710	Scand	M7 IV
0810	Bondar	D530466-B	De Ni Po	730	Canada	M3 V M3 V

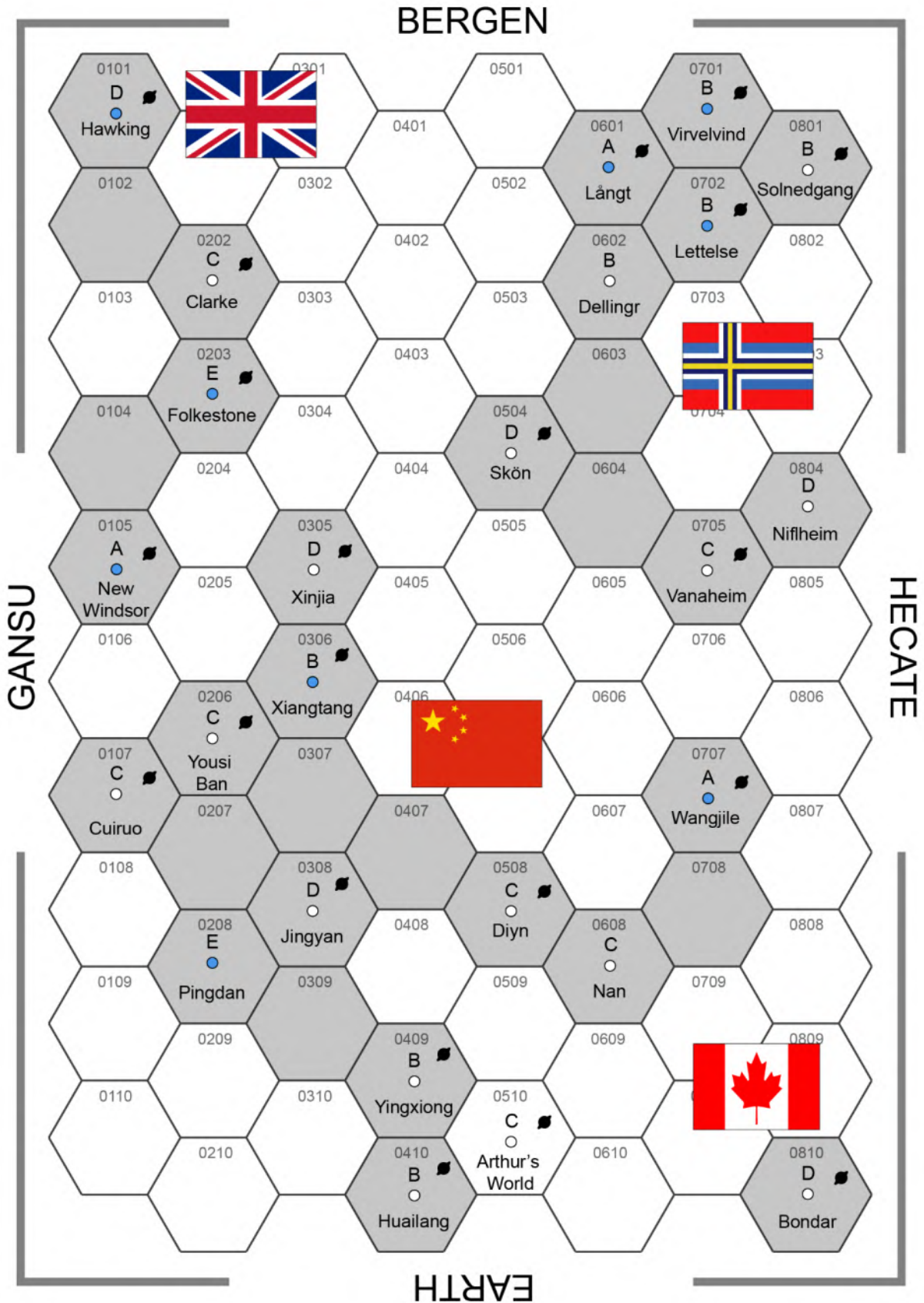
**New Windsor (Durga 0105)** is the capital of British colonial holdings in Earth Sector. It is home to the British Navy's largest naval base in the sector.

**Xiangtang (Durga 0306)** is the capital of Shen Kong (深空) Province. It is home to the provincial governor and the local committee secretary. All of the province's major government offices are located here.

**Långt (Durga 0601)** is the capital of The Union of Scandinavia's colonial holdings in Earth Sector. It is also home to the Union's largest naval base.

**Arthur's World (Durga 0510)** is ruled by a man who styles himself as "King Arthur". Though widely regarded as an eccentric, he is also seen as a fair ruler but one who rules little more than an insignificant rock.

**Virvelvind (Durga 0701)** is one of the Union of Scandinavia's most important colonies. The world was named for the intense winds which are almost constant across the entire planet.



## EARTH SECTOR

### HECATE (SUBSECTOR D)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
0102	Fuglesang	CGA0467-B	De Ni	931	Scand	M0 V
0103	Linnaeus	C310467-B	Ni	122	Scand	M5 V
0104	Giaever	C552266-B	Lo Po	412	Scand	M2 V
0209	Hadfield	C742488-B	Ni Po	512	Canada	M3 V
0306	Augustus	C775688-B	Ag Ni	512	Canada	F0 V M7 V
0308	Misikinepikwa	C641467-B	Ni Po	223	Canada	M6 IV
0403	Arash	A776668-B	Ag Ni	522	Iran	M5 V
0503	Tishtrya	C400266-B	Lo Va	522	Iran	M6 V
0504	Ansari	C940488-B	De Ni Po	200	Iran	K5 V M2 V
0505	Aufi	C530466-B	De Ni Po	722	Iran	M2 V M4 V
0508	Cabral	A430466-B	De Ni Po	612	Portugal	G8 V M0 V
0510	Escobar	B310466-B	Ni	412	Portugal	K6 V M7 V
0703	Enheduanna	C310455-B	Ni	400	Ind	O7 V
0705	Tartessos	C510316-B	Lo	600	Ind	M6 V
0707	Subashi	C8304AA-A	De Ni Po	201	Ind	K3 V M5 V

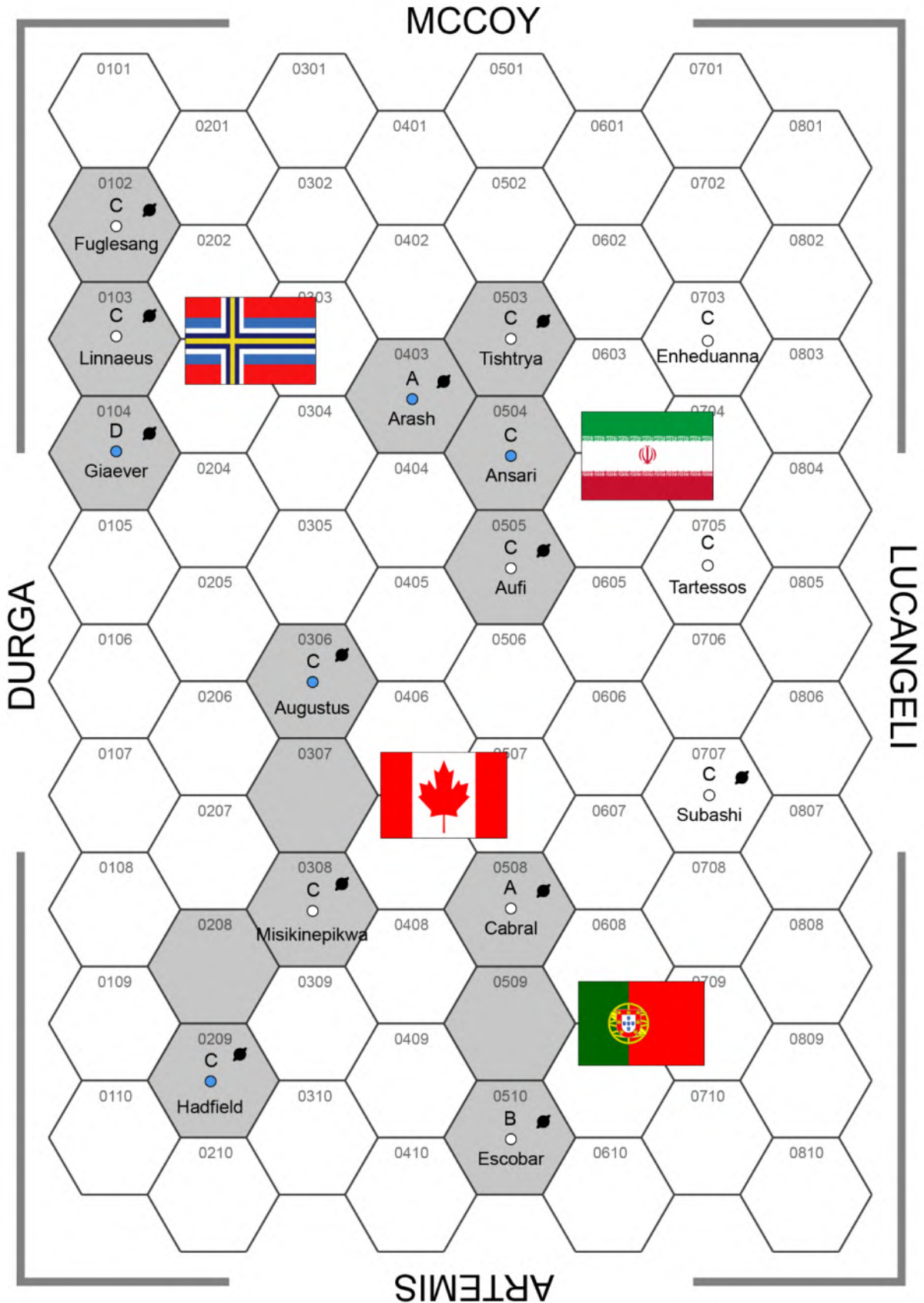
**Fuglesang (Hecate 0102)** is a superterranean with a high amount of volcanic ash, sulfur, and dust in the atmosphere. Scandinavian scientists believe that two supervolcanoes erupted within a few years of one another and resulted in widespread destruction at some point before humans first arrived.

**Augustus (Hecate 0306)** is home to the city of Callwood which serves as the capital of Canada's Colonial Province.

**Arash (Hecate 0403)** is the capital of Iran's colonial holdings, all of which are located in this subsector.

**Cabral (Hecate 0508)** is the oldest and chief colony of Portugal. Both of Portugal's interstellar colonies are located in Hecate Subsector.





## EARTH SECTOR

### ASHIMA (SUBSECTOR E)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
0102	Anacaona	D653446-A	Ni Po	221	Ind	G5 V
0204	Tapinoma	C720426-A	De Ni Po	511	Ind	M0 V M4 V
0206	Kismayo	E640233-A	De Lo Po	102	Ind	M9 V
0208	Kadmoni	C665488-B	Ag Ga Ni	401	Israel	K7 V M8 V
0304	Pogycha	C510344-B	Lo	121	Ind	M6 V
0305	Cibola	D9A0334-B	De Lo	602	Ind	M0 V
0308	Bekenstein	C200268-B	Lo Va	102	Israel	M6 V
0309	Peres	C610467-B	Ni	722	Israel	M9 V
0401	Dihya	C410422-B	Ni	812	Ind	F7 V M2 V
0505	Camelot	C9A0446-A	De Ni	202	Ind	K3 III M5 V
0507	Talmi	D7A0366-B	De Ni	431	Israel	K1 III M4 V
0510	Teniayo	B553667-B	Ni Po	500	Nigeria	M2 V M8 V
0602	Bowers	C989488-B	Ga Ni	801	Ind	F7 V
0603	Coolidge	C400322-B	Lo Va	221	Ind	K6 V M1 V
0705	Apisi	C674424-B	Ni	503	US	G0 V
0710	Hopetoun	C642566-B	Ni Po	622	Australia	K3 V
0802	Montoya	C442366-B	Ni Po	801	Argentina	G3 V

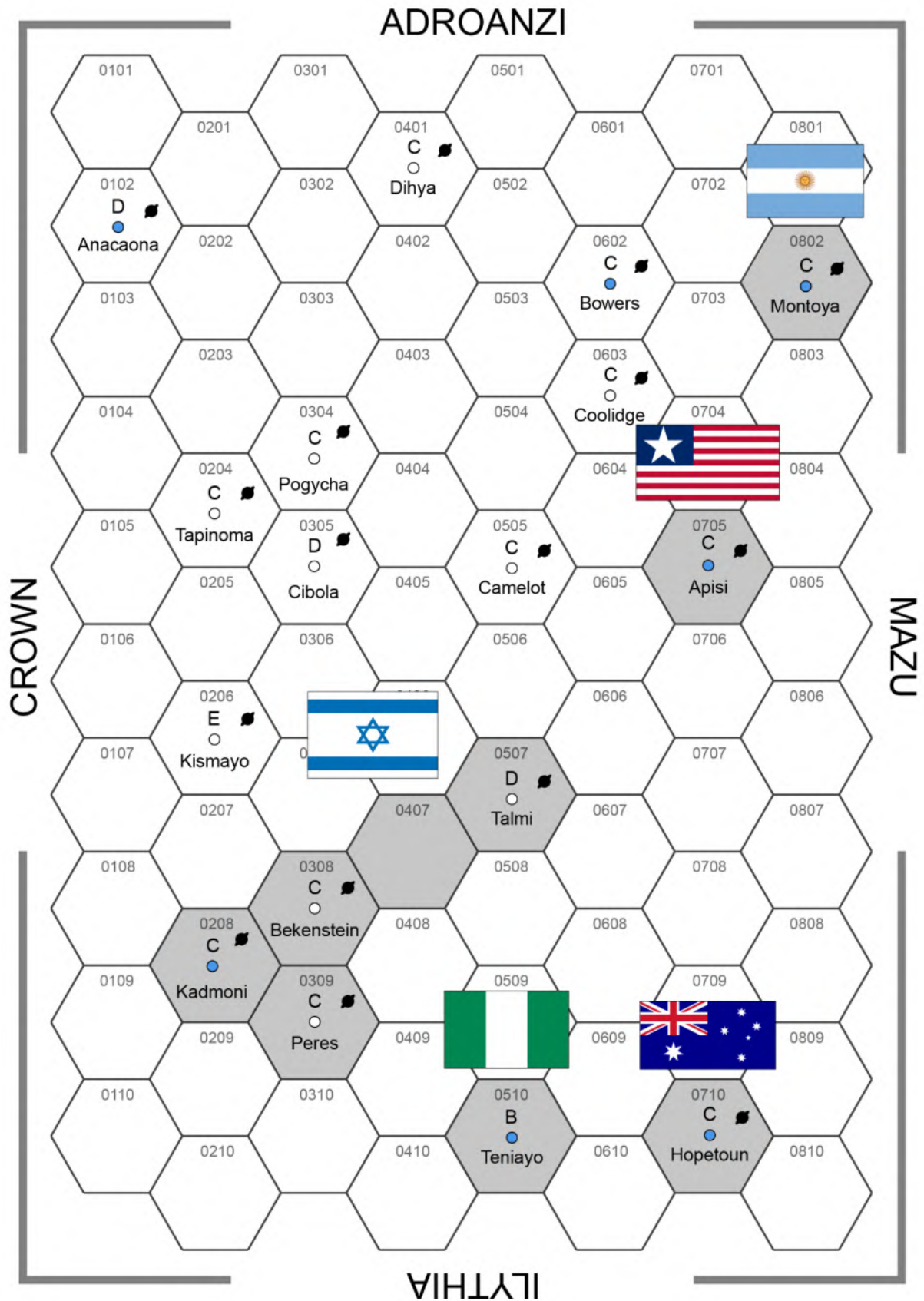
**Tapinoma (Ashima 0204)** was originally colonized by the Tapinoma Mining Corporation. After the company went bankrupt in 2335, the workers decided to stay on the planet and continue as an independent colony.

**Kadmoni (Ashima 0208)** is the capital world of Israel's four interstellar colonies. Rumors have persisted that the settlers have discovered remnants of an alien civilization that did not survive past their bronze age, but this has yet to be confirmed by Israeli officials or scientists.

**Bowers (Ashima 0602)** is a world founded by humans and uplifts who were dissatisfied with the policies of several nations concerning uplift slavery. On Bowers, uplifts have full rights and are treated as equals with humans. The majority of the population lives on the planet's only dry land, an archipelago of islands near the equator.

**Apisi (Ashima 0705)** is the United States' lone colony in the subsector. The system has three gas giants and a handful of airless rocks in the system. Apisi is a satellite of the smallest gas giant, Anishinabe.





## EARTH SECTOR

### MAZU (SUBSECTOR F)

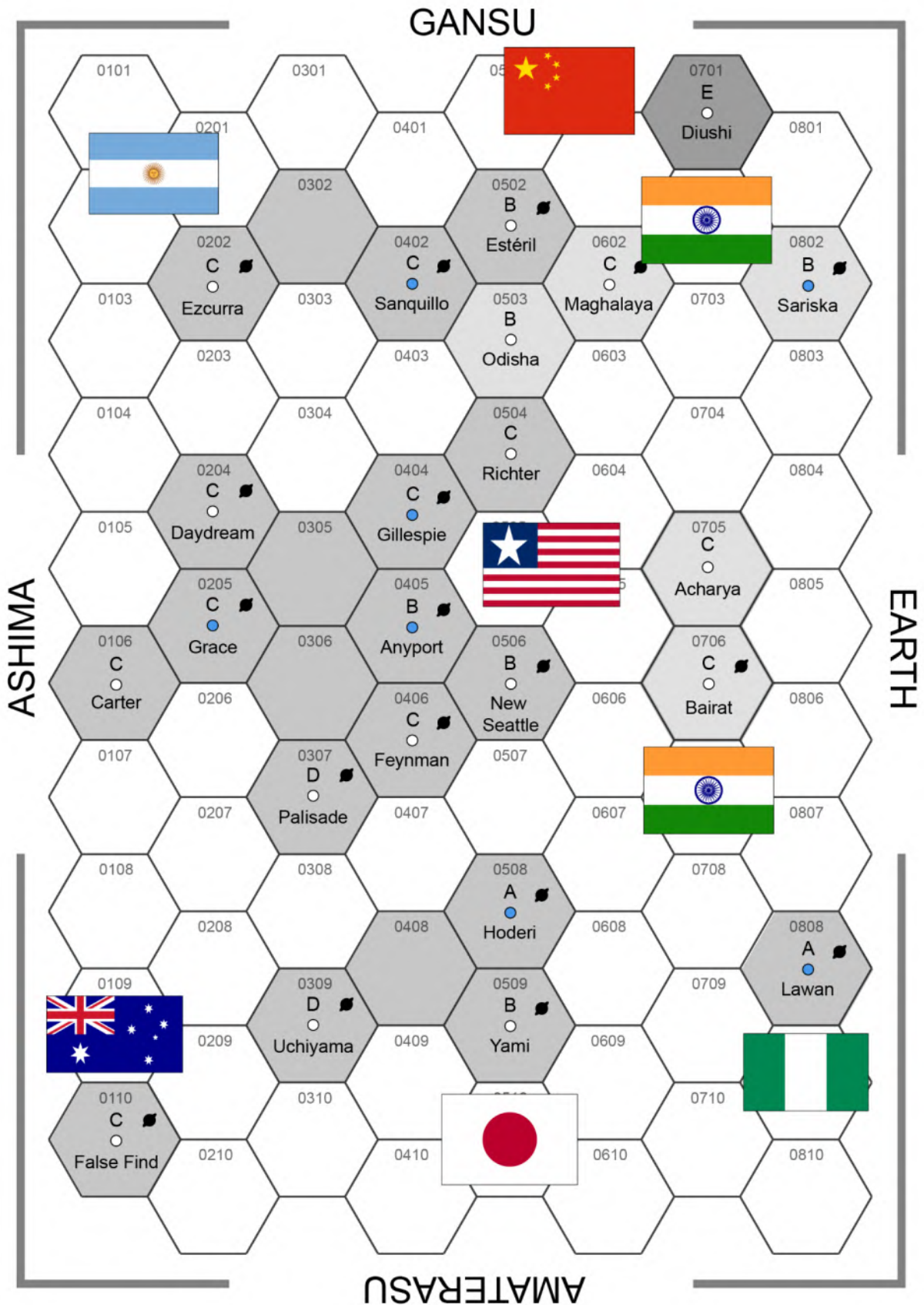
Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
0106	Carter	C530367-B	De Lo Po	310	US	M2 V
0110	False Find	B630586-B	De Ni Po	701	Australia	M5 V
0202	Ezcurra	C420366-B	De Lo Po	821	Argentina	M2 V
0204	Daydream	C8A0488-B	De Ni	412	US	G0 V
0205	Grace	C641487-B	Ni Po	301	US	G8 VI
0307	Palisade	D300267-B	Lo Va	811	US	M3 V
0309	Uchiyama	D440467-B	De Ni Po	501	Japan	M4 V
0402	Sanquillo	C784466-B	Ga Ni	401	Argentina	M4 V
0404	Gillespie	C555587-B	Ag Ga Ni	210	US	G7 V
0405	Anyport	B664487-B	Ag Ga Ni	302	US	K7 V
0406	Feynman	C440367-B	De Lo Po	310	US	G8 V
0502	Estéril	B300467-B	Ni Va	101	Argentina	M3 V
0503	Odisha	B330266-B	De Lo Po	410	India	G8 V K4 V
0504	Richter	C7A0566-B	De Ni	100	US	M2 V
0506	New Seattle	B640466-B	De Ni Po	302	US	K0 V
0508	Hoderi	A877667-B	Ag Ni	702	Japan	G4 V M0 V
0509	Yami	B630666-B	De Ni Po	522	Japan	M3 V
0602	Maghalaya	C530488-B	De Ni Po	601	India	K4 V M1 V M3 V T7 V
0701	Diushi	E8B0366-B	De Lo	510	China	M8 V
0705	Acharya	C730467-B	De Ni Po	400	India	M5 V M5 V M6 V
0706	Bairat	C420366-B	De Lo Po	101	India	M4 V
0802	Sariska	B774787-B	Ag	822	India	M4 V
0808	Lawan	A741566-B	Ni Po	511	Nigeria	K6 V

**Daydream (Mazu 0204)** was named for the effect that some early settlers felt when encountering the atmosphere for the first time. The atmosphere has a high percentage of tiny spores that, when they react with the human body, cause the affected person to experience euphoria, visual and mental hallucinations, changes in perception, nausea, and panic attacks.

**Sanquillo (Mazu 0402)** is the administrative capital of Argentina's colonial holdings in Earth Sector. With the exception of the Argentinian Navy, most colonial departments have their main offices here.

**Anyport (Mazu 0405)** is the home of Walddown, the capital city of the US colonial territory of Mazu Subsector.

**Estéril (Mazu 0502)** is best known as the home of the Argentinian Space Navy. The orbital base has extensive repair facilities and is off-limits to those without permission to be in the system.

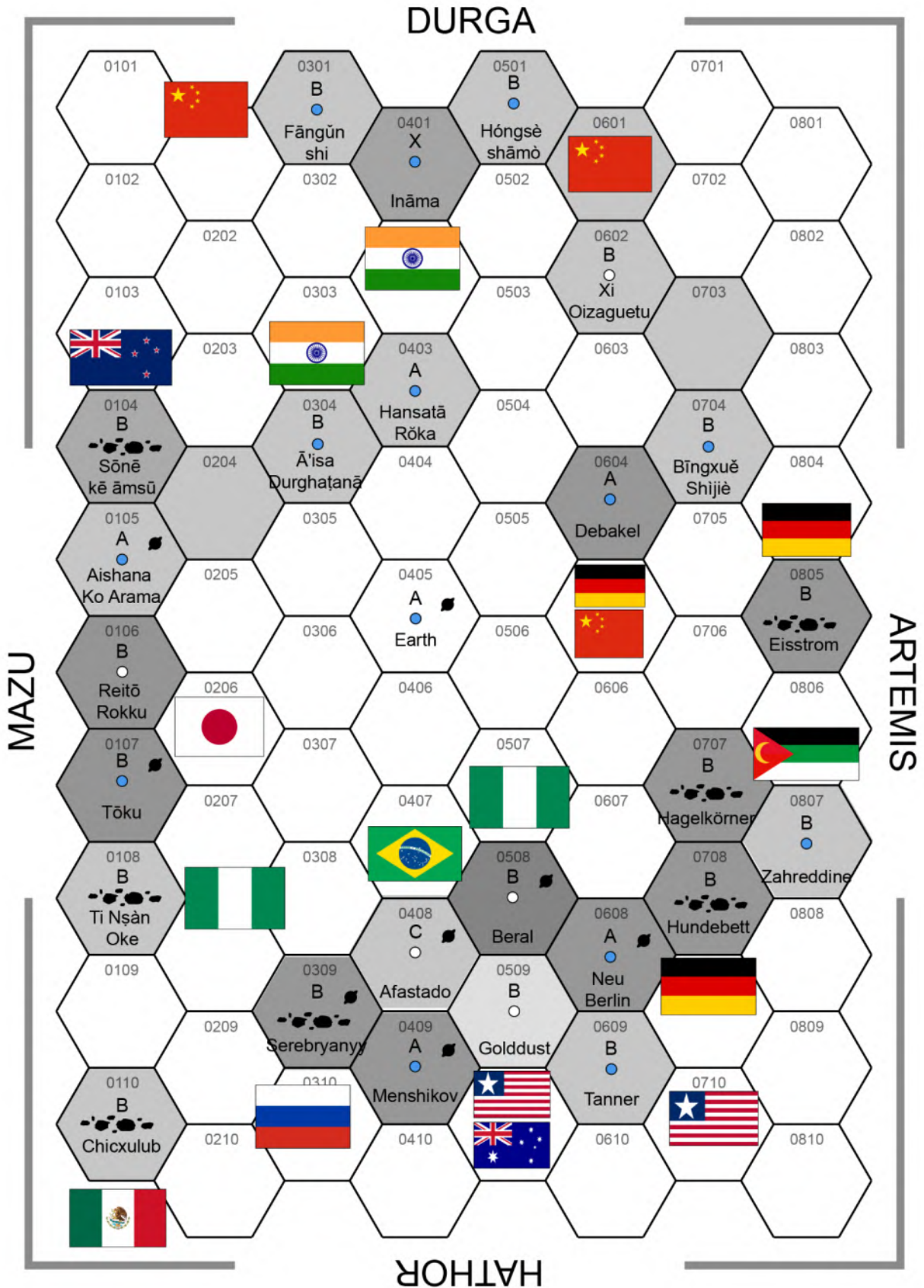


# EARTH SECTOR

## EARTH (SUBSECTOR G)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
0104	Sōnē kē āmsū	B000466-B	As Ni Va	730	New Zealand	M5 V M5 V M5 V
0105	Aishana Ko Arama	A886667-B	Ag Ga Ni Ri	821	India	K5 V K7 V
0106	Reitō Rokku	B400467-B	Ni	300	Japan	M3 V M3 V
0107	Tōku	BAB0267-B	De Lo Ni	201	Japan	M6 V
0108	Ti Nşàn Oke	B000565-B	As Ni Va	621	Nigeria	M1 V M3 V
0110	Chicxulub	B000466-B	As Ni Va	721	Mexico	M4 V
0301	Fāngūn shi	B310467-B	Ni	310	China	M0 V
0304	Ā'isa Durghaṭanā	B643466-B	Po	420	India	M4 V
0309	Serebryanyy	B000467-B	As Ni Va	320	Russia	M4 V
0401	Ināma	B420367-B	Lo Ni	500	India	M0 V
0403	Hansatā Rōka	A531565-B	Ni Po	100	India	M3 V
0405	Earth	A867A76-D	Ga Hi Ht Ri	134	Divided	G2 V
0408	Afastado	C300464-A	Ni	621	Brazil	M2 V
0409	Menshikov	A867766-B	Ag Ga Ri	721	Russia	G8 V
0501	Hóngsè shāmò	BAB0366-B	De Lo Ni	510	China	M3 V
0508	Beral	B300367-B	Lo Ni	611	Nigeria	M5 V M6 V
0509	Golddust	B400466-B	Ni	410	US/Australia	M5 V
0602	Xi Oizaguetu	B300367-B	Lo Ni	530	China	K5 V T1 T6
0604	Debakel	AAB0765-B	De	710	Germany/China	G2 V K0V M5 V
0608	Neu Berlin	A967845-C	Ga Ht Ri	323	Germany	K2 V
0609	Tanner	B410366-B	Lo Ni	400	US	M6 V
0704	Bīngxuě Shijìè	B744668-B	Ag Ga Ni	400	China	L7 T0
0707	Hagelkörner	B000666-B	As Ni Va	610	Germany	M6 V
0708	Hundebett	B000665-B	As Ni Va	610	Germany	A1 V DA2
0805	Eisstrom	B000665-B	As Ni Va	710	Germany	M4 V
0807	Zahreddine	B6B0466-B	De Ni	500	Pan-Islamic Caliphate	M1 V





## EARTH SECTOR

### ARTEMIS (SUBSECTOR H)

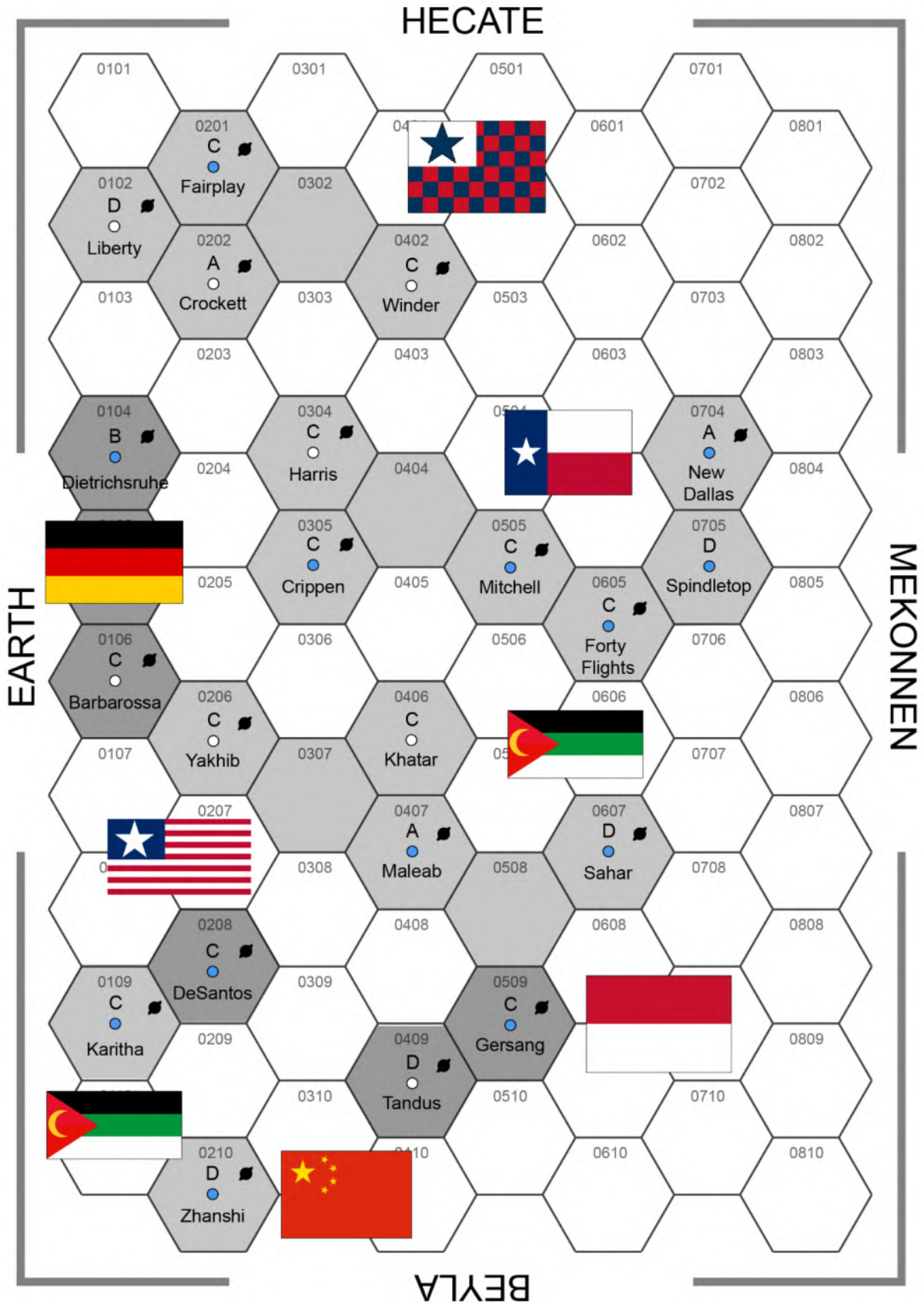
Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0102</b>	Liberty	D320366-B	De Lo Po	602	SoAll	M0 V
<b>0104</b>	Dietrichsrue	B653687-B	Ni Po	501	Germany	M5 V M7 V
<b>0106</b>	Barbarossa	C630466-B	De Ni Po	602	Germany	M7 V
<b>0109</b>	Karitha	C6A0567-B	De Ni	801	P-IC	M5 V M8 V
<b>0201</b>	Fairplay	C899466-B	Ni	312	SoAll	K3 V
<b>0202</b>	Crockett	A550567-B	De Ni Po	311	SoAll	G9 V
<b>0206</b>	Yakhib	C730466-B	De Ni Po	511	P-IC	G5 V
<b>0208</b>	DeSantos	C661567-B	Ni	332	US	K4 V
<b>0210</b>	Zhanshi	DGB0368-B	De Lo	602	China	K0 V
<b>0304</b>	Harris	C6A0367-B	De Lo	712	Texas	M4 V M6 V
<b>0305</b>	Crippen	C994487-B	Ni	312	Texas	M3 V
<b>0402</b>	Winder	C310367-B	Lo	413	SoAll	K3 V
<b>0406</b>	Khatar	C200368-B	Lo Va	700	P-IC	G0 V K7 V
<b>0407</b>	Maleab	A798568-B	Ni	112	P-IC	K3 V K5 V M2 V
<b>0409</b>	Tandus	D300266-B	Lo Va	111	Indonesia	M3 V
<b>0505</b>	Mitchell	C410267-B	Lo	211	Texas	K0 V M5 V DA4
<b>0509</b>	Gersang	C751466-B	Ni Po	702	Indonesia	K3 V M4 V M7 V
<b>0605</b>	Forty Flights	C784487-B	Ag Ga Ni	601	Texas	K0 IV
<b>0607</b>	Sahar	D741568-B	Ni Po	501	P-IC	M0 V
<b>0704</b>	New Dallas	A652586-B	Ni Po	701	Texas	F9 V
<b>0705</b>	Spindletop	D440367-B	De Lo Po	400	Texas	M7 V

**Crockett (Artemis 0202)** is the capital world of the Southern Alliance's interstellar colonies. Despite the given hydrographic code, the planet does have some naturally occurring water located in small aquifers. There are often dust storms which can vary from being small and localized to nearly planetwide.

**Maleab (Artemis 0407)** is the capital of the Pan-Islamic Caliphate's interstellar colonies. Maleab is a world which has 84% of its surface covered in water. The capital city of the Caliphate's holdings is located in the port which orbits the planet.

**New Dallas (Artemis 0704)** is the capital of the Republic of Texas' colonial holdings in Earth Sector. Many locals joke that the planet is misnamed as the planet's rugged and arid terrain, with only a few small seas on the surface, is more reminiscent of the Big Bend area of Texas rather than Nortex.





## EARTH SECTOR

### ILYTHIA (SUBSECTOR I)

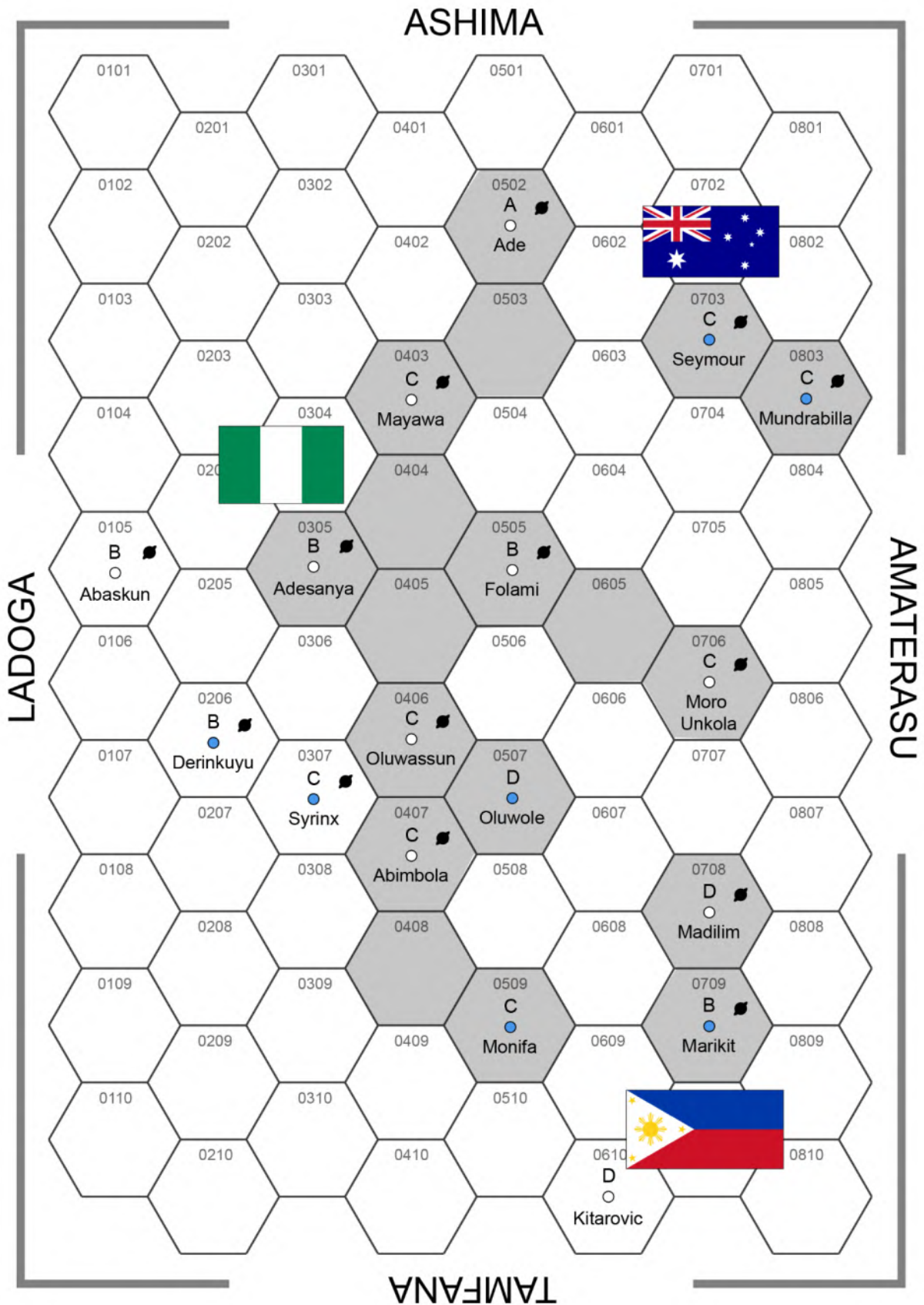
Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0105</b>	Abaskun	B420556-B	De Ni Po	523	Ind	M9 V
<b>0206</b>	Derinkuyu	B643542-A	Ni Po	531	Ind	M8 V
<b>0305</b>	Adesanya	B420467-B	De Ni Po	401	Nigeria	M0 V
<b>0307</b>	Syrinx	C6A0324-C	De Lo	701	Ind	G7 V
<b>0403</b>	Mayawa	C9A0367-B	De Lo	401	Nigeria	M7 V
<b>0406</b>	Oluwassun	C420467-B	De Ni Po	522	Nigeria	M6 IV
<b>0407</b>	Abimbola	C510467-B	Ni	622	Nigeria	M8 V
<b>0502</b>	Ade	A689587-C	Ag Ga Ht Ni	331	Nigeria	K0 V
<b>0505</b>	Folami	B841467-B	Ni Po	103	Nigeria	F9 V M5 V
<b>0507</b>	Oluwole	D620367-B	De Lo Po	901	Nigeria	K4 V
<b>0509</b>	Monifa	C6A0367-B	De Lo	510	Nigeria	M8 V
<b>0610</b>	Kitarović	CBE0215-B	De Lo	620	Ind	K1 V M3 V
<b>0703</b>	Seymour	B330467-B	De Ni Po	201	Australia	K4 V
<b>0706</b>	Moro Unkola	C7B0467-B	De Ni	501	Nigeria	M2 V
<b>0708</b>	Madilim	D6B0467-B	De Ni	501	Philippines	M2 V
<b>0709</b>	Marikit	B879687-B	Ag Ni	311	Philippines	F1 V
<b>0803</b>	Mundrabilla	C853567-B	Ni Po	501	Australia	M7 V

Nigeria's colonies dominate the subsector with only a handful of colonial holdings by Australia and the Philippines. There are four independent worlds including **Kitarović (Ilythia 0610)** which is owned by a Croatian mining company, Veliki Rudnik.

Another independent world, **Syrinx (Ilythia 0307)**, is populated by a human group which opposes sexual reproduction in favor of cloning and other methods of human creation. All persons who wish to become citizens must agree to have samples taken for future procreation.

**Ade (Ilythia 0502)** is the capital of Nigeria's colonial holdings in Earth Sector. It is also home to their largest naval base which orbits the planet. 94% of the planet is covered in water and the chief export of the planet is the abundant sea life which is sent to other worlds for a myriad of purposes.

**Marikit (Ilythia 0708)** and **Madilim (Ilythia 0708)** are the only interstellar colonies owned by the government of the Philippines. Marikit is the capital and home of the nation's stellar navy as well.



## EARTH SECTOR

### AMATERASU (SUBSECTOR J)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0102</b>	Grenfell	D400366-B	Lo Va	211	Australia	K4 V
<b>0107</b>	Droë Meer	C641367-B	Lo Po	821	S Africa	K9 V M2 V
<b>0108</b>	Inkundu	B9A0367-B	De Lo	733	S Africa	M6 V M9 V
<b>0109</b>	Ekhaya	C653267-B	Lo Po	630	S Africa	M4 V M5 V
<b>0204</b>	Potop	B69A486-B	Ni Wa	401	Poland	G6 V
<b>0205</b>	Bezuzyteczny	B300367-B	Lo Va	700	Poland	M1 V
<b>0301</b>	Hinton	A797686-C	Ag Ht Ni	811	Australia	K0 V
<b>0304</b>	Proch	C630486-B	De Ni Po	600	Poland	M4 V
<b>0306</b>	Śmierć	C8B0366-B	De Lo	101	Poland	M7 V
<b>0404</b>	Wilmanski	C610366-B	Lo	631	Poland	M2 V
<b>0405</b>	Rudnicki	A783586-B	Ni	912	Poland	G0 V M5 V
<b>0506</b>	Pustynia	C8A0366-B	De Lo	631	Poland	M0 V
<b>0508</b>	Apiyo	C410266-B	Lo	303	Kenya	M5 V
<b>0601</b>	Vão	C410386-B	Lo	900	Brazil	M2 IV M2 V
<b>0603</b>	Pontes	C642586-B	Ni Po	512	Brazil	G3 V K3 V
<b>0606</b>	Mrembo	A965686-C	Ag Ga Ht Ri	921	Kenya	B5 V F5 V
<b>0703</b>	Bela Casa	B8C0467-B	De Ni	620	Brazil	M6 V
<b>0704</b>	Tristeza	C200367-B	Lo Va	531	Brazil	M7 V
<b>0706</b>	Huzuni	C9E0367-B	De Lo	200	Kenya	M8 V M8 V
<b>0708</b>	Ukungu	C9B0767-B	De Lo	411	Kenya	G0 V M9 V
<b>0710</b>	Haina Maana	C300267-B	Lo Va	900	Kenya	M9 V
<b>0801</b>	Obregon	B620467-B	De Ni Po	812	Mexico	F5 V

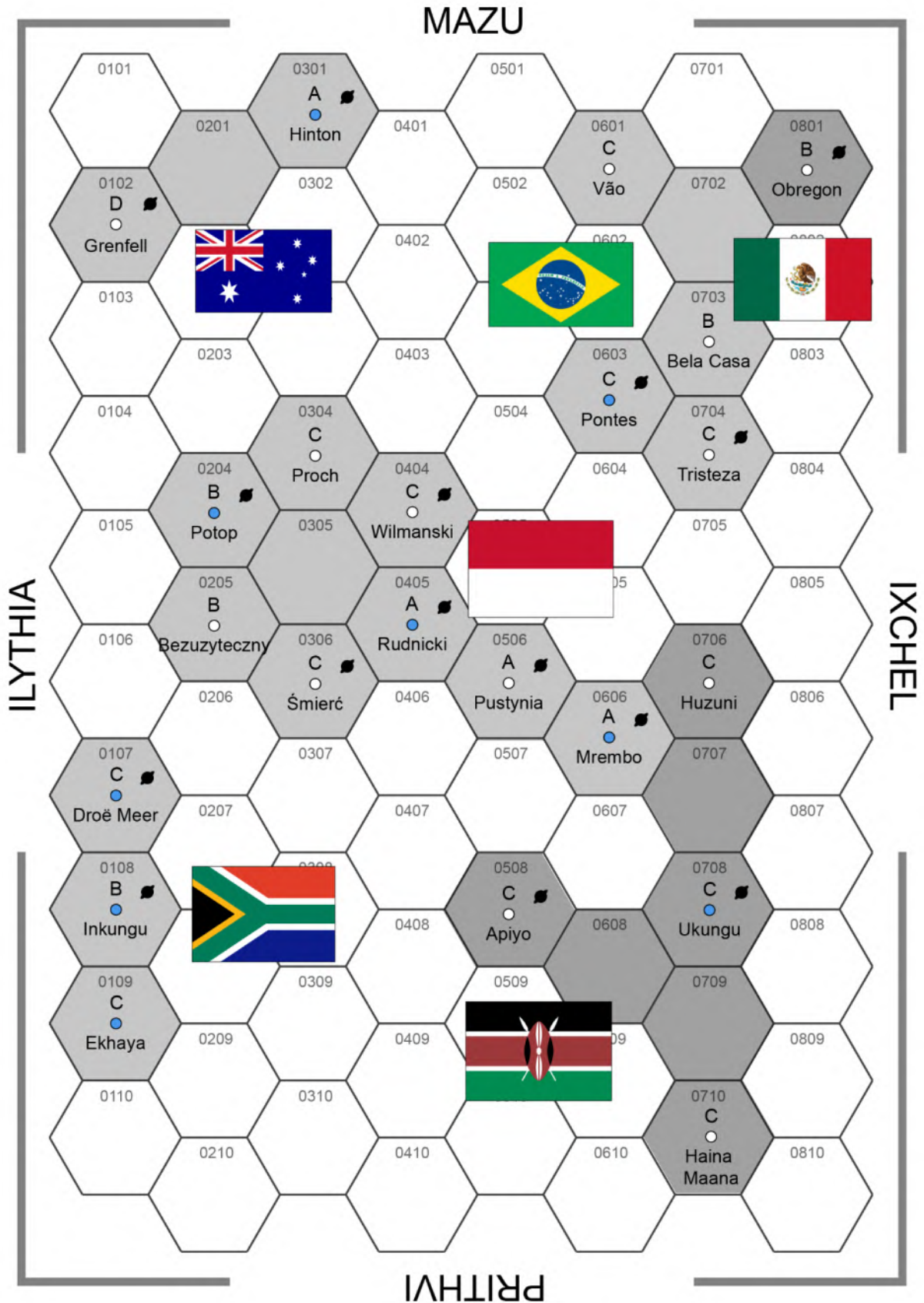
All of South Africa's interstellar colonies are located in this subsector. The capital for these colonies is located in the city of Mandela on **Inkundu (Amaterasu 0108)**.

Poland's colonial holdings dominate the center of the subsector. Poland's colonial capital is located on **Rudnicki (Amaterasu 0405)**.

**Hinton (Amaterasu 0301)** is the shining jewel of Australia's colonial holdings. It is also home to the Australian colonial government and their space navy in Earth Sector.

The entirety of Kenya's interstellar colonies is also located in Amaterasu Subsector. Their primary colony, **Mrembo (Amaterasu 0606)**, is also the capital of their holdings as well as the primary naval base for their space navy.





## EARTH SECTOR

### IXCHEL (SUBSECTOR K)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0104</b>	Tiomno	A663686-B	Ni Ri	603	Brazil	G5 V
<b>0109</b>	Almyrós	B740467-B	De Ni Po	601	Greece	F4 V K5 V M0 V
<b>0209</b>	Antoniadi	C320467-B	De Ni Po	833	Greece	M4 IV
<b>0301</b>	Ubezhische	B653467-B	Ni Po	501	Russia	K7 V
<b>0303</b>	Priglasheniye	C9A0467-B	De Ni	402	Russia	M5 V
<b>0305</b>	Désolation	B331486-B	Ni Po	500	France	M1 V
<b>0401</b>	Veseliye	A200467-B	Ni Va	611	Russia	M9 V
<b>0404</b>	Bosler	B300367-B	Lo Va	603	France	M6 V
<b>0409</b>	Inutile	B510366-B	Lo	511	Austria	M3 V M8 V
<b>0605</b>	Langevin	BA94586-B	Ag Ni	701	France	F4 V M3 V
<b>0606</b>	Boue	C683486-B	Ni	120	France	M0 IV
<b>0608</b>	Schrödinger	B752467-B	Ni Po	111	Austria	K9 V M0 V
<b>0701</b>	Adams	B8A0467-B	De Ni Po	511	US	M3 V
<b>0706</b>	Brumeux	B6B0567-B	De Ni	203	France	M0 V M7 V
<b>0707</b>	Brachet	C410367-B	Lo	801	France	M4 V
<b>0801</b>	Qingtie	C764567-B	Ag Ga Ni	601	China	K1 V M5 V
<b>0802</b>	Mingyun	CD9A367-B	Lo Wa	911	China	K9 V
<b>0806</b>	Océania	A869687-C	Ga Ht Ni Ri	611	France	G4 V M0 V

While the majority of Brazil's colonial holdings are in neighboring Amaterasu Subsector, the capital and most important of the Brazillian colonies is **Tiomno (Ixchel 0104)**. Most colonial offices are located here as is the primary colonial naval base for the nation.

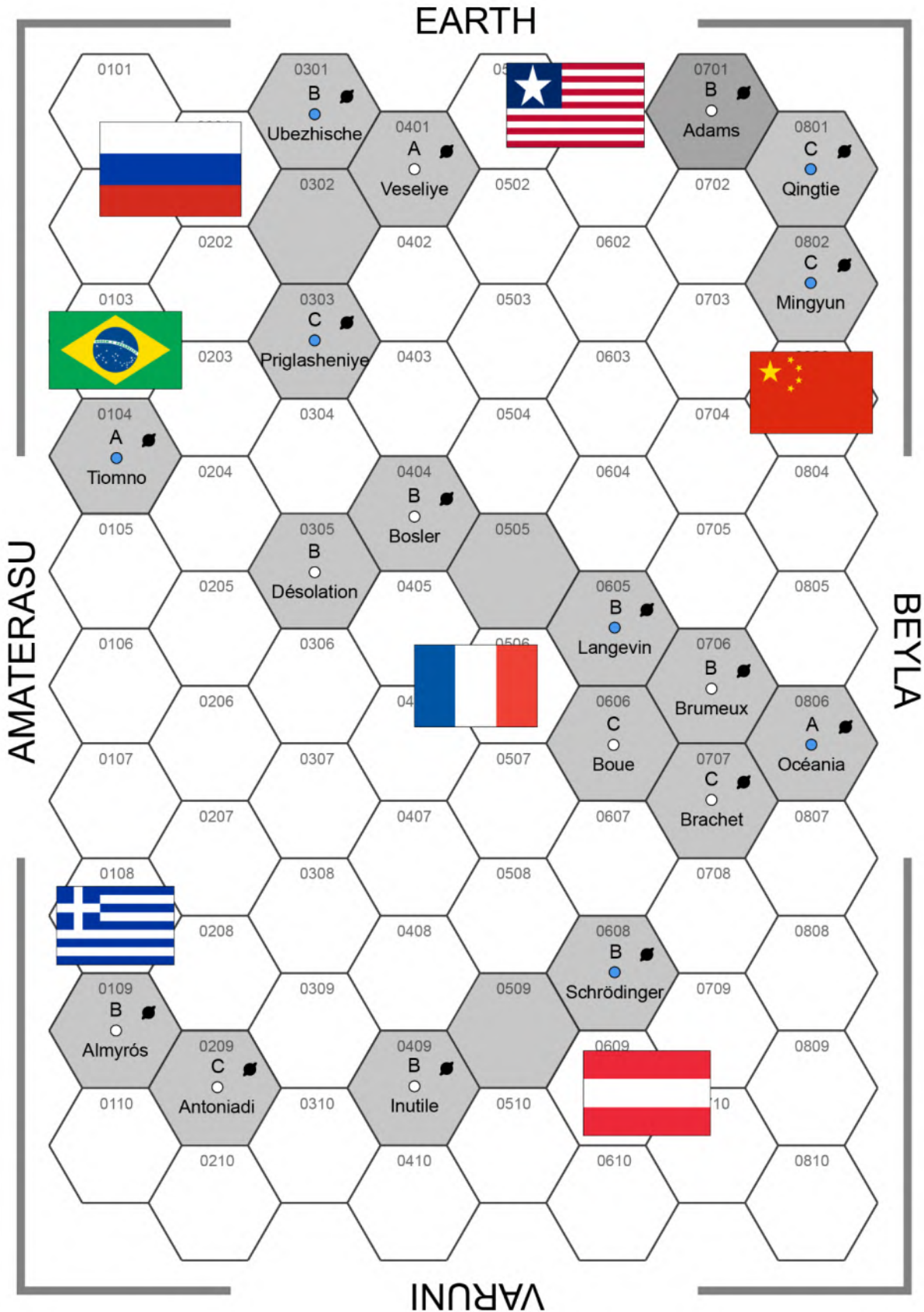
Both of Greece's interstellar colonies are located in Ixchel Subsector. The capital and primary shipyard for Greek colonies is located on **Almyrós (Ixchel 0109)**.

All of Russia's colonies outside of Earth Subsector are located in this subsector. However, the capital of the Russian colonies is located on **Menshikov (Earth 0409)**. **Veseliye (Ixchel 0401)** is home to the largest of the Russian Navy's naval bases and one of the largest naval bases in Earth Sector.

France's interstellar colonies are all located in Ixchel Subsector. The most beautiful of the colonies, **Océania (Ixchel 0806)** is also the most populous and most valuable. The true jewel in the crown of the French colonies, Océania is home to humans, Dolphins, and Aquans.

Austria's two interstellar colonies are also located here. **Schrödinger (Ixchel 0608)** is the capital of Austrian holdings in Earth Sector.





## EARTH SECTOR

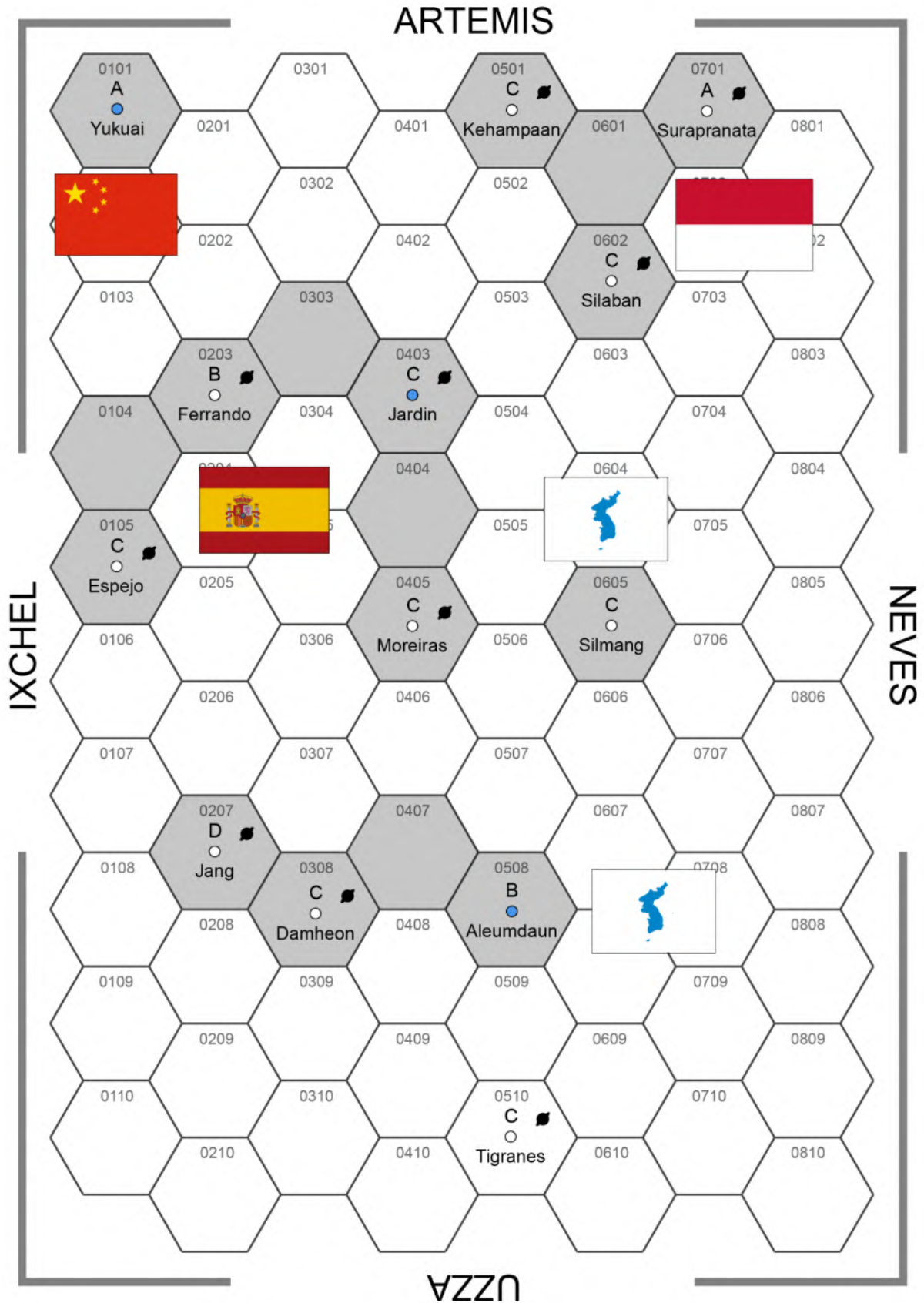
### *BEYLA (SUBSECTOR L)*

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0101</b>	Yukuai	A610667-B	Ni	810	China	M5 V
<b>0105</b>	Espejo	C7C0366-B	De Lo	521	Spain	M6 V
<b>0203</b>	Ferrando	B310466-B	Ni	601	Spain	K0 III
<b>0207</b>	Jang	D420367-B	De Lo Po	302	Korea	M0 V
<b>0308</b>	Damheon	C530467-B	De Ni Po	521	Korea	F5 V M8 V
<b>0403</b>	Jardin	B688487-B	Ga Ni	611	Spain	K1 V DA7
<b>0405</b>	Moreiras	C510467-B	Ni	401	Spain	K0 V M4 V
<b>0501</b>	Kehampaan	C300367-B	Lo Va	811	Indonesia	M2 V
<b>0508</b>	Aleumdaun	B666667-B	Ag Ga Ri	600	Korea	A1 V A2 V M0 V M0 V M2 V M5 V
<b>0510</b>	Tigranes	C9B0317-B	De Lo Po	102	Ind	F7 V
<b>0602</b>	Silaban	C310367-B	Lo	702	Indonesia	G8 V M4 V
<b>0605</b>	Silmang	C300367-B	Lo Va	810	Korea	M2 V
<b>0701</b>	Surapranata	A640586-B	De Ni Po	711	Indonesia	M4 V M5 V

Spain's interstellar colonies are all located in the Beyla Subsector. The capital and most important of the Spanish colonies, **Jardin (Beyla 0403)**, has been discovered to have extensive ruins scattered all over the planet. The world appears to have been home to an advanced alien civilization which used technology which scientists are still struggling to understand.

Korea's four Earth Sector colonies are also located in Beyla Subsector. **Aleumdaun (Beyla 0508)**, in the Castor star system, is the wealthiest of the Korean colonies and the home of their space navy as well as the administrative capital.

The capital of Indonesia's interstellar colonies and chief naval base is located in the **Surapranata (Beyla 0701)** system. Three of Indonesia's colonies are in Beyla Subsector while the others are in neighboring Artemis Subsector.



## EARTH SECTOR

### TAMFANA (SUBSECTOR M)

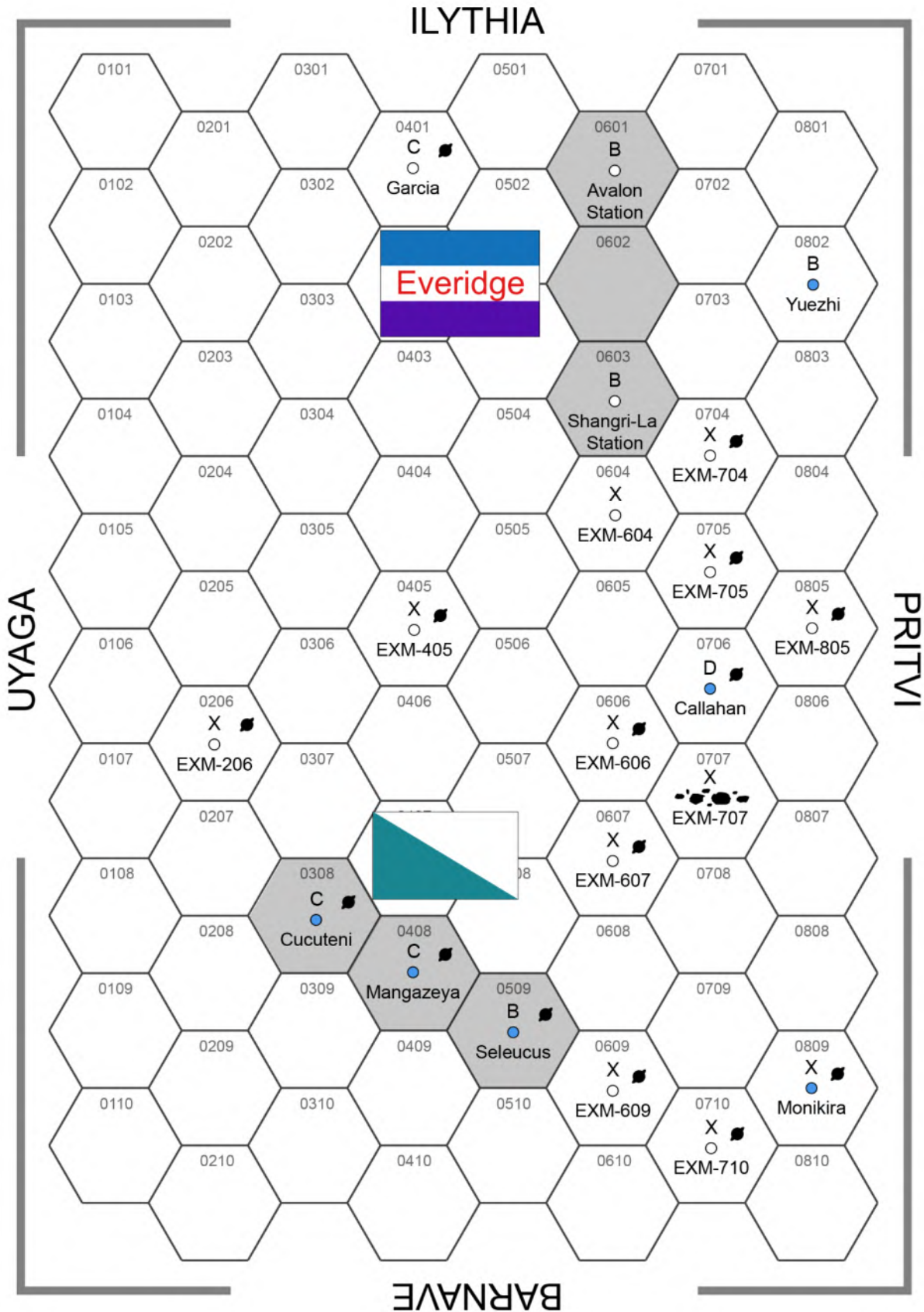
Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0206</b>	EXM-206	X530000-0	Ba De	031	N/A	M1 V
<b>0308</b>	Cucuteni	C656643-A	Ag Ga Ni	631	SC	K1 V
<b>0401</b>	Garcia	D784487-A	Ga Ni	632	Ind	K3 V M7 V
<b>0405</b>	EXM-405	X100000-0	Ba Va	001	N/A	M8 V
<b>0408</b>	Mangazeya	C553225-A	Lo Po	622	SC	K4 V
<b>0509</b>	Seleucus	B977545-A	Ag Ni	413	SC	G8 V
<b>0601</b>	Avalon Station	B400317-B	Lo Va	210	Everidge Corp	M6 V
<b>0603</b>	Shangri-La Station	B630317-B	De Lo Po	300	Everidge Corp	M5 V
<b>0604</b>	EXM-604	X200000-0	Ba Va	000	N/A	M5 V
<b>0606</b>	EXM-606	X8A0000-0	Ba De	002	N/A	M6 V
<b>0607</b>	EXM-607	X640000-0	Ba De Po	001	N/A	M3 V
<b>0609</b>	EXM-609	X6A0000-0	Ba De	002	N/A	M8 V M9 V M9 V
<b>0704</b>	EXM-704	X200000-0	Ba Va	003	N/A	G3 V
<b>0705</b>	EXM-705	X8B0000-0	Ba De	021	N/A	F1 V
<b>0706</b>	Callahan	D652333-A	Lo Po	302	Ind	K1 IV
<b>0707</b>	EXM-707	X000000-0	Ba Va	010	N/A	A9 V
<b>0710</b>	EXM-710	X8B0000-0	Ba De	001	N/A	M1 V
<b>0802</b>	Yuezhi	B695688-A	Ag Ni	800	Ind	K6 V M7 V
<b>0805</b>	EXM-805	X8A0000-0	Ba De	011	N/A	M8 V
<b>0809</b>	Monikira	X674532-3	Ag Lo Ni	501	Monikira	G5 V

Everidge Corporation, a large mining conglomerate, rules two systems in the Tamfana Subsector. **Avalon Station (Tamfana 0601)** is the primary headquarters for the corporation following their move from Kentucky in the Southern Alliance.

The Seleucid Confederation is a mutual defense league set up by diplomats from **Seleucus (Tamfana 0509)**. These worlds felt threatened by the belief that the nations of Earth might make a move on their independent systems and that it might be best to ally with one another to fight off such an attack.

**Monikira (Tamfana 0809)** was first visited in 2334 by Nigerian explorers. It was found to be home to a minor alien race, the Monikirans, which are currently at TL3. The Monikirans were the first living alien race discovered by humanity. So far, while several nations have visited the planet and made contact with the Monikirans, there has been no attempt to create a human settlement on the planet.





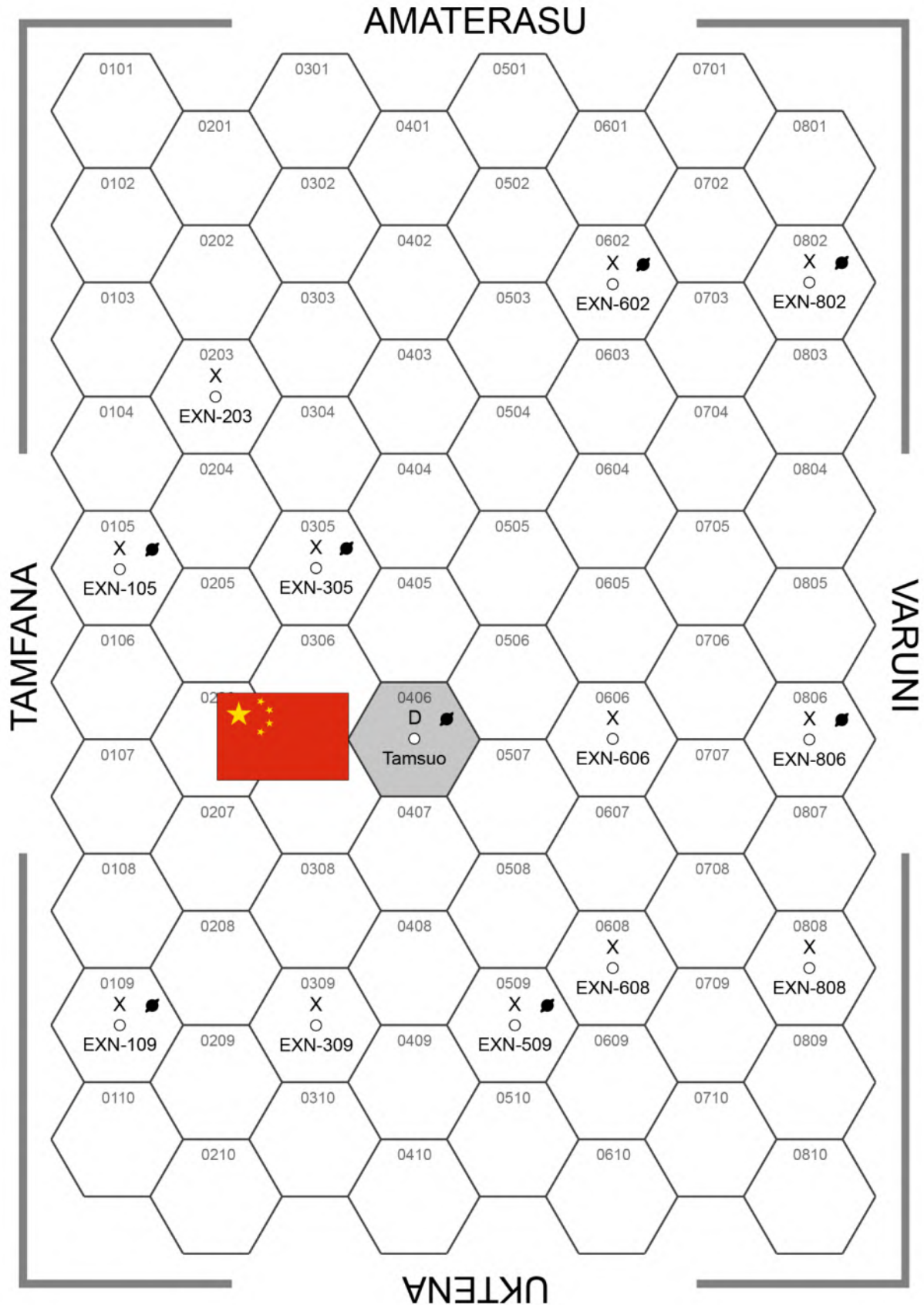


## EARTH SECTOR

### PRITHVI (SUBSECTOR N)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
0105	EXN-105	X620000-0	Ba De Po	021	N/A	M3 V
0109	EXN-109	X540000-0	Be De Po	012	N/A	M1 V
0203	EXN-203	X200000-0	Ba Va	000	N/A	K2 V
0305	EXN-305	X100000-0	Ba Va	001	N/A	M3 V
0309	EXN-309	X8C0000-0	Ba De	010	N/A	M3 V
0406	Tamsuo	D550367-B	De Lo Po	501	China	M7 V
0509	EXN-509	X630000-0	Ba De Po	031	N/A	M6 V M9 V
0602	EXN-602	X300000-0	Ba Va	001	N/A	M6 V
0606	EXN-606	X410000-0	Ba	000	N/A	K4 V
0608	EXN-608	X100000-0	Ba Va	000	N/A	M9 V
0802	EXN-802	X310000-0	Ba	032	N/A	M5 V
0806	EXN-806	X100000-0	Ba Va	001	N/A	K6 V
0808	EXN-808	X520000-0	Ba De Po	030	N/A	K0 V M5 V

**Tamsuo (Prithvi 0406)** is home to a Chinese exploratory base dedicated to further exploring the rimward regions of Earth Sector and beyond into Ubuntu Sector. Rumors abound that the Chinese explorers that founded the base located ruins of an advanced alien civilization, but these rumors have been dismissed as spacer legends.



## EARTH SECTOR

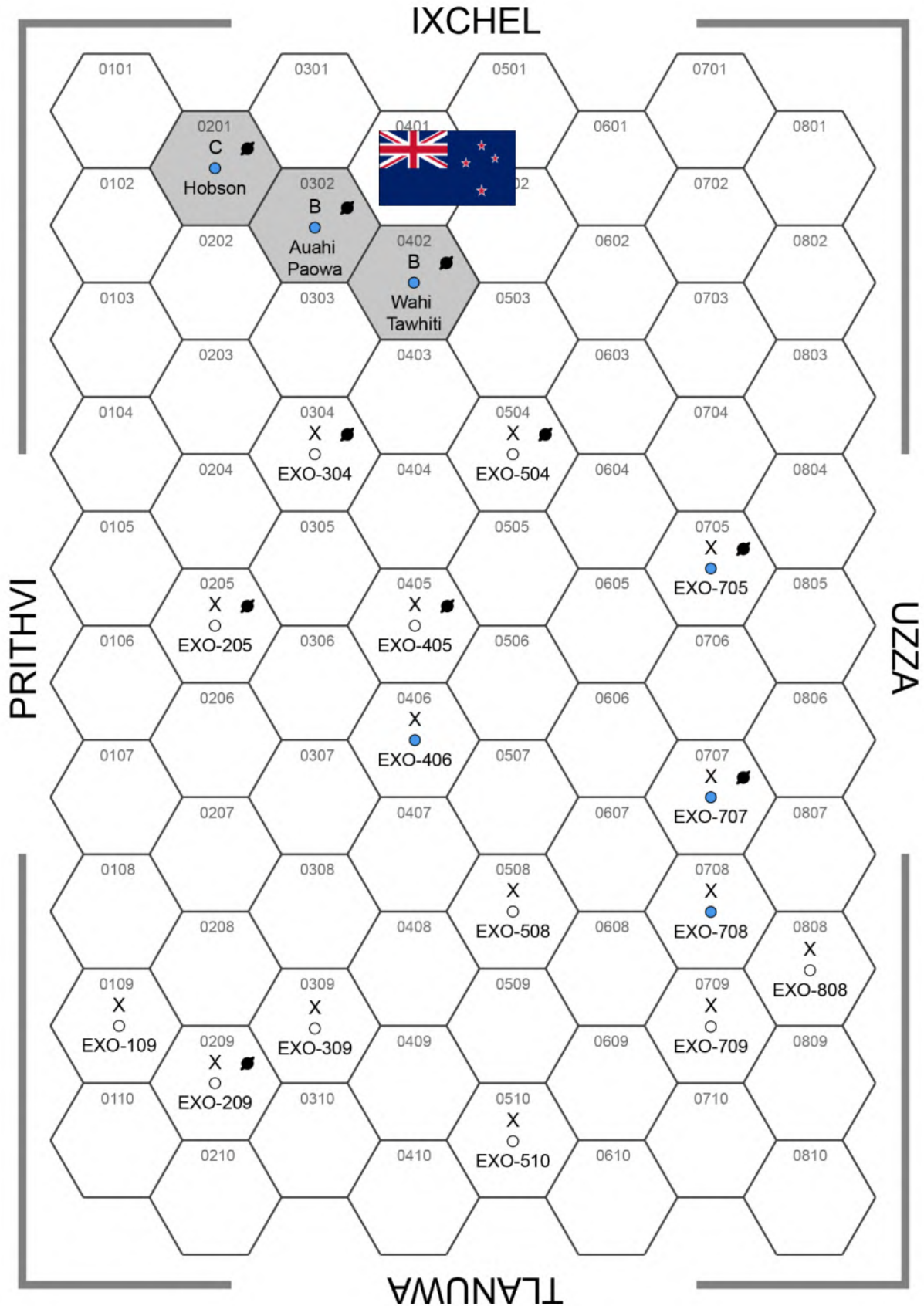
### VARUNI (SUBSECTOR D)

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0109</b>	EXO-109	X410000-0	Ba	000	N/A	M1 V
<b>0201</b>	Hobson	C442367-B	Lo Po	602	New Zealand	K2 III
<b>0205</b>	EXO-205	X530000-0	Ba De Po	003	N/A	M0 V
<b>0209</b>	EXO-209	X8A0000-0	Ba De	002	N/A	M3 V
<b>0302</b>	Auahi Paowa	BGB0386-B	De Lo	801	New Zealand	M1 V
<b>0304</b>	EXO-304	XAB0000-0	Ba De	021	N/A	K5 V M3 V
<b>0309</b>	EXO-309	X500000-0	Ba Va	000	N/A	M9 V
<b>0402</b>	Wahi Tawhiti	B510267-B	Lo	822	New Zealand	M1 V
<b>0405</b>	EXO-405	X400000-0	Ba Va	001	N/A	K0 V M1 V
<b>0406</b>	EXO-406	X652386-B	De Po	810	Ind	K0 III M2 V
<b>0504</b>	EXO-504	X100000-0	Ba Va	023	N/A	M7 V
<b>0508</b>	EXO-508	X200000-0	Ba Va	000	N/A	M1 V
<b>0510</b>	EXO-510	X650000-0	Ba De Po	000	N/A	M0 V
<b>0705</b>	EXO-705	X683477-1	Po	622	Ind	F5 V
<b>0707</b>	EXO-707	X631000-0	Ba Po	011	N/A	M9 V
<b>0708</b>	EXO-708	X952000-0	Ba Po	010	N/A	M5 V
<b>0709</b>	EXO-709	X100000-0	Ba Va	000	N/A	G2 V M8 V
<b>0808</b>	EXO-808	X560000-0	Ba De	000	N/A	M1 V

Three of New Zealand's four interstellar colonies are located in Varuni Subsector. The most valuable of these three colonies, **Auahi Paowa (Varuni 0302)**, is a superterran with an atmosphere of helium, ammonia, and methane.

**EXO-406 (Varuni 0406)** is a recent settlement of Quebecois that are colonizing this world. As of 2350, the settlers have been there for six standard months and are still in the process of establishing the colony. Currently, they have yet to agree on a name and there is no functioning starport. Names which are under consideration include Stadaconé, Tadoussac, Radisson, Saguenay, Baillargeon, and d'Hiberville.

Though no official name has been given to it, **EXO-705 (Varuni 0705)** is home to the Porangi race of flying squirrel-like aliens. The aliens themselves have no name for the planet, other than referring to it as home. While the New Zealanders have visited the planet several times, there have been no attempts to establish a human presence on EXO-705.



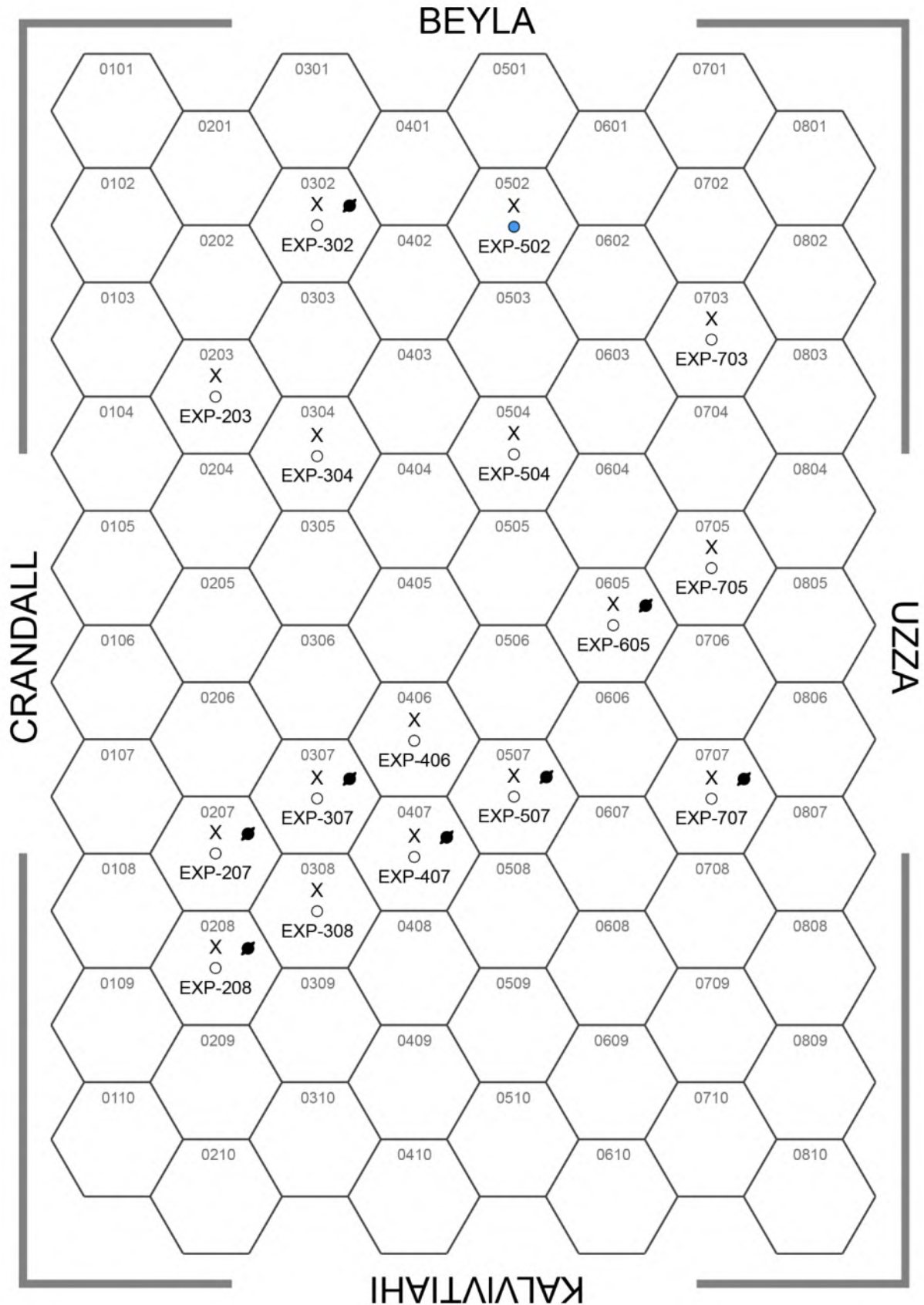
## *EARTH SECTOR*

### *UZZA (SUBSECTOR P)*

Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0203</b>	EXP-203	X400000-0	Ba Va	030	N/A	M2 V M3 V
<b>0207</b>	EXP-207	X420000-0	Ba De Po	001	N/A	F7 V K4 V
<b>0208</b>	EXP-208	X430000-0	Ba De Po	002	N/A	K8 V
<b>0302</b>	EXP-302	X9A0000-0	Ba De	021	N/A	K0 V K9 V M1 V
<b>0304</b>	EXP-304	X8B0000-0	Ba De	010	N/A	B3 V M0 V
<b>0307</b>	EXP-307	X100000-0	Ba Va	001	N/A	O1V F8 V M0 V
<b>0308</b>	EXP-308	X210000-0	Ba	000	N/A	M9 V
<b>0406</b>	EXP-406	X310000-0	Ba	010	N/A	M5 V M4 V
<b>0407</b>	EXP-407	X430000-0	Ba De Po	001	N/A	K6 V
<b>0502</b>	EXP-502	X442000-0	Ba Po	000	N/A	M6 V M3 V
<b>0504</b>	EXP-504	X530000-0	Ba De Po	020	N/A	M8 V
<b>0507</b>	EXP-507	X7A0000-0	Ba	002	N/A	M6 V
<b>0605</b>	EXP-605	X300000-0	Ba Va	001	N/A	M6 V
<b>0703</b>	EXP-703	X100000-0	Ba Va	020	N/A	M5 V M6 V M8 V
<b>0705</b>	EXP-705	X8C0000-0	Ba De	000	N/A	M4 V
<b>0707</b>	EXP-707	X410000-0	Ba	032	N/A	K7 V

There are currently no human settlements in Uzza Subsector.





### CHARACTERS

Character creation for Earth Sector characters should follow the rules outlined in *Clement Sector: The Rules* on p.26-29 and use the character careers presented in this book and *Diverse Roles: A Clement Sector Career Catalog*. This process will provide a detailed background for characters which may be used in the setting.

During Step 1 of the process, you may choose to be a human, uplift, or altrant. These choices remain the same except that, as an Earth sector character you may also choose to play as an alien (see p.224) or a different type of uplift (see p.198). Yetis, Kraken, and Quetzals are native to Clement Sector (see *Wondrous Menagerie: Uplifts in Clement Sector*) and are not available for play in Earth Sector.

When determining an Earth Sector character's Subsector of Origin, use the chart on p.77. When determining the character's planet of origin, use the charts beginning on p.77 and subsequently the Background Skills (p.87) for that world and Primary Language of that world (p.98).

The remainder of character generation is the same as for a Clement Sector character.

Earth achieved TL13 in 2345 and is the only world to do so at this point. As anyone born into TL13 medicine will only be five years old as of the current time period of 2350, characters born on Earth should use the aging chart for TL12 characters.

## *EARTH SECTOR*

**TABLE 1: SUBSECTOR OF ORIGIN**

<b>3d6</b>	<b>Subsector of Origin</b>
3	Adroanzi
4	Gansu
5	Durga
6	Hecate
7	Ashima
8	Mazu
9-11	Earth
12	Artemis
13	Ilythia
14	Amaterasu
15	Ixchel
16	Beyla
17	Tamfana
18	Varuni

**TABLE 2: PLANET OF ORIGIN**

### **ADROANZI SUBSECTOR**

<b>D100</b>	<b>Planet of Origin</b>
01-04	Zephyr
05-09	Modena
10-14	Montgomery
15-25	Saint Albans
26-30	Vanderbilt
31-36	Magnum Opus
37-40	Eurydice
41-48	Verkiak
49-59	Antioch
60-66	Endeavour
67-74	Caledonia
75-77	Norfolk
78-79	Lindrath
80-83	Manzanedo
84-87	Dante
88-89	Vidovdan
90-94	Valkyrie
95-96	Perak
97-00	Miasma

## EARTH SECTOR

### GANSU SUBSECTOR

D100	Planet of Origin
01-05	Rosencrantz
06-08	Armonia
09-12	Bellezza
13-15	Abbondanza
16-20	Guildenstern
21-25	Mannerheim
26-30	Pace
31-40	Jubilee
41-45	Zuryuan
46-48	Forza
49-54	Yaoyuan
55-56	Yuancheng
57	Lei
58-59	Odaenathus
60	Javagnarak
61-65	Thunderclap
66-67	Vlok
68-70	Juexin
71-75	Warren
76-79	Jianjue
80-86	New Bristol
87-90	Agamemnon
91-94	Jiandan
95-00	Doda



## *EARTH SECTOR*

### *DURGA SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-05	Hawking
06-12	New Windsor
13-15	Cuiruo
16-19	Clarke
20-22	Folkestone
23-25	Yousi Ban
26-30	Pingdan
31-33	Xinjia
34-40	Ziangtang
41-45	Jingyan
46-48	Yingxiong
49-50	Huailang
51-54	Skön
55-57	Diyin
58	Arthur's World
59-61	Långt
62-63	Dellingr
64-66	Nan
66-70	Virvelwind
71-75	Lettelse
76-80	Vanaheim
81-89	Wangjile
90-92	Solnedgang
93-94	Niflheim
95-00	Bondar





## *EARTH SECTOR*

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### *HEGATE SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-08	Fuglesang
09-14	Linnaeus
15-18	Giaever
19-24	Hadfield
25-38	Augustus
39-42	Misikinepikwa
43-60	Arash
61-65	Tishtrya
66-72	Ansari
73-76	Aufi
77-81	Cabral
81-84	Escobar
85-89	Enheduanna
90-93	Tartessos
94-00	Subashi

### *ASHIMA SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-07	Anacaona
08-13	Tapinoma
14-15	Kismayo
16-20	Kadmoni
21-25	Pogycha
26-31	Cibola
32-35	Bekenstein
36-41	Peres
42-48	Dihya
49-54	Camelot
55-58	Talmi
59-66	Teniayo
67-70	Bowers
71-73	Coolidge
74-83	Apisi
84-93	Hopetoun
94-00	Montoya

## *EARTH SECTOR*

### *MAZU SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-04	Carter
06-11	False Find
12-15	Ezcurra
16-20	Daydream
21-25	Grace
26-28	Palisade
29-33	Uchiyama
24-28	Sanquillo
29-34	Gillespie
35-39	Anyport
40-41	Feynman
42-46	Estéril
47	Odisha
48-50	Richter
51-53	New Seattle
54-60	Hoderi
61-67	Yami
69-73	Maghalaya
74-77	Diushi
78-82	Acharya
83-86	Bairat
87-94	Sariska
95-00	Lawan



## *EARTH SECTOR*

### *EARTH SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-04	Sone Ke Amsu
05-08	Aishan Ko Arama
09-12	Reito Rokku
13	Toku
14-17	Ti Nsan Oke
18-21	Chicxulub
22-25	Fangun Shi
26-29	Aisa Durghatana
30-33	Serebryanny
34-35	Inama
36-40	Hansata Roka
41-52	Earth
53-54	Afastado
55-58	Menshikov
59-60	Hongse Shamo
61-62	Beral
63-66	Golddust
67-68	Xi Oizaguetu
69-73	Debakel
74-80	Neu Berlin
81-86	Tanner
84-87	Hagelkörner
88-91	Hundebett
92-95	Eisstrom
96-00	Zahreddine



## EARTH SECTOR

### ARTEMIS SUBSECTOR

D100	Planet of Origin
01-04	Liberty
05-10	Dietrichsrue
11-16	Barbarossa
17-21	Karitha
22-27	Fairplay
28-32	Crockett
33-36	Yakhib
37-42	DeSantos
42-47	Zhanshi
48-53	Harris
54-58	Crippen
59-63	Winder
64-67	Khatar
68-72	Maleab
73	Tandus
74	Mitchell
75-79	Gersang
80-84	Forty Flights
85-90	Sahar
90-95	New Dallas
96-00	Spindletop



## *EARTH SECTOR*

### *ILYTHIA SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-06	Abaskun
07-12	Derinkuyu
13-18	Adesanya
19-24	Syrinx
25-28	Mayawa
29-34	Oluwassun
35-40	Abimbola
41-46	Ade
47-52	Folami
53-58	Oluwole
59-64	Monifa
65-70	Kitarovic
71-76	Seymour
77-82	Moro Unkola
83-88	Madilim
88-93	Marikit
94-00	Mundrabilla

### *AMATERASU SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-04	Grenfell
05-08	Droë Meer
09-12	Inkundu
13	Ekhaya
14-17	Potop
18-19	Bezutyteczny
20-26	Hinton
27-30	Proch
31-35	Śmierć
36-40	Wilmanski
41-47	Rudnicki
48-49	Pustynia
50	Apiyo
51-53	Vão
54-59	Pontes
60-69	Mrembo
70-78	Bela Casa
79-80	Tristeza
81-84	Huzuni
85-94	Uknungu
95	Haina Maana
96-00	Obregon



## *EARTH SECTOR*

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### *IXCHEL SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-07	Tiomno
08-12	Almyrós
13-18	Antoniadi
19-24	Ubezhishe
25-30	Priglasheniye
31-36	Désolation
37-42	Veseliye
43-48	Bosler
49-54	Inutile
55-60	Langevin
61-66	Boue
67-72	Schrödinger
73-78	Adams
79-84	Brumeux
85-88	Brachet
89-92	Qingtie
93-94	Mingyun
95-00	Océania

### *BEYLA SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-08	Yukuai
09-16	Espejo
17-24	Ferrando
25-32	Jang
33-40	Damheon
41-48	Jardin
49-56	Moreiras
57-64	Kehampaan
65-72	Aleumdaun
73-80	Tigranes
81-88	Silaban
89-92	Silmang
93-00	Surapranata

## *EARTH SECTOR*

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### *TAMFANA SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-16	Cucuteni
17-32	Garcia
33-48	Mangazeya
49-64	Seleucus
65-80	Callahan
81-00	Yuezhi

### *VARUNI SUBSECTOR*

<b>D100</b>	<b>Planet of Origin</b>
01-33	Hobson
34-67	Auahi Paowa
68-98	Wahi Tawhiti
99-00	EXO-406



## EARTH SECTOR

**TABLE 3: BACKGROUND SKILLS**

### ADROANZI SUBSECTOR

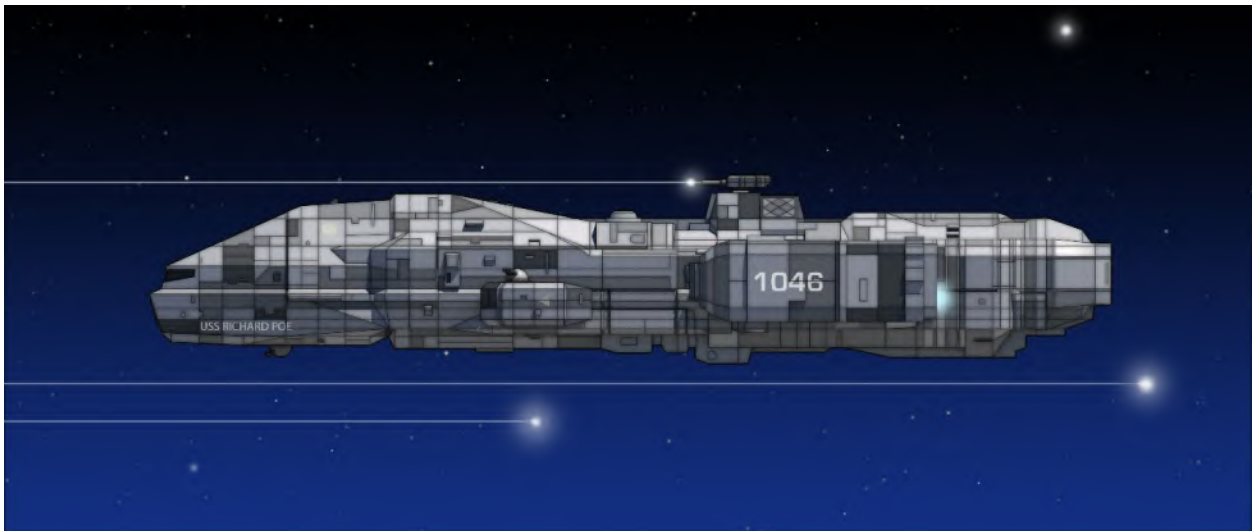
Planet of Origin	Background Skills
Zephyr	Animals (Any) 1 or Survival (Forest) 1
Modena	Vacc Suit 1
Montgomery	Vacc Suit 1
Saint Albans	Animals (Any) 1
Vanderbilt	Vacc Suit 1
Magnum Opus	Survival (Low Pressure) 1 or Vacc Suit 1
Eurydice	Survival (Low Pressure) 1 or Vacc Suit 1
Verkiak	Survival (Desert) 1 or Survival (Mountains) 1
Antioch	Animals (Any) 1
Endeavour	Animals (Any) 1
Caledonia	Survival (Low Pressure) 1 or Survival (Barren) 1
Norfolk	Survival (Cold) 1
Lindrath	Vacc Suit 1
Manzanedo	Survival (Low Pressure) 1 or Survival (Barren) 1
Dante	Vacc Suit 1
Vidovdan	Vacc Suit 1
Valkyrie	Vacc Suit 1
Perak	Vacc Suit 1
Miasma	Vacc Suit 1 or Zero G 1



## *EARTH SECTOR*

### *GANSU SUBSECTOR*

Planet of Origin	Background Skills
Rosencrantz	Animals (Any) 1
Armonia	Survival (Low Pressure) 1 or Survival (Barren) 1
Bellezza	Survival (Desert) 1 or Survival (Mountains) 1
Abbondanza	Vacc Suit 1
Guildenstern	Seafarer (Any) 1 or Survival (Ocean) 1
Mannerheim	Vacc Suit 1
Pace	Vacc Suit 1
Jubilee	Animals (Any) 1 and Science (History) 1
Zuryuan	Vacc Suit 1
Forza	Vacc Suit 1
Yaoyuan	Survival (Mountains) 1
Yuancheng	Survival (Low Pressure) 1 or Survival (Desert) 1
Lei	Survival (Low Pressure) 1 or Survival (Desert) 1
Odaenathus	Vacc Suit 1
Javragarak	Vacc Suit 1
Thunderclap	Survival (Desert) 1 or Survival (Mountains) 1
Vlok	Vacc Suit 1
Juexin	Vacc Suit 1
Warren	Vacc Suit 1
Jianjue	Vacc Suit 1
New Bristol	Drive (Any) 1 or Flyer (Any) 1 or Seafarer (Any) 1
Agamemnon	Drive (Any) 1 or Flyer (Any) 1 or Seafarer (Any) 1
Jiandan	Survival (Low Pressure) 1 or Survival (Desert) 1
Doda	Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1



## *EARTH SECTOR*

### *DURGA SUBSECTOR*

Planet of Origin	Background Skills
Hawking	Survival (Barren) 1 or Survival (Low Pressure) 1
New Windsor	Admin 0 or Streetwise 0 and Flyer (Any) 1
Cuiruo	Vacc Suit 1
Clarke	Vacc Suit 1
Folkestone	Vacc Suit 1
Yousi Ban	Vacc Suit 1
Pingdan	Survival (Desert) 1 or Survival (Low Pressure) 1
Xinjia	Vacc Suit 1
Xiangtang	Survival (Desert) 1 or Survival (Low Pressure) 1 or Survival (Mountains) 1
Jingyan	Vacc Suit 1
Yingxiong	Vacc Suit 1 or Zero G 1
Huailang	Vacc Suit 1
Skön	Vacc Suit 1 or Zero G 1
Diyn	Survival (High Gravity) or Vacc Suit 1 or Zero G 1
Arthur's World	Vacc Suit 1
Långt	Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Dellingr	Vacc Suit 1 or Zero G 1
Nan	Vacc Suit 1 or Zero G 1
Virvelwind	Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Lettelse	Survival (Low Pressure) 1
Vanaheim	Vacc Suit 1 or Zero G 1
Wangjile	Survival (Desert) 1 or Survival (Mountains) 1
Solnedgang	Vacc Suit 1
Niflheim	Vacc Suit 1
Bondar	Vacc Suit 1







## *EARTH SECTOR*

### *HEGATE SUBSECTOR*

<b>Planet of Origin</b>	<b>Background Skills</b>
Fuglesang	Survival (High Gravity) or Vacc Suit 1 or Zero G 1
Linnaeus	Vacc Suit 1
Giaever	Survival (Barren) 1 or Survival (Cold) or Survival (Low Pressure) 1
Hadfield	Survival (Barren) 1 or Survival (Low Pressure) 1
Augustus	Animals (Any) 1 or Survival (Forest) 1 or Flyer (Any) 1
Misikinepikwa	Survival (Barren) 1 or Survival (Low Pressure) 1
Arash	Survival (Cold) 1 or Survival (Forest) 1 or Survival (Desert) 1 and Drive (Any) 1 or Flyer (Any) 1
Tishtrya	Vacc Suit 1
Ansari	Survival (Barren) 1 or Survival (Low Pressure) 1
Aufi	Vacc Suit 1
Cabral	Vacc Suit 1
Escobar	Vacc Suit 1
Enheduanna	Vacc Suit 1
Tartessos	Vacc Suit 1
Subashi	Vacc Suit 1

### *ASHIMA SUBSECTOR*

<b>Planet of Origin</b>	<b>Background Skills</b>
Anacaona	Survival (Desert) 1 or Survival (Low Pressure) 1 or Survival (Mountains) 1
Tapinoma	Vacc Suit 1
Kismayo	Vacc Suit 1
Kadmoni	Survival (Cold) 1 or Survival (Forest) 1 or Survival (Desert) 1 and Drive (Any) 1 or Flyer (Any) 1
Pogycha	Vacc Suit 1
Cibola	Vacc Suit 1 or Zero G 1
Bekenstein	Vacc Suit 1
Peres	Vacc Suit 1
Dihya	Vacc Suit 1
Camelot	Vacc Suit 1 or Zero G 1
Talmi	Vacc Suit 1 or Zero G 1
Teniyao	Survival (Desert) 1 or Survival (Low Pressure) 1 or Survival (Mountains) 1
Bowers	Seafarer (Any) 1 or Survival (Ocean) 1
Coolidge	Vacc Suit 1
Apisi	Animals (Any) 1 or Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Hopetoun	Survival (Barren) 1 or Survival (Low Pressure) 1
Montoya	Survival (Desert) 1 or Survival (Low Pressure) 1

## *EARTH SECTOR*

### *MAZU SUBSECTOR*

<b>Planet of Origin</b>	<b>Background Skills</b>
Carter	Vacc Suit 1
False Find	Vacc Suit 1
Ezcurra	Vacc Suit 1
Daydream	Vacc Suit 1 or Zero G 1
Grace	Survival (Barren) 1 or Survival (Low Pressure) 1
Palisade	Vacc Suit 1
Uchiyama	Survival (Barren) 1 or Survival (Low Pressure) 1
Sanquillo	Animals (Any) 1 or Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Gillespie	Survival (Desert) 1 or Survival (Plains) or Survival (Low Pressure) 1 or Survival (Mountains) 1
Anyport	Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Feynman	Survival (Barren) 1 or Survival (Low Pressure) 1
Estéril	Vacc Suit 1
Odisha	Vacc Suit 1
Richter	Vacc Suit 1 or Zero G 1
New Seattle	Survival (Barren) 1 or Survival (Low Pressure) 1
Hoderi	Animals (Any) 1 or Survival (Cold, Desert, Forest, Heat, Jungle, Mountains, Ocean, Plains, or Swamp) 1 and Electronics (Any) 1
Yami	Vacc Suit 1
Maghalaya	Vacc Suit 1
Diushi	Vacc Suit 1 or Zero G 1
Acharya	Vacc Suit 1
Bairat	Vacc Suit 1
Sariska	Survival (Forest) 1 or Survival (Mountains) 1 or Survival (Swamp) 1
Lawan	Survival (Barren) 1 or Survival (Low Pressure) 1

## *EARTH SECTOR*

### *EARTH SUBSECTOR*

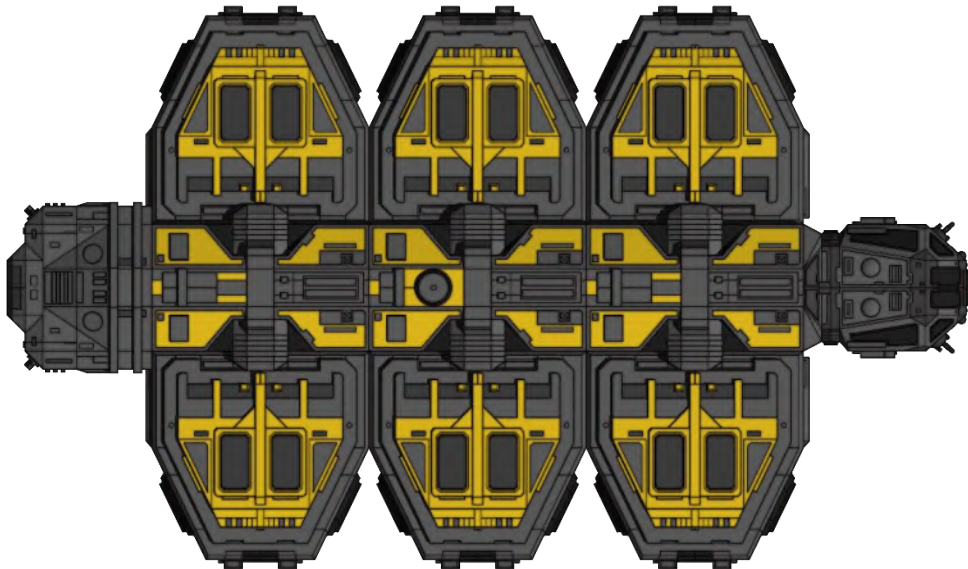
<b>Planet of Origin</b>	<b>Background Skills</b>
Sone Ke Amsu	Vacc Suit 1 and Zero G 1
Aishana Ko Arama	Animals (Any) 1 or Survival (Jungle) 1 or Survival (Plains) 1
Reito Rokku	Vacc Suit 1
Toku	Vacc Suit 1
Ti Nsan Oke	Vacc Suit 1 and Zero G 1
Chicxulub	Vacc Suit 1 and Zero G 1
Fangun Shi	Vacc Suit 1
Aisa Durghatana	Survival (Low Pressure) 1 or Survival (Mountains) 1 or Survival (Plains) 1
Serebryanyy	Vacc Suit 1 and Zero G 1
Inama	Vacc Suit 1
Hansata Roka	Vacc Suit 1 and Zero G 1
Earth	Any Skill at Level 1 and Language (Any) 1
Afastado	Vacc Suit 1
Menshikov	Animals (Any) or Survival (Any except Barren, High Pressure, or Low Pressure)
Hongse Shamo	Vacc Suit 1 or Zero G 1
Beral	Vacc Suit 1
Golddust	Vacc Suit 1 or Zero G 1
Xi Oizaguetu	Vacc Suit 1
Debakel	Vacc Suit 1 or Zero G 1
Neu Berlin	Any Skill at Level 1 and Language (Any) 1
Tanner	Vacc Suit 1
Hagelkörner	Vacc Suit 1 and Zero G 1
Hundebett	Vacc Suit 1 and Zero G 1
Eisstrom	Vacc Suit 1 and Zero G 1
Zahreddine	Vacc Suit 1 and Zero G 1



## *EARTH SECTOR*

### *ARTEMIS SUBSECTOR*

Planet of Origin	Background Skills
Liberty	Vacc Suit 1
Dietrichsrue	Survival (Barren) 1 or Survival (Low Pressure) 1
Barbarossa	Vacc Suit 1
Karitha	Vacc Suit 1 and Zero G 1
Fairplay	Seafarer (Any) 1 or Survival (Ocean) 1
Crockett	Survival (Barren) 1 or Survival (Low Pressure) 1
Yakhib	Survival (Barren) 1 or Survival (Low Pressure) 1
DeSantos	Survival (Desert) 1
Zhanshi	Survival (High Gravity) 1 or Vacc Suit 1 or Zero G 1
Harris	Vacc Suit 1 and Zero G 1
Crippen	Survival (Desert) 1 or Survival (Mountains) 1
Winder	Vacc Suit 1
Khatar	Vacc Suit 1
Maleab	Seafarer (Any) 1 or Survival (Ocean) 1
Tandus	Vacc Suit 1
Mitchell	Vacc Suit 1
Gersang	Survival (Barren) 1 or Survival (Low Pressure) 1
Forty Flights	Survival (Forest) 1 or Survival (Mountains) 1
Sahar	Survival (Barren) 1 or Survival (Low Pressure) 1
New Dallas	Survival (Desert) 1 or Survival (Mountains) 1
Spindletop	Survival (Barren) 1 or Survival (Low Pressure) 1





## *EARTH SECTOR*

### *ILYTHIA SUBSECTOR*

<b>Planet of Origin</b>	<b>Background Skills</b>
Abaskun	Vacc Suit 1
Derinkuyu	Survival (Barren) 1 and Vacc Suit 1
Adesanya	Vacc Suit 1
Syrinx	Vacc Suit 1
Mayawa	Vacc Suit 1 and Zero G 1
Oluwassun	Vacc Suit 1
Abimbola	Vacc Suit 1
Ade	Seafarer (Any) 1 or Survival (Ocean) 1
Folami	Survival (Desert) 1 or Survival (Low Pressure) 1
Oluwole	Vacc Suit 1
Monifa	Vacc Suit 1
Kitarovic	Vacc Suit 1
Seymour	Vacc Suit 1
Moro Unkola	Vacc Suit 1 or Zero G 1
Madilim	Vacc Suit 1 or Zero G 1
Marikit	Any Skill at Level 1
Mundrabilla	Survival (Desert) 1 or Survival (Low Pressure) 1

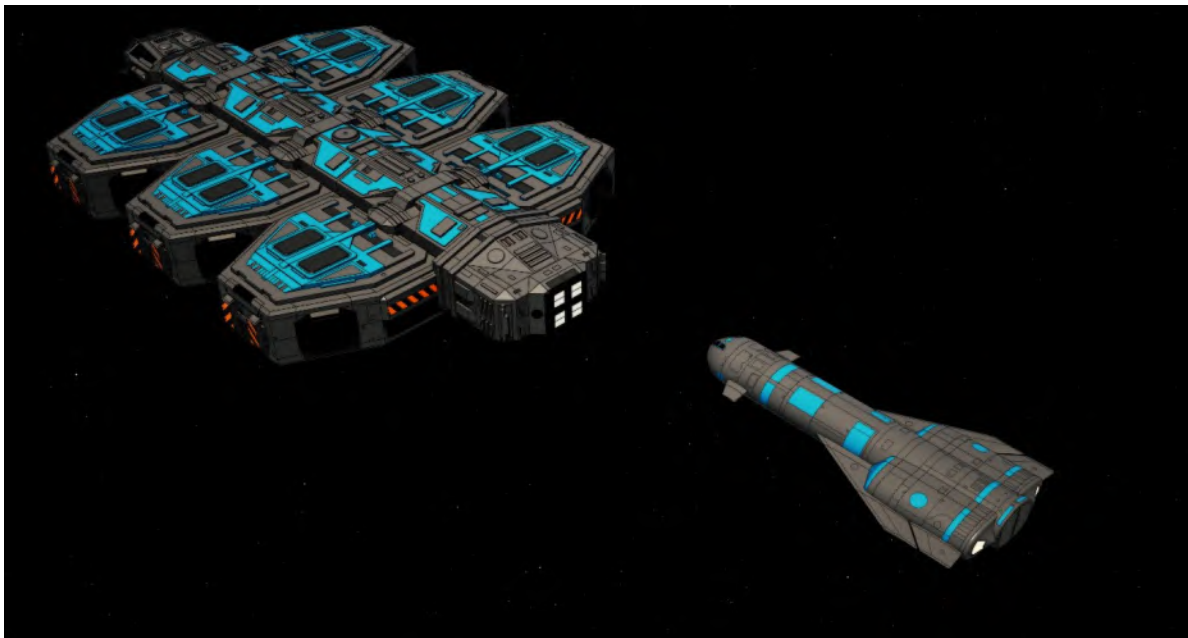
### *AMATERASU SUBSECTOR*

<b>Planet of Origin</b>	<b>Background Skills</b>
Grenfell	Vacc Suit 1
Droë Meer	Survival (Barren) 1 or Survival (Low Pressure) 1
Inkundu	Vacc Suit 1
Ekhaya	Survival (Desert) 1 or Survival (Low Pressure) 1
Potop	Seafarer (Any) or Survival (Ocean) 1
Bezuzyteczny	Vacc Suit 1
Hinton	Any Skill at Level 1
Proch	Vacc Suit 1
Śmierć	Vacc Suit 1
Wilmanski	Vacc Suit 1
Rudnicki	Survival (Desert) 1 or Survival (Mountains) 1
Pustynia	Vacc Suit 1
Apiyo	Vacc Suit 1
Vão	Vacc Suit 1
Pontes	Survival (Desert) 1 or Survival (Low Pressure) 1
Mrembo	Any Skill at Level 1
Bela Casa	Vacc Suit 1
Tristeza	Vacc Suit 1
Huzuni	Vacc Suit 1
Uknungu	Vacc Suit 1
Haina Maana	Vacc Suit 1
Obregon	Vacc Suit 1

## EARTH SECTOR

### IXCHEL SUBSECTOR

Planet of Origin	Background Skills
Tiomno	Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Almyrós	Survival (Barren) 1 or Survival (Low Pressure) 1
Antoniadi	Vacc Suit 1
Ubezhishe	Survival (Desert) 1 or Survival (Low Pressure) 1
Priglasheniye	Vacc Suit 1
Désolation	Vacc Suit 1
Veseliye	Vacc Suit 1
Bosler	Vacc Suit 1
Inutile	Vacc Suit 1
Langevin	Survival (High Gravity) 1 and Animals (Any) 1 or Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Boue	Animals (Any) 1 or Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Schrödinger	Survival (Desert) 1 or Survival (Low Pressure) 1
Adams	Vacc Suit 1
Brumeux	Vacc Suit 1
Brachet	Vacc Suit 1
Qingtie	Survival (Desert) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Mingyun	Survival (High Gravity) 1 and Flyer (Any) 1 or Seafarer (Any) 1 or Survival (Ocean) 1
Océania	Language (Dolphin) 1 and Seafarer (Any) 1 or Survival (Ocean) 1



## *EARTH SECTOR*

### *BEYLA SUBSECTOR*

Planet of Origin	Background Skills
Yukuai	Vacc Suit 1
Espejo	Vacc Suit 1
Ferrando	Vacc Suit 1
Jang	Vacc Suit 1
Damheon	Vacc Suit 1
Jardin	Any Skill at Level 1
Moreiras	Vacc Suit 1
Kehampaan	Vacc Suit 1
Aleumdaun	Any Skill at Level 1
Tigranes	Vacc Suit 1
Silaban	Vacc Suit 1
Silmang	Vacc Suit 1
Surapranata	Survival (Barren) 1 or Survival (Low Pressure) 1

### *TAMFANA SUBSECTOR*

Planet of Origin	Background Skills
Cucuteni	Survival (Low Pressure) 1 and Animals (Any) 1 or Survival (Forest) 1 or Survival (Mountains) 1
Garcia	Survival (Desert) 1 or Survival (Plains) 1
Mangazeya	Survival (Desert) 1 and Survival (Low Pressure) 1
Seleucus	Any Skill at Level 1
Callahan	Survival (Desert) 1 and Survival (Low Pressure) 1
Yuezhi	Survival (High Pressure) 1 and Animals (Any) 1 or Survival (Forest) 1 or Survival (Mountains) 1

### *VARUNI SUBSECTOR*

Planet of Origin	Background Skills
Hobson	Survival (Desert) 1 and Survival (Low Pressure) 1
Auahi Paowa	Vacc Suit 1
Wahi Tawhiti	Vacc Suit 1
EXO-406	Survival (Desert) 1

**TABLE 4: PRIMARY LANGUAGES**

The next step is to determine the primary language of the character. This is the language which the character is assumed to speak fluently and will not need to ever roll a skill check while using during the game. Players should choose which language they speak from the following tables according to their planet of origin. Where more than one language is listed, the most common language is listed first. Other languages spoken in that system are listed in order of their commonality.

Earth Sector, much like Earth itself, is filled with a myriad of different cultures. As such, there is no single language which unites the sector, though there are many who are multi-lingual. While it is true that language programs have been installed in starship computers and almost all citizens will have a handcomp or a mindcomp to alleviate some of the confusion that this lack of a “lingua franca” can cause, most within the sector are far more comfortable using the language they have used through most of their lives.

Of course, it is entirely possible for other languages to be found on those worlds and players wishing to have their characters speak a language not included on the chart for their homeworld should be allowed to choose that language. Players should feel free to let their imaginations override the tables if they have a character concept which includes a language not listed.

Handcomps have software which can use the device’s voice feature to speak the translation

to the owner of the device through an earpiece or aloud through a speaker. Most handcomps have a feature allowing a holographic projection which emits from the device. This can provide a translation to be read by the owner. Once handcomps reach TL11, they generally become the size of a ring and only the earpiece or holographic option is a truly viable alternative.

Mindcomps have software which can translate the language directly to the person using the device. In TL11 software, this will often take the form of projecting the translation to user in the form of a heads-up display which only the user can see. In TL12 software, the device can send the translation directly into the mind of the user providing an almost seamless translation.

Starship computers will have translation software in the basic library package. This can provide translations of incoming messages. Those using holographic avatars can have those programs installed with language translation software as well to provide a “holographic translator” for most languages. For the purposes of translation rolls, the library software should be treated as having a skill level of 3 in Language.

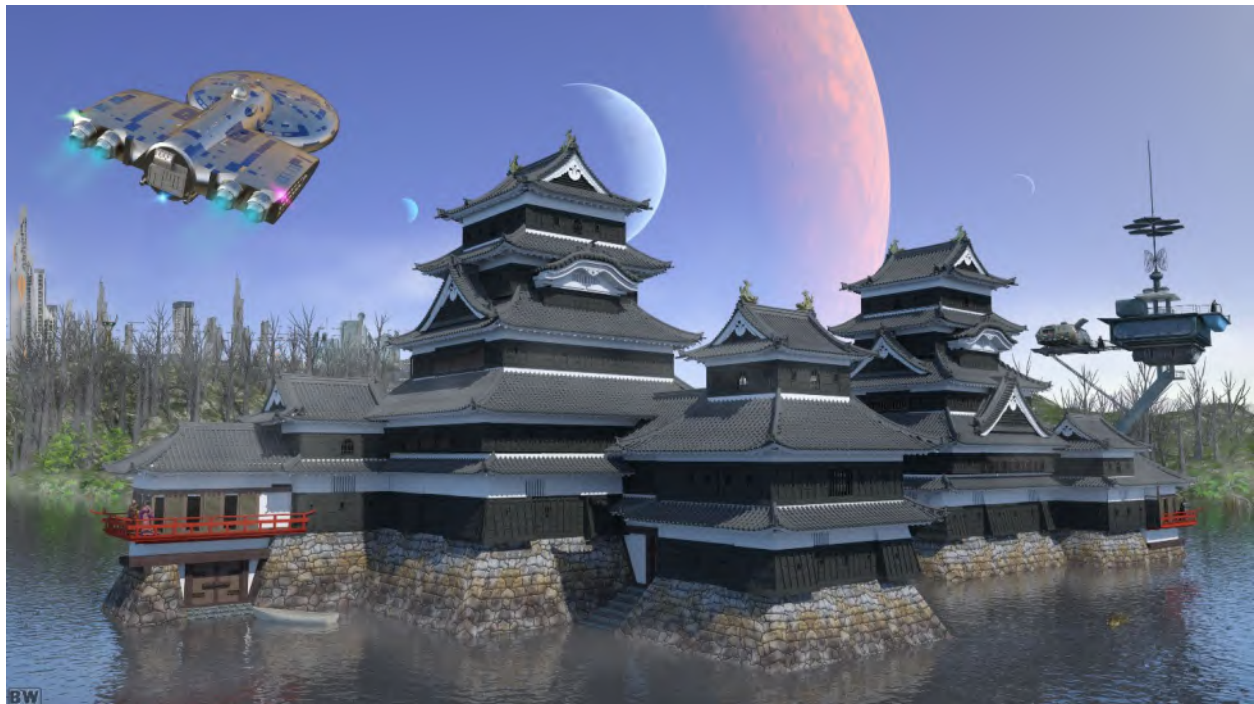
*To translate spoken language:* Language, Average (+0), 1-6 seconds

If using a translation program, use the skill level of the program rather than the skill level of the user.

## *EARTH SECTOR*

### *ADROANZI SUBSECTOR*

Planet of Origin	Primary Language
Zephyr	English, Spanish, French
Modena	English, Spanish
Montgomery	English, Spanish
Saint Albans	English, French
Vanderbilt	English
Magnum Opus	English, Spanish
Eurydice	English, Spanish
Verkiak	Spanish, English
Antioch	English, German, French
Endeavour	English
Caledonia	English, Gaelic
Norfolk	English
Lindrath	German
Manzanedo	Spanish
Dante	Italian, French
Vidovdan	Serbian
Valkyrie	Danish, German, Norwegian, Swedish
Perak	Malay
Miasma	English, Japanese





## *EARTH SECTOR*

### *GANSU SUBSECTOR*

Planet of Origin	Primary Language
Rosencrantz	English
Armonia	Italian
Bellezza	Italian
Abbondanza	Italian
Guildenstern	English
Mannerheim	Finnish, Swedish, Sámi
Pace	Italian
Jubilee	English, Swahili
Zuryuan	Mandarin, Cantonese
Forza	Italian
Yaoyuan	Mandarin, Cantonese
Yuancheng	Mandarin, Cantonese
Lei	Mandarin, Cantonese
Odaenathus	Arabic
Javagnarak	Norwegian, English
Thunderclap	English
Vlok	Dutch
Juexin	Mandarin, Cantonese
Warren	English, Welsh
Jianjue	Mandarin, Cantonese
New Bristol	English
Agamemnon	English
Jiandan	Mandarin, Cantonese
Doda	Mandarin, Cantonese



## *EARTH SECTOR*

### *DURGA SUBSECTOR*

Planet of Origin	Primary Languages
Hawking	English
New Windsor	English, Welsh, Gaelic, Irish
Cuiruo	Mandarin, Cantonese
Clarke	English
Folkestone	English
Yousi Ban	Mandarin, Cantonese
Pingdan	Mandarin, Cantonese
Xinjia	Mandarin, Cantonese
Xiangtang	Mandarin, Cantonese
Jingyan	Mandarin, Cantonese
Yingxiong	Mandarin, Cantonese
Huailang	Mandarin, Cantonese
Skön	Swedish, Norwegian, Finnish, Danish
Diyn	Mandarin, Cantonese
Arthur's World	English, Hindi, French, Spanish
Långt	Norwegian, Swedish, Finnish, Danish
Dellingr	Norwegian, Finnish, Danish, Swedish
Nan	Mandarin, Cantonese
Virvelwind	Norwegian, Finnish, Danish, Swedish
Lettelse	Norwegian, Finnish, Danish, Swedish
Vanaheim	Norwegian, Danish, Swedish, Finnish
Wangiile	Mandarin, Cantonese
Solnedgang	Swedish, Danish, Finnish, Norwegian
Niflheim	Norwegian, Danish, Swedish, Finnish
Bondar	English, French



## *EARTH SECTOR*

### *HEGATE SUBSECTOR*

<b>Planet of Origin</b>	<b>Primary Languages</b>
Fuglesang	Swedish, Finnish, Danish, Norwegian
Linnaeus	Swedish, Norwegian, Finnish, Danish
Giaever	Norwegian, Swedish, Finnish, Danish
Hadfield	English, French
Augustus	English, French
Misikinepikwa	English, Cree, French, Inuinnaqtun
Arash	Persian, Arabic, Kurdish
Tishtrya	Persian
Ansari	Persian, Arabic
Aufi	Persian, Arabic
Cabral	Portuguese
Escobar	Portuguese
Enheduanna	Arabic
Tartessos	Spanish
Subashi	Persian, Kurdish

### *ASHIMA SUBSECTOR*

<b>Planet of Origin</b>	<b>Primary Languages</b>
Anacaona	Spanish
Tapinoma	French, German, Greek
Kismayo	Somali, Arabic
Kadmoni	Hebrew, Arabic
Pogycha	Russian
Cibola	Spanish
Bekenstein	Hebrew
Peres	Hebrew
Dihya	Tamazight
Camelot	English, French
Talmi	Hebrew, Arabic
Teniayo	Hausa, Igbo, Yoruba, English
Bowers	English
Coolidge	English, French
Apisi	English, Spanish, French
Hopetoun	English
Montoya	Spanish

## *EARTH SECTOR*

### *MAZU SUBSECTOR*

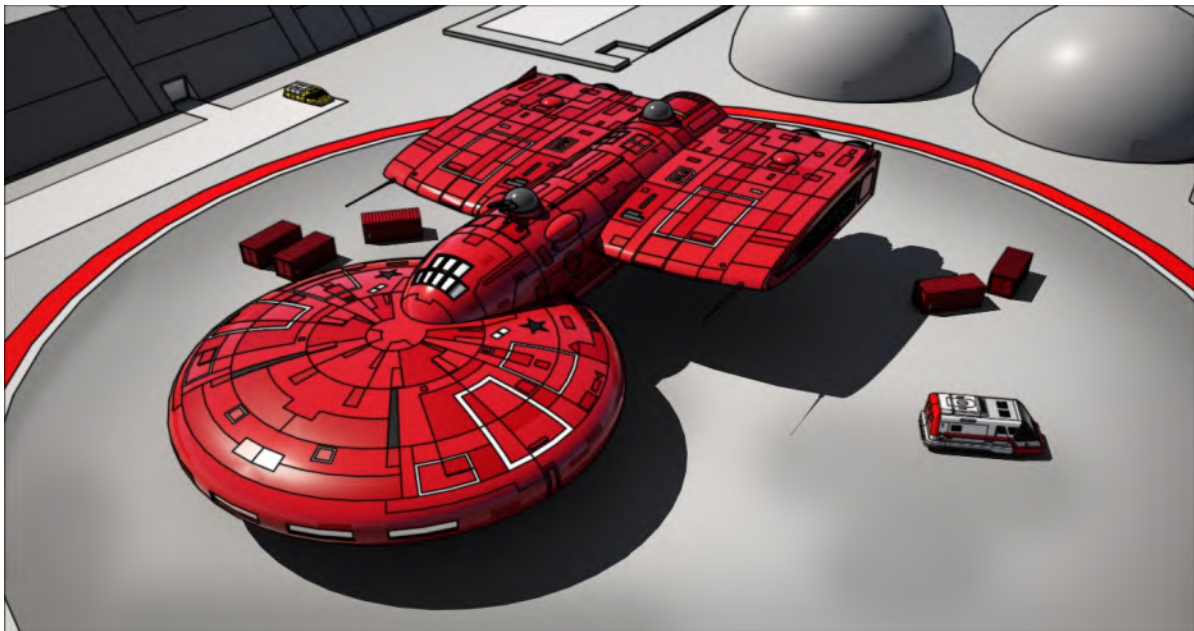
Planet of Origin	Primary Languages
Carter	English, Spanish
False Find	English
Ezcurra	Spanish
Daydream	English, Spanish
Grace	English
Palisade	English
Uchiyama	Japanese
Sanquillo	Spanish
Gillespie	English, Spanish
Anyport	English
Feynman	English
Estéril	Spanish
Odisha	Hindi
Richter	English
New Seattle	English, Japanese
Hoderi	Japanese
Yami	Japanese
Maghalaya	Hindi
Diushi	Mandarin, Cantonese
Acharya	Hindi
Bairat	Hindi
Sariska	Hindi, English, Nepalese
Lawan	Hausa, Igbo, Yoruba



## *EARTH SECTOR*

### *EARTH SUBSECTOR*

Planet of Origin	Primary Languages
Sone Ke Amsu	Māori, English, Hindi
Aishana Ko Arama	Hindi
Reito Rokku	Japanese
Toku	Japanese
Ti Nsan Oke	Yoruba, Hausa, Igbo
Chicxulub	Spanish
Fangun Shi	Cantonese, Mandarin
Aisa Durghatana	Hindi
Serebryanyy	Russian
Inama	Hindi
Hansata Roka	Hindi
Earth	Any
Afastado	Portuguese
Menshikov	Russian
Hongse Shamo	Mandarin, Cantonese
Beral	Yoruba, Hausa, Igbo
Golddust	English
Xi Oizaguetu	Mandarin, Cantonese
Debakel	German, Mandarin, Cantonese
Neu Berlin	German
Tanner	English
Hagelkörner	German
Hundebett	German
Eisstrom	German
Zahreddine	Arabic





## *EARTH SECTOR*

### *ARTEMIS SUBSECTOR*

Planet of Origin	Primary Languages
Liberty	English
Dietrichsrue	German
Barbarossa	German
Karitha	Arabic
Fairplay	English
Crockett	English
Yakhib	Arabic
DeSantos	English, Spanish
Zhanshi	Mandarin, Cantonese
Harris	English, Spanish
Crippen	English, Spanish
Winder	English
Khatar	Arabic
Maleab	Arabic
Tandus	Indonesian, Balinese, Bima
Mitchell	English, Spanish
Gersang	Indonesian, Javanese, Balinese
Forty Flights	English, Spanish
Sahar	Arabic
New Dallas	English, Spanish
Spindletop	English, Spanish



## *EARTH SECTOR*

### *ILYTHIA SUBSECTOR*

<b>Planet of Origin</b>	<b>Primary Languages</b>
Abaskun	Mongolian, English, Russian, Mandarin
Derinkuyu	Turkish
Adesanya	Yoruba, Hausa, Igbo
Syrinx	English, French
Mayawa	Yoruba, Hausa, Igbo
Oluwassun	Yoruba, Hausa, Igbo
Abimbola	Yoruba, Hausa, Igbo
Ade	Yoruba, Hausa, Igbo
Folami	Yoruba, Hausa, Igbo
Oluwole	Yoruba, Hausa, Igbo
Monifa	Yoruba, Hausa, Igbo
Kitarovic	Croatian
Seymour	English
Moro Unkola	Yoruba, Hausa, Igbo
Madilim	Filipino
Marikit	Filipino
Mundrabilla	English

### *AMATERASU SUBSECTOR*

<b>Planet of Origin</b>	<b>Primary Languages</b>
Grenfell	English
Droë Meer	Afrikaans, Dutch, English, Xhosa
Inkundu	Zulu, Xhosa, Afrikaans, Dutch, English
Ekhaya	Xhosa, Afrikaans, Dutch, English
Potop	Polish
Bezutyteczny	Polish
Hinton	English
Proch	Polish
Śmierć	Polish
Wilmanski	Polish
Rudnicki	Polish
Pustynia	Polish
Apiyo	Swahili
Vão	Portuguese
Pontes	Portuguese
Mrembo	Swahili
Bela Casa	Portuguese
Tristeza	Portuguese
Huzuni	Swahili
Uknungu	Swahili
Haina Maana	Swahili
Obregon	Spanish

## *EARTH SECTOR*

### *IXCHEL SUBSECTOR*

Planet of Origin	Primary Languages
Tiomno	Potuguese
Almyrós	Greek
Antoniadi	Greek
Ubezhishe	Russian
Priglasheniye	Russian
Désolation	French
Veseliye	Russian
Bosler	French
Inutile	German, Slovene, Croatian
Langevin	French
Boue	French
Schrödinger	German, Croatian
Adams	English, Spanish
Brumeux	French
Brachet	French
Qingtie	Mandarin, Cantonese
Mingyun	Mandarin, Cantonese
Océania	French, Dolphin

### *BEYLA SUBSECTOR*

Planet of Origin	Primary Languages
Yukuai	Mandarin, Cantonese
Espejo	Spanish
Ferrando	Spanish
Jang	Korean
Damheon	Korean
Jardin	Spanish
Moreiras	Spanish
Kehampaan	Indonesian, Javanese, Balinese
Aleumdaun	Korean
Tigranes	Armenian
Silaban	Indonesian, Javanese, Balinese
Silmang	Korean
Surapranata	Indonesian, Javanese, Balinese

## *EARTH SECTOR*

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### *TAMFANA SUBSECTOR*

Planet of Origin	Primary Languages
Cucuteni	Romanian, Czech, Serbian, Russian
Garcia	Spanish
Mangazeya	Russian
Seleucus	Greek, Macedonian, Serbian, Armenian
Callahan	English
Yuezhi	Mandarin

### *VARUNI SUBSECTOR*

Planet of Origin	Primary Languages
Hobson	English, Māori
Auahi Paowa	Māori, English
Wahi Tawhiti	Māori, English
EXO-406	French, English



## NEW SKILLS

*“A human being should be able to change a diaper, plan an invasion, butcher a hog, conn a ship, design a building, write a sonnet, balance accounts, build a wall, set a bone, comfort the dying, take orders, give orders, cooperate, act alone, solve equations, analyze a new problem, pitch manure, program a computer, cook a tasty meal, fight efficiently, die gallantly. Specialization is for insects.” – Robert Heinlein, “Time Enough for Love”, June 1, 1973 (standard)*

### Battle Armor

The character is familiar and experienced with the operation of powered Battle Armor. This skill allows the character to operate and, with higher skill levels, demonstrate proficiency with the armor.

### Survival (Barren)

The character is familiar with methods of staying alive, creating shelter, and traveling across stretches of barren areas where there is no life.

### Survival (High Gravity)

The character has experience with dealing with surface gravity of 1.5 and higher. The character is familiar with methods of dealing with the increased gravity.

### Survival (Plains)

The character is knowledgeable about techniques to find shelter, food, and water in an area which is low, flat, and usually covered in grass or grass-like plants.



## YOUTH

Players should now determine what has occurred to their character during their youth. Players can either create this background independently or they can randomly determine it using the table provided.

Players should roll on the Events of Youth table if they wish to randomly determine their childhood background. Players should be asked to roll on the table, consult the chart and follow the instructions provided. This first roll will determine an important occurrence for the character during their fourth through eighth year.

Once this first roll on the chart has been resolved, the player should roll on the chart again. This second roll will determine an important event in the character's life during the ages of 9-12.

### EVENTS OF YOUTH TABLE

D66	Events
11	Your parents have been killed in a serious accident. You have been orphaned and you have been sent to an orphanage or other care home. Lose 1d6 from your SOC and 1d3 from EDU.
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
13	You are abused and beaten by a member of your extended family (aunt, uncle, cousin, grandparent, etc.) The abuse is so severe that the authorities are called in and the abuser is imprisoned. Gain an Enemy.
14	A military conflict breaks out between your home nation and another nation. Unfortunately, not even children are spared the effects of the battles. Roll a d6. <ul style="list-style-type: none"> <li>1 You have become severely injured during a battle. Roll twice on the Injury chart (p.197).</li> <li>2-3 You have become injured during a battle. Roll once on the injury chart (p.197).</li> <li>4-5 You are forced to become a member of one of the fighting forces. Gain Gun Combat 0.</li> <li>6 You have become a proficient member of one of the fighting forces. Gain Gun Combat (Any) 1 and gain a level in Stealth.</li> </ul>
15	Your family suffers a severe financial loss. Lose 1d6 from your SOC score. If this would drop your SOC to 0, make your SOC score a 1.
16	Your family relocates to the nearest B-class port to your original homeworld. If there are equidistant ports, it is your choice. You gain the background skills of your new world as listed in the chart (see page 87). If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.

- 21 You have become involved as a runner, spotter, or other apprentice in illegal activities in your area. Make a Streetwise or Deception (Any) check at Routine difficulty. If you succeed, gain a level in Streetwise. If you fail, you have been sent to a juvenile home for this period of your life. Lose 1d6 from your SOC and 1d3 from EDU.
- 22 You are taught to ride a mount. Gain Animals (Riding).
- 23 You have become emotionally attached to an inanimate object (such as a stuffed animal, favorite blanket, etc.). This object remains in your possession and is still extremely important to you. Decide what this object is and make an integral part of your character.
- 24 Your family or education system ensures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
- 25 You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles, or computers. Gain your choice of Electronics (Any) or Mechanic 1.
- 26 Your family becomes involved deeply with a local religion. Choose an existing real-world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1.
- 31-36 Youth Life Event. Roll on the Youth Life Events Table on p. 112.
- 41-46 You have had a relatively calm and peaceful childhood experience for these years. No major events occur.
- 51 While on a trip to an unfamiliar setting on your homeworld, you become lost. After hours of wandering, you find your way back to your family and friends. Gain your choice of Navigation 0, Streetwise 0 or Survival 0.
- 52 During your free time, you delve deeply into subjects more advanced than many other children would attempt. Gain Science 0.
- 53 You and your family's pet have become inseparable. Your love of animals is born. Gain Animals 0.
- 54 Your parents allow you to occasionally drive a vehicle in the vicinity of your home and under their supervision. Gain Drive 0.
- 55 You have become active in local youth sports. Gain Athletics 0.
- 56 Your parents have gained a financial windfall. Add 1d6 to your SOC score to a maximum of 14.
- 61 You have excelled in your education. Add 1d3 to your EDU score.
- 62 You are seen as an arts prodigy. Gain a level in Art (Any) and increase your SOC by 1.
- 63 Your parents have decided to relocate to an independent world on the frontier. If you are already from an independent world, this is simply a move to another independent world. Choose an independent world from the subsector charts on p.44-75. This is your new homeworld. Gain the Background Skills for your new homeworld. If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.
- 64 Your parents take you on a vacation to another world near yours. While there, you have become enamored of an aspect of that world's culture and you continue studying it even after your return home. Find your homeworld on a map of Earth Sector and choose a system within four parsecs of yours. Gain a level of Language with any of that world's primary languages (if it is different than your own) or gain one of the world's background skills.
- 65 Your parents have decided to become colonists on a new world. Consult a map of Earth Sector. Choose an unsettled system. This is now your new home. If the main world's atmosphere and hydrographics are 4,6, or 8, then gain Survival (Any) 1. If the atmosphere is 4,6 or 8 and the

hydrographics is less than 2, gain Survival (Desert) 1. In any other case, gain Vacc Suit 0. When you complete your Youth and Teenage Events, your first career must be Colonist (see p.135).

- 66** You have been chosen to become part of a government program designed to create advanced warriors for your nation's military. Gain your choice of any three of the following skills at level 1: Explosives, Gunner (Any), Gun Combat (Any), Heavy Weapons, Leadership, Melee (Any), Navigation, Recon, Stealth, Survival (Any), or Tactics (Military or Naval). Skip the Teenage years section of character generation and directly enter a military career.

### YOUTH LIFE EVENTS TABLE

D6	Events
1	You have suffered a childhood illness or physical trauma. Roll on the Injury Table (p.197)
2	One of your family members has died. This affects you deeply.
3-4	You have gained a new friend. Gain a Contact.
5	An older person takes an interest in your life. Gain an Ally.
6	Your family has an increase in their fortunes. Gain +2 SOC with a maximum of 12. If you have been orphaned in another event, rolling this result means that you have been adopted by a new family.

## TEENAGE YEARS

Players should now determine what has occurred to their character during their teenage years. Players can either create this background independently or they can randomly determine it using the table provided.

Players should roll on the Teenage Events Table if they wish to randomly determine their childhood background. Players should be asked to roll on the table, consult the chart and follow the instructions provided. This first roll will determine an important occurrence for the character during their thirteenth through their fifteenth years.

Once this first roll on the chart has been resolved, the player should roll on the chart again. This second roll will determine an important event in the character's life during the ages of 16-18.

## TEENAGE EVENTS TABLE

D66	Events
11	Your parents have been killed in a serious accident. If this is your first roll on this table, you have been orphaned and you have been sent to an orphanage or other care home. Lose 1d6 from your SOC and 1d3 from EDU. If this is your second roll on this table, you lose 1d6 from your SOC but gain Streetwise 0. You must now enter the Vagabond career (see p. 192).
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
13	You are abused and beaten by a member of your extended family (aunt, uncle, cousin, grandparent, etc.) The abuse is so severe that the authorities are called in and the abuser is imprisoned. Gain an Enemy.
14	A military conflict breaks out between your nation and another nation. Unfortunately, not even teenagers are spared the effects of the battles. Roll a d6. If the result on the table is a 6, your first career following your teenage years must be a military career. <ul style="list-style-type: none"> <li>1 You have become severely injured during a battle. Roll twice on the Injury chart (p.197).</li> <li>2-3 You have become injured during a battle. Roll once on the Injury chart (p.197)</li> <li>4-5 You are forced to become a member of one of the fighting forces. Gain Gun Combat 0.</li> <li>6 You have become a proficient member of one of the fighting forces. Gain Gun Combat (Any) 1 and gain a level in Stealth.</li> </ul>
15	You have decided to run away from home. You have stowed away on a passenger ship which has left your homeworld. Consult a map of Earth Sector and find a new world within three parsecs of your original homeworld. You may now take the background skills for that world. In addition, take Streetwise 0. At this point, you must begin the Vagabond career (see p. 192). If this is your first roll on this table, you will not take your second roll.
16	Your family suffers a severe financial loss. Lose 1d6 from your SOC score. If this would drop your SOC to 0, make your SOC score a 1.

- 21** You have become involved as a runner, spotter, or other apprentice in illegal activities in your area. Make a Streetwise or Deception (Any) check at Routine. If you succeed, gain a level in Streetwise. If you fail, roll 1d6. On a roll of 1, your crime is thought to be so heinous that you are sent to an adult prison. You will spend this period in prison. Enter the Prisoner career on p.179 and spend only one term. Afterwards, enter the Vagabond career (see p.192) unless otherwise instructed in the Prisoner career.
- 22** Your family or education system ensures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
- 23** Your family relocates to a new world. Consult a map of Earth Sector. Your new home is the nearest B-class port to your original homeworld. If there are equidistant ports, it is your choice. You gain the background skills of your new world as listed in the chart (see page 87). If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for your new homeworld.
- 24** You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles, or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.
- 25** You are taught to ride a mount. Gain Animals (Riding) 1.
- 26** Your family becomes involved deeply with a local religion. Choose an existing real-world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this result previously, this reflects a change in your religion.
- 31-36** Teenage Life Event. Roll on the Teenage Life Events Table on p.116.
- 41** You have become involved with a group of elite computer hackers. Gain Electronics (Computers)-1. In addition, roll 1d6:
- 1 You attempt to hack into a government or private sector database. You are caught and are imprisoned for this period. Enter the Prisoner career on p.179 and spend only one term. Afterwards, enter the Vagabond career (see p.192) unless otherwise instructed in the Prisoner career.
  - 2-3 Despite your skill, you are still seen as a bit of an outsider. The group likes you, but you are not seen as one of their own and not included in serious hacks. Gain the group as a Contact.
  - 4-5 You are an integral member of the group. Gain an additional level in Electronics (Computers) and the hacker group as an Ally.
  - 6 As 4-5, but you have also taken part in a large-scale hacking heist which has netted you a large amount of cash. Gain 1d6 X 100,000 credits. However, you are now wanted in your nation and its colonies and cannot return.
- 42** You have a lot of fun in your teenage years! Gain one level in Carouse. In addition, roll 1d6. On a result of 1, you have also gained an addiction to alcohol or a drug of your choice which will haunt you for years to come.
- 43** During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheel or Track), Flyer (Grav) or Seafarer (Sail or Motorboats).
- 44** You have become involved with a gambling circle in your neighborhood. Gain Gambler 1, Persuade 1, or Deception (Lie) 1.



- 45** During your free time, you delve deeply into subjects more advanced than many other teenagers would attempt. Gain Science 0.
- 46** You have become heavily involved in gaming. This can either be part of a tabletop hobby, a shared worldnet experience or in a hologame or holonovel. Gain your choice of Art (Performer, Holography, or Writing) 1, Carouse 1, Electronics (Computers) 1, or Tactics (Military or Naval) 1.
- 51** You and your family's pet have become inseparable. Your love of animals is born. Gain Animals 0. It is also likely that you will continue to have a similar pet later in life. If the pet has been treated against aging, it may even still be the same pet.
- 52** Your parents feel it is necessary for you to be able to defend yourself. Gain your choice of Gun Combat 0 or Melee 0.
- 53** Your parents or educational system have noted your interest in flying vehicles. They sign you up for piloting lessons. Gain a level in your choice of Flyer (Grav, Rotor or Wing) or Pilot (Small Craft).
- 54** Your parents have gained a financial windfall. Add 1d6 to your SOC score to a maximum of 14.
- 55** You have joined a band. Gain a level in Art (Instrument). Roll 1d6.
- 1 The experience is a disaster. One of the other members of the band blames you for the bad experience. Gain a Rival.
  - 2-3 The band is horrible, but it is a fantastic way to pass the time and have fun with your friends. Gain the other three members of your band as Contacts.
  - 4-5 The band achieves some limited local success. People of your age group from your homeworld will often remember the band from their youth. Gain +2 SOC and the other three members of your band as Allies.
  - 6 The band is a rousing success. The band gets interstellar notice and systems within a six-parsec range of your homeworld will likely know of the band. Gain 1d3+1 SOC. In addition, gain a +2 to enter any entertainment-based career.
- 56** You have obtained a job working inside an office for a family friend. Gain your choice of Admin, Advocate, Broker, Electronics or Steward at level 0.
- 61** Your parents have decided to relocate to an independent world in Earth Sector. Locate and choose an independent world in one of the subsector data lists (p.44-75). Gain the Background Skills for your new homeworld. If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for your new homeworld.
- 62** Your parents take you on a vacation to another world near yours. While there, you have become enamored of an aspect of that world's culture and you continue studying it even after your return home. Find your homeworld on a map of Earth Sector and choose a system within four parsecs of yours. Gain a level of Language with any of that world's primary languages (if it is different than your own) or gain one of the world's background skills.
- 63** You have become involved in local sports either with your educational institution or among an organized league. Gain a level in Athletics (Any). Roll 1d6.
- 1 You try hard but you are most often a bench warmer. You have few fond memories of the experience.
  - 2-3 You and your team were mediocre. Despite this, you learned how to work within a group and made some friends. Gain 1d3 Contacts among your former teammates.

4-5	You and your team were better than average. You won a few accolades and you remember the experience fondly. You likely have a few souvenirs of your time. Gain 1d6 Contacts.
6	Your team won the league championships and you are touted as the major reason for this victory. Gain another level in Athletics (Any), +2 SOC and a +2 to enter the Sports career (see p. 183)
64	Your parents have decided to become colonists on a new world. Consult a map of Earth Sector. Choose an unsettled system. This is now your new home. If the main world's atmosphere and hydrographics are 4,6 or 8, then gain Survival (Any) 1. If the atmosphere is 4,6 or 8 and the hydrographics is less than 2, gain Survival (Desert) 1. In any other case, gain Vacc Suit 0. When you complete your Teenage Events, your first career must be Colonist (see p.135).
65	You are seen as an arts prodigy. Gain a level in Art (Any) and increase your SOC by 1.
66	You have greatly excelled in your studies. Gain +1d3 EDU to a maximum of 14. If this result takes your EDU score above 10, then you have moved on to college. You must enter the College phase (see p. 117). If this is your first roll on this table and you have moved on to college, you will not take your second roll.

## TEENAGE LIFE EVENTS TABLE

D6	Event
1	You have suffered an injury. Roll on the Injury Table (p. 197)
2	There has been a death among your family or friends. Choose a family member or friend to have died. This will have affected you greatly. If you have an Ally or Contact, choose the deceased from that group.
3	You have had a relationship end badly. This may be a romantic relationship or a close friendship. Lose one Contact or Ally.
4	You have made a new friend. Gain one Contact.
5	You have had an improvement to a relationship. An acquaintance has become a friend, a friend has become a close friend, you have gained a romantic relationship, or a romantic relationship has become a marriage. If you have no Contacts, then you will gain one Contact. If you currently have Enemies, one of those is now a Rival. If you have Rivals, one of those is now a Contact. If you have Contacts, one of those is now an Ally.
6	Something wonderful has occurred. You have come into some extra money, you have a completed a life goal, or a wonderful new person has entered your life. Gain your choice of +2 SOC, a new Ally, a boon of 100,000 credits, or upgrade a relationship as in Option 5.

## COLLEGE YEARS

For those who attend a college or university, it is often a major event in their lives which will affect them for years to come. Players should now determine what has occurred to their character during their college years. Players can either create this background independently or they can randomly determine it using the table provided.

Players should first determine if they will be accepted into a college or university. Unless a roll on a previous life period table says otherwise, one does not have to attempt to enter college after finishing the Teenage Life Period. College can be entered at any stage in a character's life after they have reached the age of 18 (unless otherwise determined in a Life Period roll). Players attending a college should roll on the following table to determine their success:

Undergraduate College	
<b>Admission</b>	EDU 7+
<b>Success</b>	INT 8+
<b>Honors</b>	EDU 10+

Those who fail to be admitted to a university should then pursue another career. They do not age and may attempt to enter a career. Admittance can be reattempted following at least one term in another career.

If a character is admitted, then the character should roll to determine if the character's time in college was a success. If the character achieves success, then they should increase their EDU to 10. If it was already higher than 10, the character should increase their EDU by 1. The character should choose a skill reflective of their field of study and gain that skill at level 2. The character may also choose any other skill at level 1.

If the character has achieved success roll should then be made to see if the character achieved Honors. If the Honors roll is a success, the character should gain +1d3 EDU to a maximum of 14. They may also increase the skill which was chosen above at level 2 to level 3. The character may then either increase the level 1 skill chosen earlier to level 2 or choose a new skill at level 1.

The player should then roll on the Collegiate Events Table to determine events affecting the character during this time period and age four years.

If the character fails their success roll, the character gains a skill reflective of their field of study at level 0. They will age 1d6-3 years (minimum 1). The player does not roll on the Collegiate Events Table and may seek to enter another career at this time.

Those wishing to attend a graduate school or a medical school should roll on the appropriate table:

**Graduate School**

<b>Admission</b>	INT 8+
<b>Success</b>	EDU 8+
<b>Honors</b>	INT 10+

**Medical School**

<b>Admission</b>	INT 8+
<b>Success</b>	EDU 9+
<b>Honors</b>	INT 10+

Those who are admitted to Graduate School or Medical School should then roll to determine if their time there was a success. If it was a success, they should then graduate with a skill reflective of their field of study at level 3. If the character already has this skill at level 3 then there is no benefit. The character may also increase any other skill by one level and choose an additional skill to take at level 1.

A roll should then be made to determine if the character completed the school with honors. If this roll is a success, the character should gain +1d3 EDU to a maximum of 14. They may also increase the skill raised to level 3 above to level 4 or they may choose to increase two other skills by one level.

Those achieving success in Graduate School or Medical School should roll again on the Collegiate Events Table to reflect events of those later years in university. The character should follow this up by aging an additional four years.

Those graduating Medical School may immediately enter the Medic career in any Assignment at Rank 2.

## COLLEGIATE EVENTS TABLE

D66

## Events

- 11** Your academic performance has been less than exceptional. You have been placed on Academic Probation. Roll EDU 8+. If you succeed, you remain in school, but you lose 1d3 EDU and -1 SOC. If you fail, the institution has asked you to leave. If your EDU is higher than 9, it will now be decreased to 9. You must enter a career at this point, age four years, and you will not be permitted to attempt a Graduate School, Medical School or any Military Academy attached to any career. If you have achieved Honors, you may re-roll this result. If, upon re-rolling, you get this result a second time, then you must take this result.
- 12** You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END but you press on to finish college. Your determination gives you a +2DM to enter your next non-military career and gains you +2 SOC.
- 13** You have suffered an attack by a fellow student. The attack is so severe that the authorities are called in and the attacker is imprisoned. Gain an Enemy.
- 14** A war has broken out on your homeworld. All able-bodied young people have been conscripted to fight. You must leave your educational institution and join a military career (see p.160 or p.166). You will be forced to serve 1d3 terms in that service. Once those terms are over, you may choose to return to college. If you do return to college, you will not need to roll to gain admittance.

In lieu of this, you may choose to dodge the draft. If your SOC is 9+, then you may choose to take a deferment and re-roll this result. If you get this result a second time, you are drafted anyway and your SOC is decreased by 3.

If your SOC is 8 or less, you may choose to flee to another nation to avoid being drafted. Roll Stealth 8+. If you succeed, you must choose another homeworld. If you are on a national colony, you must choose a colony of another nation or an independent world which is near your own. You may continue your college career there. If you fail the Stealth roll, you must immediately join the Prisoner career (p.179) for 1d6-3 (minimum 1) terms.

- 15** You have become involved with a group of elite computer hackers. Gain Electronics (Computers)-1. In addition, roll 1d6:
- 1 You attempt to hack into a government or private sector database. You are caught and imprisoned for this period. You will be dismissed from the university and you must immediately join the Prisoner career (p.179) for 1d6-3 (minimum 1) terms.
  - 2-3 Despite your skill, you are still seen as a bit of an outsider. The group likes you, but you are not seen as one of their own and not included in serious hacks. Gain the group as a Contact.
  - 4-5 You are an integral member of the group. Gain an additional level in Electronics (Computers) and the hacker group as an Ally.
  - 6 As 4-5, but you have also taken part in a large-scale hacking heist which has netted you a large amount of cash. Gain 1d6 X 100,000 credits. However, you are now wanted in your nation and its colonies and cannot return.



- 16** You have joined a group of small time on-campus criminals. The criminals specialize in breaking into student dormitories and faculty offices. You are never caught but some of your associates are. Gain a level in Deception (Intrusion) and then roll 1d6. On a roll of 1, the caught associate holds a grudge and becomes an Enemy. On a roll of 2-5, you are largely forgotten by the group. On a roll of 6, one of your group turns his/her life around and becomes a private detective or law enforcement officer. Gain this person as a Contact.
- 21** You take an elective class in a subject unrelated to your field of study. You take an immediate interest and excel in the class. Following the end of the class, you continue your study in the subject. Gain a level in one of the following that is not your primary field of study: Animals (Any), Athletics (Any), Art (Any) or Science (Any).
- 22** A group of your fellow students have become involved in a safari on this world or a nearby frontier world. Roll a Survival (Any) task check at Routine. If you succeed, gain a level in your choice of Gun Combat (Slug Rifle), Navigation or Survival (Any). If you fail, roll on the Injury table (p.197)
- 23** You have joined a group which trains future business leaders. Gain one of the following at level 1: Advocate (Any), Broker, Carouse, Diplomat, or Persuade.
- 24** You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles, or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.
- 25** You have become interested in weaponry and take a weapons class. Gain a level in Gun Combat (Slug Pistol or Energy Pistol) or Melee (Blade).
- 26** You have begun to delve deeply with a local religion. Choose an existing real-world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
- 31-36** Collegiate Life Event. Roll on the Collegiate Life Events Table on p.122.
- 41** You have a lot of fun in your college years! Gain one level in Carouse. In addition, roll 1d6. On a result of 1, you have also gained an addiction to alcohol or a drug which will haunt you for years to come.
- 42** During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheel or Track), Flyer (Grav) or Seafarer (Sail or Motorboats).
- 43** You take an introductory military class and become involved in the institution's Reserve Officer Training Corps (ROTC). You are given a choice to simply take the introductory class or you may join the full program. If you take the introductory class, you may take any two of the following skills at level 0: Athletics, Diplomat, Gun Combat, Leadership, Melee, Navigation, Recon, Social Science, Stealth, Survival or Tactics. If you join the full program, you may take any two of the following at level 1: Athletics (Any), Diplomat, Gun Combat (Any), Leadership, Melee (Unarmed Combat), Navigation, Recon, Science (History or Economics), Stealth, Survival (Any) or Tactics (Any). If you join the full ROTC program, your first career MUST be a military career such as a national navy (p.166). You will begin the military career as an officer at Rank 1.
- 44** You have become involved with a gambling circle at your institution. Gain Gambler 1, Persuade 1, or Deception (Lie) 1.
- 45** You are required by your institution to take a language class. Consult the Language Table (p. 99-108) for the world of your educational institution. Gain Language at level one in a language of this world that you do not already speak. If you already speak the most common languages of this world, consult a world within three parsecs and take a language common there.

- 46** You have become heavily involved in gaming. This can either be part of a tabletop hobby, a shared worldnet experience, or in a hologame or holonovel. Gain your choice of Art (Performer, Holography, or Writing) 1, Carouse 1, Electronics (Computers) 1, Science (Any) 1, or Tactics (Military or Naval) 1.
- 51** You and your pet have become inseparable. Gain Animals 0. It is also likely that you will continue to have a similar pet later in life. If the pet has been treated against aging, it may even still be the same pet.
- 52** You take a self-defense class. Gain a level in Melee (Any).
- 53** The institution offers a flight class. Gain a level in your choice of Flyer (Any) or Pilot (Small Craft).
- 54** An older student takes interest in you and shows you the inner workings of the university. He/she has learned how to work around the system to register for classes, get extra food in the commissary, gain access to areas off-limits to the students, or get a mechanic to repair broken down equipment. Gain Carouse 1 and 1d3 Contacts among the university's employees.
- 55** You have joined a band. Gain a level in Art (Instrument). Roll 1d6.
- 1 The experience is a disaster. One of the other members of the band blames you for the bad experience. Gain a Rival.
  - 2-3 The band is horrible, but it is a fantastic way to pass the time and have fun with your friends. Gain the other three members of your band as Contacts.
  - 4-5 The band achieves some limited local success. People of your age group from your homeworld will often remember the band from their youth. Gain +2 SOC and the other three members of your band as Allies.
  - 6 The band is a rousing success. The band gets interstellar notice and people met in systems within a six-parsec range of your homeworld will likely know of the band. Gain 1d3+1 SOC. In addition, gain a +2 to enter any entertainment-based career.
- 56** You have obtained a job working inside an office for a family friend. Gain your choice of Admin, Advocate, Broker, Comms, Electronics, or Steward at level 0.
- 61** You have become part of an exchange program with another educational institution. Consult a map of Earth Sector. Choose the nearest world with an A-class port. If there are equidistant ports, it is your choice. You will join a university on that world for one of your years in college. You will gain the background skills of this new world as listed in the chart (see p.87-97). If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for the university's location.
- 62** You have taken a first aid class. Gain Medic-0. If you already have Medic of any specialty at any level, re-roll this result. If you get this result on the re-roll, gain a level in Medic (Any) to a maximum of 3.
- 63** You have become involved in local sports either with your educational institution or among an organized league. Gain a level in Athletics (Any). Roll 1d6.
- 1 You try hard but you are most often a bench warmer. You have few fond memories of the experience.
  - 2-3 You and your team were mediocre. Despite this, you learned how to work within a group and made some friends. Gain 1d3 Contacts among your former teammates.

- 4-5 You and your team were better than average. You won a few accolades and you remember the experience fondly. You likely have a few souvenirs of your time. Gain 1d6 Contacts.
- 6 Your team won the league championships and you are touted as the major reason for this victory. Gain another level in Athletics (Any), +2 SOC and a +2 to enter the Sports career (see p. 183)

- 64** You have become part of a colonization program looking to add college educated persons to a new colony. Once you have completed your collegiate career, consult a map of Earth Sector. Choose an unsettled system. This is now your new home. If the main world's atmosphere and hydrographics are 4,6 or 8, then gain Survival (Any) 1. If the atmosphere is 4,6 or 8 and the hydrographics is less than 2, gain Survival (Desert) 1. In any other case, gain Vacc Suit 0. Your first career must be Colonist (see p.135)
- 65** You are seen as an arts prodigy. Gain a level in Art (Any) and increase your SOC by 1.
- 66** You have greatly excelled in your studies. Gain +1d3 EDU to a maximum of 14. If you did not succeed on your Honors roll, this result changes that roll to a success and you will gain the benefits of making that roll. In addition, if you are an undergraduate when you make this roll, you may enter Graduate School, Medical School, or a Military Academy without having to make an admission roll.

### COLLEGIATE LIFE EVENTS TABLE

D6	Event
1	You have suffered an injury. Roll on the Injury Table (p.197)
2	There has been a death among your family or friends. Choose a family member or friend to have died. This will have affected you greatly. If you have an Ally or Contact, choose the deceased from that group.
3	You have had a relationship end badly. This may be a romantic relationship or a close friendship. Lose one Contact or Ally.
4	You have made a new friend. Gain one Contact.
5	You have had an improvement to a relationship. An acquaintance has become a friend, a friend has become a close friend, you have gained a romantic relationship, or a romantic relationship has become a marriage. If you have no Contacts, then you will gain one Contact. If you currently have Enemies, one of those is now a Rival. If you have Rivals, one of those is now a Contact. If you have Contacts, one of those is now an Ally.
6	Something wonderful has occurred. You have come into some extra money, you have completed a life goal, or a wonderful new person has entered your life. Gain your choice of +2 SOC, a new Ally, a boon of 100,000 credits or upgrade a relationship as in Option 5.

## CAREER PATHS

*“The longer lives that we are able to lead now allow us to go down many paths. Robert Frost, in his poem “The Road Not Taken”, makes a profound statement about taking the less traveled road because it has made his life all the better. I suppose that was true. However, at the age of 145, I have had the opportunity to travel down the more traveled road and the less traveled one. In my life, I’ve felt damned near every emotion there is, experienced everything, and seen everything that I care to see. I’m tired now but don’t weep for me when I am gone. I have traveled all of the roads and THAT has made all the difference.” – James Lancaster, in his final message to the Cascadian people, January 4, 2330 (standard)*

Within this book are 14 careers created for use with the Clement Sector role-playing game which have been modified to be used with the Earth Sector setting. The careers use the same process as outlined in *Clement Sector: The Rules* on p.26. Some of the results will refer you back to other careers in this book.

Some careers feature special results which are unique to those careers. Those results are defined in the paragraphs which follow this one.

**Ally** – The character gains one Ally who is involved in the career from which the result was obtained.

**Armor** – The player may choose armor for his/her character from the chart on p. 55 of *Clement Sector: The Rules*. You may not choose Battle Armor.

**Captain’s Guild Membership** – This is a membership in the Captain’s Guild (see. P.293). This membership is free for one standard year. After the year is over, the member will need to purchase a regular membership at the normal price.

Multiple results of this Benefit are additional years of the membership. This membership may not be sold for its cash equivalent.

**Contact** – The character gains one Contact from the profession is which he/she is derived.

**Company Share** – This is a 1% share of the corporation with which the character has been associated. The value of this is 2d6 x 100,000 Hub Federation credits. The value of the shares should be determined at the time the benefit is received.

**Medical Kit** – This is a medical tool kit containing standard medicines such as basic analgesics, antibiotics, and anti-radiation drugs. It also includes a medical scanner, a stethoscope, medical tape, scissors, hand sanitizer, saline flushes, gauze, cotton balls, a sterilized mask, a tourniquet, and bandages.

**Pension** – This is an amount provided by the character’s employer or government in thanks for the character’s time of service. This is an amount of 2d6 x 10,000 credits.

The character can choose to accept the money in a lump sum of 10% less than the full value or he/she can choose to receive the payments in 1000 credits per standard year increments. However, the character must return to his/her homeworld annually to pick up the payment.

**Pieces of Art** – These are pieces of art with a value of 2d6 x 10,000 credits. The value of the pieces should be rolled at the time the benefit is received.

**Rare Item** – This is a rare item which can be anything from a 20<sup>th</sup> Century sports card or 19<sup>th</sup> Century painting to a 22<sup>nd</sup> century holographic art piece. It is the choice of the player as to what form the item takes. The value of the piece is 2d6 x 100,000 credits.

**Souvenir Membership** – This is a membership in the Souvenir Clone Corporation's full-body replacement program (see. P.240-241). This membership is free for one standard year and does not require monthly charges for that year. After the year is over, the member will need to purchase a regular membership at the normal price and pay the monthly charges.

Multiple results of this Benefit are additional years of the membership. This membership may not be sold for its cash equivalent.

**Tool Kit** – This is a tool kit consisting of 5,000 Credits worth of tools used in the character's profession.

**Vacc Suit** – The player may choose one of the vacc suits listed on p.55 of *Clement Sector: The Rules*.

**Weapon** - The player may choose a weapon from the Melee weapons chart on p. 63 of *Clement Sector: The Rules* or from the Common Personal Ranged Weapons chart on p.65 of *Clement Sector: The Rules*.

If the player wishes, he/she may choose to take a level in Melee (Any) or Gun Combat (Any) in lieu of a weapon.



**BELTER****Enlistment:** END 8+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered previous to this one.

**Assignment:** Choose from the following:

**Miner** – You are one of the people mining asteroids for their ores and other wealth.

**Prospector**– You go forth and search for the right asteroid to mine.

**Worker**– You are part of the support network that processes what the miners find.

**Career Progress**

Career	Survival	Advancement
Miner	END 8+	INT 8+
Prospector	INT 8+	EDU 8+
Worker	END 8+	EDU 8+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	1000	+1 STR
2	2000	+1 END
3	3000	+1 DEX
4	5000	Weapon
5	10,000	+1 SOC
6	25,000	Vacc Suit
7	50,000	Company Share

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Drive (Mole)	Advocate (Any)
2	+1 DEX	Trade (Prospector)	Admin
3	+1 END	Vacc Suit	Science (Any)
4	+1 EDU	Zero G	Electronics (Any)
5	+1 INT	Explosives	Diplomat or Persuade
6	Carouse	Pilot (Small Craft)	Art (Any)

Roll	Specialist: Miner	Specialist: Prospector	Specialist: Worker
1	Trade (Prospector)	Admin	Admin
2	Explosives	Vacc Suit	Streetwise
3	Vacc Suit	Trade (Prospector)	Steward
4	Zero G	Science (Geology)	Electronics (Any)
5	Carouse	Zero G	Mechanic
6	Drive (Mole)	Electronics (Sensors)	Carouse



## Ranks and Benefits

Rank	Miner Benefit	Prospector Benefit	Worker Benefit
0		Trade (Prospector) 1	
1	Vacc Suit 1	Vacc Suit 1	Vacc Suit 1
2	Zero G 1		
3		Science (Geology) 1	Steward 1 or Mechanic 1
4	Jack of All Trades 1		Streetwise 1
5			
6	Pilot (Small Craft) 1	Admin 1	Admin 1

## Mishaps

### 2d6 Mishap

- 2 Severely Injured. Roll twice on the injury table (p.197).
- 3 The company which employs you has run into financial problems. They close down operations in this system leaving you without a job. You'll have to leave this career. Roll for Benefits as usual but any result of "Company Share" should be re-rolled.
- 4 The company performs a psychological exam on you and finds that you are no longer capable of handling the danger of being a belter. They give you a severance package, but you must leave the career. Gain two Benefit rolls.
- 5 You have been accused of negligence which resulted in the death of a fellow belter. Lose 2 Benefit rolls.
- 6 You just can't take it anymore. The nothingness of space. The cramped quarters. The uncertain pay. You need a new job.
- 7 Injured. Roll on the injury table (p.197).
- 8 You have become involved in a love affair with a fellow belter. Unfortunately, this has placed you in the sights of a jealous rival with more seniority in your company. This rival has arranged for you to be released from the company. Gain 1 Enemy.
- 9 A collapse occurs within a mine tunnel and traps you for several hours. You are rescued but only after suffering injuries and watching your coworkers die slowly. You begin to suffer from claustrophobia and cannot continue in this career. Lose all levels in Vacc Suit. You will continue to suffer claustrophobia for the rest of your life.
- 10 An accident results in you floating away from your work area into space. Though you are eventually rescued, the psychological damage is permanent. Lose -2 INT but gain a level in Vacc Suit. You have also developed either a fear of space, open spaces, or being inside a vacc suit.
- 11 Your workplace is hit with a massive dose of radiation from a solar flare. Lose -1 END.
- 12 The belt has been attacked by rebels, terrorists, or pirates. Roll 8+ on your choice of Gun Combat (Any), Deception (Any), or Stealth. If you succeed, you are able to survive but the company releases you as they have lost so much money in the attack that they are going to be forced to leave the system. If you fail, roll once on the injury table but otherwise the result is the same.

**D66 Events**

- 11** Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
- 12** Things are tough for your company. They are forced to release several employees, but you are kept on as an employee. You are forced to move into the head office and assist with administration. Gain Admin 1.
- 13** You spend a lot of your downtime getting into trouble. Gain a level in Carouse, Deception (Any), Gambler, or Streetwise.
- 14** Due to a shortage of employees, you have been forced to work outside your normal specialty. Choose a Specialist table for which you are not assigned and roll for a skill.
- 15** You see a fellow team member doing something dangerous or illegal. If you choose to turn them in, gain +2 to next Advancement roll. If you choose to instruct them to do otherwise, gain Leadership 1 or a roll on the service table. If you choose to ignore the action gain an Ally.
- 16** Barfight! Roll Melee (any) 8+. If you succeed, gain a Contact among your fellow fighters. If you fail, make a roll on the injury table. (p.197)
- 21** You have become part of a gambling circle on board your ship. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Persuade. If you fail, lose 2 benefit rolls.
- 22** It is often necessary to have to repair your own equipment while working. Gain a level in Mechanic.
- 23** Belters are often an unruly sort. Gain a level in Deception (Any), Melee (Any), or Streetwise.
- 24** You have learned basic first aid. Gain Medic at level 0.
- 25** You have been chosen to be part of the training staff for your organization. Gain +1 on your Benefit rolls and +1 SOC.
- 26** You use some of your downtime to pursue a hobby. Gain a level in Art (Any) or Science (Any).
- 31-36** Life Event. Roll on the Life Event Table (p.197).
- 41** You spend a lot of your downtime at the gun range. Gain a level in Gun Combat (Any).
- 42** Belters come from many diverse backgrounds. Gain a level in Language (Any).
- 43** One of your coworkers is a gossip. He/she finds out some damaging information about you and your past and spreads it around. Gain a Rival and a -2 DM to your next Advancement roll.
- 44** One of your coworkers is politically active in several causes. He/she talks constantly about it. This position is popular among the workers but not popular among the owners of the business. If you decide to side with the coworker in his/her cause, gain an Ally but lose -2 DM to your next Advancement roll. If you decide to side with the employers over the coworker, gain a +2 DM to your next Advancement roll but gain a Rival in the coworker. If you attempt to ignore the coworker, gain the coworker as a Rival and gain a level in Persuade.
- 45** One of your coworkers informs you that he/she is writing a book about the experience of being a Belter. A thinly veiled version of you is one of the central characters. You gain notoriety. Add +1 SOC.
- 46** You are often chosen to perform jobs outside your comfort zone. Gain a level in Jack of All Trades.
- 51** Belters have a tendency of come and go from the life. You have met a lot of people in your time in the belt. Gain 1d3 Contacts.
- 52** The corporation that employs you has had a disagreement with a rival corporation within the system in which you work. The two corporations go to war with each other and you are caught in the middle. Roll your choice of Deception (any) 8+, Gun Combat (Any) 8+, or Stealth 8+. If you chose Deception and succeeded, you are able to use the disorder to make money. Make 2 cash Benefit rolls immediately and keep the cash. If you failed the Deception roll, you have been caught and will lose 1 Rank and 2 Benefit rolls as punishment. If you chose Gun Combat

	and succeed, gain a level in Gun Combat (Any) and +2 DM to your next Advancement roll. If you failed your Gun Combat roll, roll on the Injury table (p.197). If you chose Stealth and succeeded, gain a level in Zero G. If you failed the Stealth roll, roll on the Injury table (p.197)
<b>53</b>	You have been chosen for advanced training. Make a roll on the Advanced Education table.
<b>54</b>	You have been working extra hard to get things just right. Roll for an additional skill on the Service Skills table.
<b>55</b>	You have begun to delve deeply into religion. Choose an existing real-world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
<b>56</b>	You have struck it rich! The company is thankful for your contributions. Add +1 to all Benefit rolls and an increase in Rank.
<b>61</b>	Your excellent work results in a bonus. Immediately make 2 cash Benefit rolls.
<b>62</b>	You have worked to hone your skillset. Gain a level in any skill which you already possess.
<b>63</b>	The mining tunnel in which you are working collapses. You are safe but many of your friends are trapped. Roll Vacc Suit 8+ or Zero G 8+. If you succeed, you have saved your friends. Gain 1d3 Contacts and +1 SOC. If you fail, the other beltters will have sympathy for you but will be reluctant to work with you as they feel that you are bad luck. Take -2 SOC.
<b>64</b>	During your work, you have come across a small sphere which appears to be some sort of alien artifact. When you touch it for the first time, there is a bright flash of blue light. After that, it is completely inert. None of your coworkers will believe that it is anything other than an interesting sphere. Gain +2 INT. However, your dreams will be haunted by the image of a large spider-like creature for the rest of your life.
<b>65</b>	A superior is highly impressed by your performance. He/she is determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
<b>66</b>	Your work has helped to uncover a massive deposit of ores and metals. Your work is appreciated by the company. They immediately grant you ten shares in the company and raise you two Ranks. Gain an Ally within the company management.

**CELEBRITY****Enlistment:** SOC 8+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

You are famous (or infamous) in at least one or two systems and possibly throughout Earth Sector. Perhaps you're well-known for your talents or simply for being famous but, in any case, you are a celebrity!

**Assignment:** Choose from the following:

**Actor**

You make your living portraying others in holovids, holonovels and on the stage.

**Musician**

You perform the music that makes whole worlds sing and dance.

**Star**

Some people are simply famous for being famous. You are loved by millions!

**Career Progress**

Career	Survival	Advancement
Actor	SOC 6+	INT 6+
Musician	INT 6+	SOC 6+
Star	SOC 6+	SOC 6+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	None	Contact
2	None	Contact
3	10,000	Ally
4	10,000	+1 SOC
5	40,000	+1 EDU
6	100,000	Pieces of Art
7	200,000	Souvenir Membership

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 END	Electronics (Comms)	Electronics (Any)
2	+1 STR	Persuade	Language (Any)
3	+1 SOC	Art (Any)	Advocate (Any)
4	+1 DEX	Art (Any)	Broker
5	+1 INT	Carouse	Diplomat
6	Carouse	Deception (Disguise)	Steward

## *EARTH SECTOR*

Roll	Actor	Musician	Star
1	Art (Visual Arts)	Language (Any)	Advocate (Any)
2	Art (Writing)	Carouse	Deception (Disguise)
3	Art (Performer)	Art (Instrument)	Diplomat
4	Art (Performer)	Art (Instrument)	Carouse
5	Athletics (Any)	Art (Writing)	Persuade
6	Deception (Disguise)	Persuade	Steward

### Ranks and Benefits

Actor	Benefit	Musician	Benefit	Star	Benefit
0	Art (Any) 1	0	Art (Instrument) 1	0	Art (Any) 1
1		1		1	
2	Carouse 1	2	Carouse 1	2	Carouse 1
3		3		3	
4	+1 SOC	4	+1 SOC	4	+1 SOC
5		5		5	
6	+1 SOC	6	+1 SOC	6	+2 SOC

## Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury table (p.197).
3	You have become disenchanted with fame. You want to live a simple life. You decide to move on to another career or to retirement.
4	You have become so associated with one part, one song, or one moment in your life that you simply cannot escape it. While most will remember you for that fondly, this association will not allow you to grow in your field. It's time to leave.
5	You have developed a disease which, while curable, affects your ability to perform. You must leave the stage.
6	You have said or done something so incredibly offensive or embarrassing that your fame takes a hit and you not able to recover. Lose -3 SOC and leave the career.
7	You have been injured. Roll once on the Injury table (p.197).
8	You are involved in a "fracas" with a member of the production crew. The bad publicity means that your career is over.
9	A routine customs inspection while you are traveling reveals a large amount of an illegal substance in your luggage. It is up to the player as to whether or not the item actually belongs to the character. In any case, law enforcement believes it does. Spend the next term in prison. Join the Prisoner career (p.179) for one term. Following the term in prison, you may attempt to re-enter this career. Roll Advocate (Any) 8+. If you succeed, you may rejoin this career. If this roll is failed, you may not re-enter this career.
10	You have become involved with a political or religious movement which proves unpopular with most of your fans. Lose -2 SOC and choose another career.
11	One of your Contacts or Allies dies an extremely violent death. This death haunts you and you can no longer continue in this lifestyle. You feel the need to get away from your fame. Choose an independent world in Earth Sector and re-locate there. Begin any other career than Celebrity or enter the game.
12	A popular politician on your homeworld has been killed by an assassin. When the assassin is questioned as to why he/she did it, he/she cites your career as his/her prime influence. The resulting backlash is palpable. Lose -3 SOC and leave the career.



D66

Events

- 11** Something terrible has happened to you. Roll on the Mishap table but you will not be forced to leave this career.
- 12** A local critic has decided that your career or stardom is a complete waste of time, effort, and money. He/she writes a hit piece about you and tries to destroy your career. Lose -1 SOC and gain a Rival. In addition, take a -2 to your next Survival roll.
- 13** One of your close friends does something extremely stupid. Unfortunately, the media coverage of the event focuses more on you than your friend. Lose -1 SOC and lose a Contact.
- 14** You have become involved in a sex scandal. Roll a Persuade or Diplomat check at Difficult. If you succeed, you have managed to turn the scandal into a sensation. Gain +1 SOC and a level in Diplomat. If you fail, lose -2 SOC.
- 15** You have a lot of fun being a celebrity. Gain a level in Carouse. Roll 1d6. On a roll of 1-2, you have become addicted to alcohol or a drug.
- 16** Your agent or manager has absconded with all your money. Lose all the Benefit rolls that you have so far accumulated.
- 21** You spend some time with a personal trainer. Gain a level in Athletics (Any).
- 22** You have been asked to be part of a celebrity game show which is popular throughout Earth Sector. If you refuse to do it, gain +1 SOC for being "better" than the show. If you take the job, you are paid 50,000 credits. Roll 1d6.
  - 1 The whole thing is a farce intended to embarrass the celebrity contestants. Make a SOC check at Very Difficult. If you succeed, you have turned the tables on the host. Gain +1 SOC. If you fail, they have embarrassed you greatly and you take -2 SOC.
  - 2-3 The game show is a quiz show and requires you to know a great many facts. Make an INT or EDU check at Difficult. If you succeed, gain +1 SOC. If you fail, take -1 SOC.
  - 4-5 The game show is only loosely a game and requires you to use your wit and charisma. Make a Carouse check at Difficult. If you succeed, gain +1 SOC. If you fail, take -1 SOC.
  - 6 As 4-5, except you need not even roll. You are an instant hit and considered to be one of the best celebrities they've had on the show. Gain an additional 50,000 credits, an extra Benefit roll, and +2 SOC.
- 23** You have begun to delve deeply into a local religion. Choose an existing real-world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
- 24** In this business, it's important to know people. Gain 1d3 Contacts.
- 25** You have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheel or Track), Flyer (Grav), or Seafarer (Sail or Motorboats).
- 26** It is very important that you stay on top of your agent, your contract, and your finances. Gain Broker 1.
- 31-36** Life Event. Roll on the Life Events Table (p.197)

- 41** You have decided to become involved in the holography side of your career. Gain a level in Art (Holography).
- 42** You have learned first aid. Gain Medic 0.
- 43** Your agent decides that you should attempt to expand your appeal by having you attempt to do something “out of your comfort zone”. Make a roll on the skill table for an assignment other than your own.
- 44** You have decided to take a weapons class. Gain a level in Gun Combat (Any).
- 45** In order to understand “the common people” for a role, song, or research, you study or take part in another career. Choose any other career and roll once on the Service Skill Table.
- 46** You do a lot of traveling. Gain a level in Vacc Suit.
- 51** In order to relax, you have taken up riding. Gain Animals (Riding) 1.
- 52** Someone writes a “tell-all” book about you and your career. It damages your reputation. Lose -2 SOC.
- 53** You are physically attacked by a crazed fan that gets past your security detail and lunges at you. Roll Melee (Unarmed) at Difficult. If you fail, roll on the Injury table (p.197). If you succeed, the holovid of your stunning defense becomes extremely popular. Gain +2 SOC.
- 54** You take the time to learn a second language. Gain Language with a specialty in any language from your homeworld that you do not already speak (see Language table on p.99-108).
- 55** You have received an endorsement deal with a product being sold on your world. You are paid 25,000 credits for the use of your likeness as a hologram in a widely seen advertisement. Roll 1d6.
- 1 The product is an abject failure. The failure of the product drags you down with it. Take a -2 DM to your next Advancement roll and -2 SOC.
  - 2-3 The product is a success but turns out to be somewhat embarrassing to you due to the type of product. Lose -1 SOC.
  - 4-5 The product is a success. The corporation pays you an additional 25,000 credits and you gain +1 SOC.
  - 6 The product and the ad campaign are a major success. In addition to a 100,000 credit bonus, you are considered for several other advertisements as well. Gain +3 SOC.
- 56** You have taken some downtime to study a subject as a hobby. Gain a level in Art (Any) or Science (Any).
- 61** Your most recent work is an astounding success. Gain an automatic Advancement and a +2 to your next Survival roll.
- 62** Your agent is a genius. Gain two additional rolls on the Benefits table and take +1 to all future Benefit rolls in this career.
- 63** People rave about what a great person you are not only in the public arena but also in your private life. Gain 1d3 Contacts. If you have any Contacts before this roll, 1d3 of those Contacts become Allies.
- 64** You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or an increase in rank.

- 65** You have been invited to be on one of the most popular interview shows in your subsector. This is one of those moments that, as a celebrity, you simply cannot miss as the host of the show is powerful and influential. If you refuse, lose -1 SOC and gain an Enemy of the host. If you accept, roll 1d6 and consult the table which follows on the next page.
- 1 The host hates your work or your fame. He/she has invited you on the show to embarrass you and engage in personal attacks. Make a Diplomat check at Very Difficult. If you fail, the host has succeeded in his/her mission and done severe damage to your career. Take -2 SOC and a -2 DM to your next Survival roll. If you succeed, you have turned the tables on the host. Gain +2 SOC and a +2 to your next Survival roll.
  - 2-3 The host is not impressed with you at all. He/she did not want you on the show, but his/her booking agent pressed hard and here you are. Make a Diplomat check at Difficult. If you fail, the interview did not go well, and you take a -1 SOC. If you succeed, you were able to shine despite the host's reluctance. Gain +1 SOC.
  - 4-5 The host has been somewhat impressed by you and your work. Make a Diplomat check at Routine. If you fail, the host becomes disenchanted with you and makes this known. Take a -2 DM to your next Survival roll. If you succeed, the host takes an interest in furthering your career. Gain a +2DM to your next Survival roll and gain a Contact.
  - 6 The host is already enamored of you and your work. He/she takes every opportunity to promote you before the interview. Make a Diplomat check at Easy. If you succeed, you have gained the host as an Ally and a +2 DM to your next Survival roll. If you fail, the host is not only disenchanted with you but embarrassed at his/her previous interest in you. Take a -2 DM to your next Survival roll and gain an Enemy.
- 66** You have won the most prestigious award in your field. Gain +2 SOC and three Benefit rolls. In addition, gain a modifier of +6 which must be split up into increments of not more than +2 to use on any Survival or Advancement rolls until it is depleted.

**COLONIST**

**Enlistment:** END 6+  
-1 per previous career

**Career Progress**

**Assignment:** Choose from the following:

**Settler** – A person who, for one reason or another, has decided to leave their home and make a new life on an unsettled world.

**Politician** – A person who has come to the colony for the sole purpose of advancing themselves politically in the new colony.

**Commercial** – A person who, either as a member of a company or on their own, has come to the new colony to establish a business.

Career	Survival	Advancement
Settler	END 6+	EDU 7+
Politician	INT 5+	SOC 7+
Commercial	INT 5+	EDU 7+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	500	+1 END
2	1000	+1 INT
3	2000	+1 EDU
4	5000	Contact
5	5000	Weapon
6	10000	+1 SOC
7	20000	Rare Item

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Drive (Any)	Art (Any)
2	+1 DEX	Electronics (Computers)	Medic
3	+1 END	Mechanic	Language (Any)
4	Athletics (Any)	Electronics (Sensors)	Science (Any)
5	+1 EDU	Electronics (Comms)	Tactics (any)
6	Art (Any)	Electronics (Remote Ops)	Leadership

Roll	Specialist: Settler	Specialist: Politician	Specialist: Commercial
1	Recon	Admin	Advocate (Any)
2	Gun Combat (Any)	Persuade	Broker
3	Survival (Any)	Advocate (Any)	Persuade
4	Animals (Any)	Deception (Lie)	Profession (Any)
5	Navigation	Diplomat	Admin
6	Jack of All Trades	Carouse	Deception (Any)

### Ranks and Benefits

Rank	Settler	Benefit	Politician	Benefit
0	Immigrant	Jack of All Trades 1	Handshaker	Carouse 1
1				
2	Homesteader	Animals (Any) 1	Office Seeker	Deception (Any) 1
3				
4	Resident	Survival (Any) 1	Legislator	Advocate (Any) 1
5				
6	Citizen	Leadership 1	Lawmaker	Admin 1

Rank	Commercial	Benefit
0	Shopkeeper	Profession (Any) 1
1		
2	Merchant	Broker 1
3		
4	Manager	Admin 1
5		
6	Capitalist	Diplomat 1

Those entering the colonist career should choose a world on the Earth Sector map which has a starport type of X and a population of 0. This is the world which the character and their fellow colonists have chosen to colonize. This is the character's new homeworld. Take Survival (Any) at level 1 or add a level to any existing Survival skill that the character may have.

## Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the injury table (p. 197)
3	Your fellow colonists have decided that you and your ilk no longer have a place in this colony. Choose a new world or roll on the homeworld chart (p.77-86). You must choose a new career. However, you gain 1d3 Contacts who are also banished.
4	You've simply become tired of the constant struggle of colony life. Choose another career and a new homeworld (p.77-86)
5	Your colony has failed. There just seems to be no reason to carry on here. Choose another career and a new homeworld (p.77-86)
6	A continuing rivalry with a fellow colonist ends with you deciding to leave the colony. Choose another career and a new homeworld (p.77-86)
7	Injured. Roll on the injury table (p.197)
8	You have been accused of negligence which resulted in the death of a fellow colonist. Lose 2 Benefit rolls and choose a new career and homeworld (p.77-86)
9	An alien creature takes you by surprise and nearly kills you. Roll twice on the injury table (p.197). You are shipped out to the nearest world for medical treatment. Choose a settled world near the world you choose to colonize and make this your new homeworld.
10	You have been banished from the colony with no money or chosen destination. Immediately enter the Vagabond career with the Transient assignment (p.192).
11	You have contracted an alien disease or virus on a new world. Lose -3 END.
12	You are away from the colony center for several days on an exploratory mission, hunting trip or simply working your farm. When you approach the city, you find that all of the inhabitants are gone. Your friends, Contacts, Rivals and Enemies and possibly members of your family all vanished without a trace. You live for several weeks without seeing another human and can find no reason for your fellow colonists to have disappeared. Eventually, a merchant vessel arrives and agrees to carry you to a civilized world. Roll for a new homeworld (p.77-86). Gain a level in Survival (Any). Lose all Allies, Contacts, Rivals and Enemies that you gained in this career. Immediately enter the Vagabond career (p.192).



## Events

**D66 Events**

- 11** Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
- 12** A disagreement between the colonists leads to an armed conflict. Roll Diplomat or Gun Combat at Difficult. If you succeed, you are able to survive the conflict. If you used Diplomat, gain a level in Leadership. If you used Gun Combat, gain a level in Recon. If you failed, roll on injury table and gain the rival colonists as Enemies.
- 13** A natural disaster strikes the colony. You are faced with a choice to save yourself or try to save others. If you attempt to save yourself, roll Survival at Difficult. If you succeed, gain a level in Recon or Survival (any). If you fail, make a roll on the injury table (p.197). If you succeed or fail, make a SOC check at Routine. If you fail, take -2 SOC. If you attempt to save others, roll Survival (Any) at Routine. If you succeed, gain a level in Recon or Survival (Any) as well as an Ally. If you fail, make a roll on the injury table (p.197) but also gain a level in Leadership.
- 14** You are caught in a violent weather event on a new world. Roll Survival (Any) at Difficult or suffer an injury (p.197)
- 15** Life as a colonist isn't always honest. Gain a level in Deception (Any) or Streetwise.
- 16** Raiders have attacked the colony. Roll Gun Combat (Any) at Difficult. If you succeed, you have survived the raid. If you fail, roll on the Injury table (p.197)
- 21** While exploring your new world, you encounter an odd beast which attacks you. Roll Gun Combat (Any) or Survival (Any) at Routine or suffer an injury (p.197)
- 22** You have become involved in activity which usually falls under the purview of another assignment. Roll once on the Specialist skills table of an assignment other than your own.
- 23** Colonists work hard during the day and often relieve their stress at night with a few drinks. Gain a level in Carouse.
- 24** You have become part of a gambling group with your fellow employees. Roll Gambler at Routine. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Persuade. If you fail, lose 2 benefit rolls.
- 25** You have become involved with the formation of a local sports team. Gain a level in Athletics (Any) or Tactics (Sport).
- 26** Going from one place to another in a new colony often involves a lot of walking rather than the use of a vehicle. Gain a level in Athletics (Endurance) or Navigation.
- 31-36** Life Event. Roll on the Life Event Table (p.197).
- 41** You find some quiet time on this new world. You use that time to increase your knowledge. Gain +1 EDU.
- 42** You volunteer with your community law enforcement. Gain a level in Investigate or Streetwise.
- 43** You find yourself helping with the day to day administration of the colony. Gain Admin 1. If you are a politician, you may choose to gain a level in Advocate (Politics) instead of Admin.
- 44** It is sometimes difficult to do with all of the real-world pressures, but you are able to find time to practice your art. Gain a level in any Art skill which you already possess. If you do not already have an Art skill, you may gain Art (Any) 1.
- 45** Colonists don't always have a vehicle to drive or mount to ride. You do. Gain a level in Drive (Wheeled or Tracked), Flyer (Any), Seafarer (Any) or Animals (Riding).

- 
- 46** You meet and greet with a lot of new colonists. Gain 1d3 Contacts.
  - 51** You have discovered a local commodity which might which might help to increase trade to and from the colony. Roll Broker 8+. If you succeed, gain 2 benefit rolls. If you fail, take a -2 penalty to your next advancement roll.
  - 52** You have taken monitoring duty for the colony's advance warning system. Gain a level in Electronics (Computer, Remote Operations, or Sensors).
  - 53** The colony wants everyone ready if raiders or animals strike the colony. Gain a level in Gun Combat (Any).
  - 54** You have been given the opportunity to represent the colony in trade talks with another world. Roll twice on the Specialist: Ambassador table of the Diplomatic Service career on p.140. You also gain +1 SOC.
  - 55** During an exploratory trip into the wilderness of your world, the vehicle on which you are traveling crashes. You are stuck in a wild area of the planet and are forced to survive using your wits and training. Suffer one roll on the injury table (p.197) but also gain one level in Medic (First Aid or Diagnosis), Recon, Survival (Any), or Vacc Suit.
  - 56** It turns out that one of your fellow colonists is actually a famous actor who is attempting to learn the "true experience". He/she will tell your story in an upcoming holovid about "the life of the colonist". Gain 1d6 x 100,000 credits and immediately enter the Celebrity career (see p.129)
  - 61** You have been recognized as a valuable member of your community. Gain 1 Benefit roll.
  - 62** You are determined to improve your scientific skills. Gain a level in Science (Any).
  - 63** As a colonist, you are often called upon to do the work of several people. Gain a level in Jack of All Trades.
  - 64** Your contributions to the success of the colony are celebrated. Increase your rank by one and take +1 to all Benefit rolls.
  - 65** You've gained an interesting opportunity to better your position in the colony. If you are a Colonist, you may change your assignment to Politician or Commercial. If you are in Politician or Commercial, you may change your assignment or increase your rank by one.
  - 66** You are asked to be part of the formation of a new city on your planet. You may change your assignment at this time if you desire. Gain +2 SOC and two rolls on the specialist table of whatever assignment you retain or choose.

***DIPLOMATIC SERVICE*****Enlistment:** INT 6+

Take a -1 modifier for each career you have entered previous to this one.

**Assignment:** Choose from the following:

**Ambassador** – You served as part of the foreign service of your government as a diplomat interacting with other foreign services.

**Generalist**– You served within the support staff of an embassy which was located on another world from that of your government

**Diplomatic Security** – You served as a member of the Diplomatic Security Service which is tasked with criminal investigations and security on other worlds in the name of your government.

**Career Progress**

Career	Survival	Advancement
Ambassador	EDU 8+	INT 7+
Generalist	INT 6+	EDU 7+
Diplomatic Security	END 6+	EDU 6+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	5,000	+1 EDU
2	10,000	+1 INT
3	10,000	Weapon
4	25,000	Contact
5	40,000	+1 SOC
6	60,000	Pension
7	100,000	Pieces of Art

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 DEX	Electronics (Computers)	Science (Any)
2	+1 EDU	Electronics (Comms)	Advocate (Any)
3	+1 INT	Language (Any)	Diplomat
4	+1 END	Persuade	Leadership
5	Carouse	Survival (Any)	Medic (Any)
6	+1 SOC	Diplomat	Art (Any)

Roll	Specialist: Ambassador	Specialist: Generalist	Specialist: Diplomatic Security
1	Electronics (Comms)	Electronics (Any)	Stealth
2	Carouse	Admin	Gun Combat (Any)
3	Diplomat	Advocate (Politics)	Investigate
4	Language (Any)	Electronics (Comms)	Recon
5	Advocate (Oratory)	Mechanic	Streetwise
6	Persuade	Steward	Advocate (Politics)

## Ranks and Benefits

Rank	Ambassador	Benefit	Generalist	Benefit	Diplomatic Security	Benefit
0	Intern	Language (Any) 1	Intern	Admin 1	Officer	Gun Combat (Any) 1
1	3 <sup>rd</sup> Secretary		DS-1	Comms 1	Sergeant	
2	2 <sup>nd</sup> Secretary	Admin 1	DS-2	Language (Any)	Corporal	Recon 1
3	1 <sup>st</sup> Secretary		DS-3		Lieutenant	
4	Minister	Diplomat 1	DS-4	Advocate (Any) 1	Captain	Investigate 1
5	Ambassador		Manager		Chief	Admin 1
6	Chief of Mission	Advocate (Any) 1	Dept Head	Leadership 1	Senior Chief	Leadership 1

## Mishaps

### 2d6 Mishap

- 2 Severely Injured. Roll twice on the injury table (p. 197)
- 3 You have been accused of negligence in your duties. Lose two benefit rolls.
- 4 A local media story implicates you in a major crime. It is the decision of the player as to whether these accusations are true or not. Lose -2 SOC.
- 5 A political change in your government results in your dismissal. As a reprisal against the former government, all current employees are removed from their office. Roll Diplomat 8+. If you succeed, you are still removed from this career, but you retain all Benefit rolls. If you fail, you are removed from the career and lose all Benefit rolls from this career.
- 6 Your continued rivalry with a superior has finally reached an impasse. This person has sought to end your career numerous times and has finally done so. Gain 1 rival.
- 7 Injured. Roll on the injury table (p.197)
- 8 You have been caught up in a corruption sting. Roll Advocate 8+ to avoid -2 SOC.
- 9 During a clandestine meeting with anti-government forces, another rebel group raids the location. Roll Gun Combat (Any) or Deception 8+ to escape serious injury. If you succeed, roll once on the injury table (p.197). If you fail, roll three times on the injury table. Either way, your government disavows knowledge of the affair and you not only lose your job but take a -2 DM to Enlistment in any government related job.
- 10 Your ship crashes during a landing. Roll twice on the injury table (p.197)
- 11 You have contracted a life-threatening illness. Lose -2 END.
- 12 Your actions have caused the start of an interstellar war. Not only have you offended the foreign government, but you have also been arrested as the first prisoner of the war between the two worlds. You will be jailed in a special prison for 1d6 years and lose -3 SOC. Roll twice on the injury table (p.197) as you have been beaten by both guards and prisoners alike during your time in prison. If you attempt to enter any government related career following this one, you will suffer a -4 DM to Enlistment.

**D66 Events**

- 11** Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
- 12** You are sent to a new assignment. Choose a world within four parsecs of your home government and learn the primary language of that world at level one.
- 13** You have been recognized by your government for exemplary service. Gain +1 SOC.
- 14** During a negotiation you have committed a minor cultural faux pas which threatens to wreck an important deal. Roll Diplomat 8+ or Persuade 8+ to smooth it over. If you succeed, gain a +2 DM to your next advancement. If you fail, take a -4 DM to your next advancement roll as well as lose one benefit roll.
- 15** You have selected for cross-training with another department. Roll once on the specialist skill of another specialty other than your own.
- 16** A group of your fellow employees have joined an amateur sports team. Gain Athletics (Any) or a +1 in STR, DEX, or END.
- 21** You participate in a mock debate with your fellow employees to gain insight into upcoming negotiations. Gain a level in Diplomat, Advocate (Any), or Persuade.
- 22** You have been selected for special training. Roll once on the Advanced Education skill table.
- 23** During time at a starport, you spend some time in the seedier parts of town. Gain a level in Carouse, Deception (Any), Gambler, or Streetwise.
- 24** You have become part of a gambling group with your fellow employees. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Deception (Any). If you fail, lose 2 benefit rolls.
- 25** A secretive group within your own government has attempted to recruit you into their ranks. You have the option of accepting, declining, or informing your superiors about the recruitment attempt.  
  

If you accept the group's recruitment, you will gain an extra benefit roll and a modifier of +6 to be used over the remainder of your career in this service which you can break into increments of up to +3 at any time until the entire +6 is used.

If you decline, you will gain a rival and will take a -2 to your next Advancement roll as the conspiracy works against you. If you tell your superiors, roll 1d6. On a 1, your superior is a member of the conspiracy and you will lose a level in Rank and gain a Rival. On a roll of 2-5, your superiors thank you and you gain a +2 DM to your next Advancement roll. On a roll of 6, you are asked to infiltrate the conspiracy. Roll Deception 8+. If you succeed, you will get an instant promotion and two additional Benefit rolls. If you fail, you must roll twice on the injury table as the conspiracy tortures you.
- 26** Your group is given terrorist awareness drills. Gain a level in Gun Combat (Any), Recon, or Tactics (Military).
- 31-36** Life Event. Roll on the Life Event Table (p.197).
- 41** You take some time in your personal life to become a better cook. Gain a level in Steward.
- 42** All of this time spent in space between worlds has made it necessary for you to learn certain skills. Gain one level in Vacc Suit or Science (Space).
- 43** Your government enrolls you into a self-defense class. Gain a level in Melee (Any).

- 44** Your group arrives at the scene of your next negotiation to find that a rival political group within that government has attacked the location of the meeting. You are asked to help in the rescue, recovery, or investigation of the crime. Gain a level in Investigate, Medic (First Aid), Recon, or Leadership.
- 45** You are enrolled into a first aid class. If you do not have it already, gain Medic at 0. If you already have Medic, gain a benefit roll.
- 46** You have become deeply involved in the newest trade agreement with another world government. Gain a level in Advocate (Any) or Broker.
- 51** During your downtime, you have found your artistic side. Gain a level in Art (Any).
- 52** On a visit on another world, you learn how to get around in that society. Gain a level in Language (Any), Navigation, Persuade, or Survival (Any).
- 53** Political rivals within your own government attempt to stop the progress of negotiations with another world. Ambassadors should roll Diplomat 8+. Generalists should roll Admin or Electronics (Comms) 8+. Security should roll Investigate 8+. If you succeed, you have discovered a plot to stop the negotiations and you will gain a roll on your specialist table.

If you fail, then the plot is discovered by another member of your group. If you tell your superiors about the plot, you will gain +4 DM to your next advancement roll, an additional benefit roll and a Rival within your own government. If you keep quiet, you will be recruited by the rival faction and must make the decisions presented in option 25 above.

- 54** Your extensive travel between worlds has given you an opportunity to learn a shipboard skill. Gain one level in Pilot (Any), Electronics (Any), Astrogation, Gunnery (Any), or Engineer (Any).
- 55** One of your colleagues attempts to gain a promotion by denigrating your work. Take a -2 DM to your next Advancement roll and gain a Rival.
- 56** A leak is discovered within your group and information has been given to a rival government. You are tasked to discover what has happened. Roll Admin 8+ or Investigate 8+ to find the leaker. If you succeed, gain a +2 DM to your next Advancement roll. If you fail, take a -2 DM to your next Advancement roll.
- 61** You have decided to make improvements in your personal life. Gain 1 roll on the Personal Development table.
- 62** Your excellence has been noted by your government and you are given an opportunity to shine as an assistant (Ambassador), technical advisor (Generalist) or bodyguard (Diplomatic Security) for a distinguished statesperson in your government. Gain +1 SOC and 1 roll on your specialist table.
- 63** During some time off on another world, you take some time to learn to operate a local vehicle. Gain a level in Drive (any), Flyer (any), Seafarer (any) or Pilot (small craft)
- 64** A superior in your department is highly impressed by your performance. He/she is determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the superior's endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
- 65** You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or a promotion and +1 to all Benefit rolls gained from this career.



- 66** During an extremely tense negotiation with another world's government, you either say the right thing to break the ice (Ambassador), discover a technical fault which would have stopped the meeting (Generalist) or stop an armed assailant from breaking into the negotiation room (Diplomatic Security). Gain +4 to your next advancement roll as well as an Ally in your own service and a Contact in the service of the other world's government.



**EXPLORER****Enlistment:** INT 5+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered previous to this one.

**Career Progress**

Career	Survival	Advancement
Survey	END 6+	INT 8+
Explorer	END 7+	EDU 7+
Escort	DEX 6+	EDU 6+

**Assignment:** Choose from the following:

**Survey**— You are a member of the science team which surveys new solar systems.

**Explorer**— You are a member of the planetary exploration team.

**Escort** — You are an armed escort which assists the survey and explorer teams.

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	5000	+1 END
2	10,000	+1 INT
3	20,000	+1 EDU
4	30,000	Ally
5	40,000	Weapon
6	50,000	Vacc Suit
7	75,000	Armor

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Pilot (Any)	Medic (Any)
2	+1 DEX	Electronics (Sensors)	Language (Any)
3	+1 END	Survival (Any)	Science (Any)
4	+1 INT	Astrogation	Science (Space)
5	+1 EDU	Navigation	Engineer (Any)
6	Athletics (Any)	Vacc Suit	Leadership

Roll	Specialist: Survey	Specialist: Explorer	Specialist: Escort
1	Electronics (Computers)	Animals (Any)	Gunner (Any)
2	Electronics (Comms)	Navigation	Pilot (Small Craft)
3	Science (Any)	Science (Any)	Gun Combat (Any)
4	Electronics (Sensors)	Survival (Any)	Recon
5	Astrogation	Flyer (Any)	Navigation
6	Science (Any)	Jack of All Trades	Stealth

## Ranks and Benefits

Rank	Survey/ Explorer	Benefit	Escort	Benefit
0	Recruit	Science (Any) 1	Recruit	Gun Combat (Any) 1
1	Ensign	Electronics (Any) 1	Ensign	Recon 1
2	Lieutenant		Lieutenant	
3	Lt. Commander	Admin 1	Lt. Commander	
4	Commander		Commander	Leadership 1
5	Captain	Leadership 1	Colonel	Admin 1
6	Admiral	+1 SOC	General	+1 SOC

## Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the injury table (p. 197)
3	You have been accidentally exposed to a dangerous atmosphere. Lose -2 END.
4	An accident during a spacewalk results in you floating away from your ship into space. Though you are eventually rescued, the psychological damage is permanent. Lose -2 INT but gain a level in Vacc Suit. You have also developed either a fear of space, open spaces, or being inside a vacc suit.
5	You have been accused of negligence which resulted in the death of a fellow crewmember. Lose 2 Benefit rolls.
6	An accident on board your ship results in decompression. Lose -1 END.
7	Injured. Roll on the injury table (p.197)
8	You have absolutely no idea what happened to you. The last thing you remember was getting on board your ship. Your ship was found 1d6 years later, dead in space in a frontier system. You and 1d6 of your crewmates had been placed in cold berths. You gain these crewmates as Contacts. The mystery still haunts you and you leave this career.
9	While planetside, an alien creature takes you by surprise and nearly kills you. Roll twice on the injury table (p.197).
10	While exploring a new system, your ship experiences more radiation than it was designed to handle. You receive a damaging dose. Lose -1 END.
11	You have contracted an alien disease or virus on a new world. Lose -3 END.
12	Your ship is destroyed, and you are forced to live on an alien planet for 2d6 years. If the time result is less than four years, gain a level in Survival (Any). For every additional four years rolled (rounding up), make a roll on the Specialist: Explorer table for additional skills. While you survived the destruction of your ship, make one roll on the injury table (p.197).





D66

Events

- 11 Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
- 12 You have spent a great deal of time during this term filling out forms. Gain Admin 1.
- 13 You have been selected for cross-training in an alternate assignment. Choose a Specialist table for which you are not assigned and roll for a skill.
- 14 You have been selected as the team driver. Gain a level in Drive (Any), Flyer (Any), or Seafarer (Any).
- 15 You have become part of a gambling circle on board your ship. Roll Gambler 8+. If you succeed, gain 2 extra benefit rolls and a level in either Gambler or Persuade. If you fail, lose 2 benefit rolls.
- 16 You have been chosen to be part of the training staff for your organization. Gain 2 Benefit rolls and +1 SOC.
- 21 During the exploration of a world during this term, you have befriended an animal from this world. Gain a pet and a level in Animals (Any).
- 22 You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in, gain +2 to next Advancement roll. If you choose to instruct them to do otherwise, gain Leadership 1 or a roll on the service table. If you choose to ignore the action gain an Ally.
- 23 While exploring a new world, you encounter an odd beast which attacks you. Roll Gun Combat (Any) 8+ or Survival (Any) 8+. If you succeed, gain a level in Gun Combat (Any), Survival (Any) or Animals (Any). If you fail, roll on the injury table (p.197)
- 24 You have been caught in a violent weather event on a new world. Roll Survival (Any) 8+ or suffer an injury on the injury table (p.197)
- 25 Your ship is called upon to rescue the crew of a ship in trouble in the outer reaches of a frontier system. Roll Vacc Suit 8+. If you succeed, gain a Contact from the crew. If you fail, roll on the injury table (p.197).
- 26 You have been chosen for advanced training. Make a roll on the Advanced Education table.
- 31-36 Life Event. Roll on the Life Event Table (p.197).
- 41 You have used some of your downtime on the ship for physical training. Gain +1 STR, +1 DEX, +1 END or a level in Athletics (Any) or Melee (Any).
- 42 You have spent additional time on the holographic gun range. Gain a level in Gun Combat (Any).
- 43 You have spent time honing your skillset. Gain a level in any skill which you already possess.
- 44 The crew of your ship comes from many diverse backgrounds. Gain a level in Language (Any).
- 45 You are often called upon for a variety of jobs. Gain a level in Jack of All Trades.
- 46 Your exploratory team has stumbled upon a pirate base. You may attempt Diplomat or Persuade 10+ to talk them out of attacking. If this fails, roll 8+ (Gun Combat if on surface, Pilot or Gunner if in space). If you succeed, you have defeated the pirates. Gain one level of Tactics (Any). If you fail, roll on the injury table (p.197). In either case, gain an enemy of either a surviving pirate or someone attached to the defeated band.
- 51 You have spent your downtime on the ship enjoying your hobbies. Gain a level in Art (Any).
- 52 It is often necessary for teams in the field to repair their own equipment. Gain a level in Mechanic.
- 53 During a visit to a planet, the shuttle on which you are traveling crashes. You are stuck in a wilderness area of the planet and are forced to survive using your wits and training. Suffer one roll on the injury table (p.197) but also gain one level in Medic (Any), Recon, Survival (Any), or Vacc Suit.
- 54 You are forced to hide from some large alien animals on your last trip planetside. Gain Stealth 1.

- 55** A recent squabble over events during the last mission has erupted into a full-time rivalry. Gain a Rival.
- 56** You are invited to attend a special conference concerning exploration of the Earth Sector frontiers. Gain 1d6-3 Contacts and +1 SOC. However, several members of your own crew are jealous that you have been chosen for this over them. Gain 1d6-3 Rivals.
- 61** Much of your downtime has been spent enjoying the company of your crewmates. Gain Carouse 1.
- 62** You have spent extra time planetside during this term. Roll once on the Specialist: Explorer table.
- 63** You are determined to improve your scientific skills. Gain a level in Science (Any).
- 64** A superior is highly impressed by your performance. He/she is determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
- 65** You have been recognized for your exemplary service. Gain two Benefit rolls and +1 to all Benefit rolls gained in this career.
- 66** You are part of a crew that discovers a new world suitable for a colony. Not only is it a prime location for colonists, it is also astrogationally advantageous as its location will provide a needed bridge between two regions. Gain two Benefit rolls and a promotion.



**FREE TRADER****Enlistment:** INT 6+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered previous to this one.

You are one of the many independent traders moving goods back and forth between the stars.

**Assignment:** Choose from the following:

**Line/Crew**

You are a member of the crew or an officer onboard an independent merchant vessel.

**Engineer**

You are a member of the engineering crew of an independent merchant vessel.

**Gunnery**

You are someone who has been trained to defend an independent merchant vessel.

**Flight**

You are the person in charge of piloting the independent merchant vessel and/or the small craft associated with it.

**Career Progress**

Career	Survival	Advancement
Line/Crew	INT 6+	EDU 6+
Engineer	INT 6+	EDU 7+
Gunnery	DEX 6+	EDU 6+
Flight	DEX 7+	EDU 6+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	1000	Weapon
2	5000	+1 END
3	10,000	+1 DEX
4	20,000	+1 INT
5	40,000	Contact
6	75,000	Ally
7	100,000	Captain's Guild Membership

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Admin	Art (Any)
2	+1 DEX	Vacc Suit	Diplomat
3	+1 END	Broker	Language (Any)
4	+1 INT	Persuade	Broker
5	+1 EDU	Carouse	Science (Any)
6	Athletics (Any)	Gun Combat (Any)	Leadership

Roll	Line/Crew	Engineer	Gunnery	Flight
1	Electronics (Comms)	Electronics (Any)	Mechanic	Pilot (Small Craft)
2	Drive (Any) or Flyer (Any)	Electronics (Computers)	Electronics (Sensors)	Electronics (Sensors)
3	Pilot (Any)	Engineer (Any)	Gunner (Turrets)	Pilot (Spacecraft)
4	Electronics (Any)	Engineer (Any)	Gunner (Turrets)	Pilot (Spacecraft)
5	Engineer (Any)	Mechanic	Tactics (Naval)	Tactics (Naval)
6	Steward	Jack of All Trades	Electronics (Any)	Astrogation

### Ranks and Benefits

Rank	Rank Title	Benefits
0	Crewman	Vacc Suit 0
1	Senior Crewman	Level 1 in a skill from your chosen assignment table
2	4 <sup>th</sup> Officer	Persuade 1
3	3 <sup>rd</sup> Officer	
4	2 <sup>nd</sup> Officer	Broker 1
5	1 <sup>st</sup> Officer	Admin 1
6	Captain	+1 SOC
7	Senior Captain	Diplomat 1 and +1 SOC



## Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury table (p.197).
3	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 benefit rolls.
4	A Zimm drive accident strands you and your crewmates in a system with only a minor colony. You are forced to spend 2d6 months attempting to survive. Gain a level in Survival (Any), Animals (Any), Vacc Suit, or Navigation.
5	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
6	Your ship is irreparably damaged in a fight with a pirate ship. Roll twice on the injury table (p.197). You and your crewmates are able to sell the ship for scrap and gain three benefit rolls each.
7	You have been injured. Roll once on the Injury table (p.197).
8	A continuing rivalry with another member of the crew of your ship causes friction. In a fit of anger, you decide to leave the career. Gain a Rival.
9	During a routine shuttle transfer, the shuttle crashes. You have been injured (p.197).
10	You just can't take it anymore. The nothingness of space. The cramped quarters. The uncertain pay. You need a new job.
11	You have contracted a life-threatening illness. Lose -2 END.
12	You have committed or been part of an act of piracy. No one will trust you as a trader any longer. You must now become a Pirate. Join the Pirate career (see p. 174). You will retain your current rank but lose -2 SOC.



D66

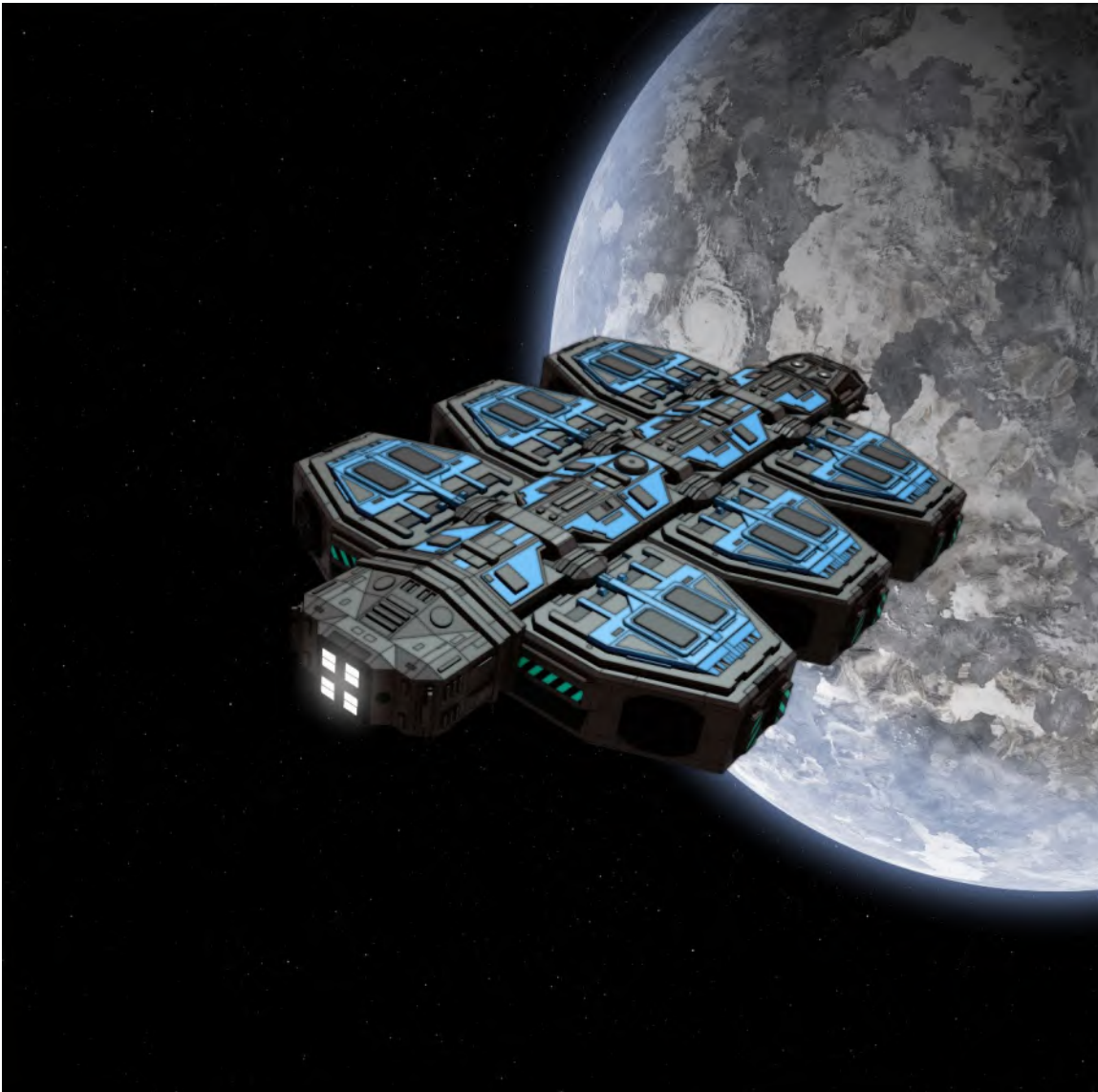
Events

- 11** Something terrible has happened to you. Roll on the Mishap table but you will not be forced to leave this career.
- 12** You spend a lot of time enjoying yourself during this term. Gain a level in Carouse or Gambler.
- 13** Another trader accuses you of doing something to cheat him/her out of cargo. The competing trader will state that he believes that your work (undercutting a deal, modifications to your maneuver drive, powerful weapons, quicker response time, etc.) onboard your ship is the cause of his/her woes. Gain a Rival.
- 14** During some downtime in Zimmspace, you are able to study several subjects in which you have an interest. Gain one level in Art (Any), Trade (Any), or Science (Any).
- 15** You have been attacked by pirates! Roll a Gun Combat (any) or Melee (any) task check at Routine. If you succeed, you and your crew have fought back the pirates and are able to keep your ship. If you fail, the pirates take over the ship and imprison you in the cargo hold. The pirates strand you and your surviving crewmates in the wilderness of a frontier world. It takes you 2d6 weeks to get to civilization. Gain your choice of Animals (any), Navigation, or Survival (any).
- 16** You have been offered a smuggling job. If you do not choose to take the job, gain a +2 DM to your next Advancement roll. If you do take the job, choose a world on the Earth Sector map with a law level of 8+. This is your target world. You must make a Deception (Disguise or Forgery) or Persuade check at Difficult for worlds with an 8-10 law level, Very Difficult for worlds with law levels of 10+. If you succeed, gain two extra Benefit rolls. If you fail, you are caught and imprisoned for one term. Immediately join the Prisoner career (p.179). In addition, the planetary government will not allow you to come back to this world after your four years in prison are finished.
- 21** You spend a great amount of time sorting the records of your cargo, repair records, ammunition, or flight plans. Gain Admin 1.
- 22** Barfight! Roll Melee (any) 8+. If you succeed, gain a Contact among your fellow fighters. If you fail, make a roll on the injury table (p.197).
- 23** Many of your crewmates come from different worlds and cultures. Gain a level in Language (Any) or Science (Any).
- 24** While traveling in the outer system, you receive a distress call from a damaged ship. If you ignore it, take -2 SOC as word will get out that you did not offer help. If you report it to the authorities but do nothing to help, take -1 SOC. If you do provide help, roll 1d6.
  - 1** The damaged ship is actually a pirate ship. See Option 15 on this table except that their talent makes this a Difficult task.
  - 2-3** As 1, except the task is Routine.
  - 4-5** You have aided the damaged ship. The captain of the ship is grateful. Gain a Contact.
  - 6** You have aided the damaged ship. The captain of the ship is extremely grateful. Gain an Ally and 10,000 credits.
- 25** You have cultivated your local contacts. Gain 1d3 Contacts.
- 26** Due to crew shortages, you have been forced to perform several jobs aboard the ship. Gain a level in Jack of All Trades.
- 31-36** Life Event. Roll on the Life Events Table (p.197)

- 41** You have spent extra time in the holographic gun range. Gain a level in Gun Combat (any).
- 42** During downtime at a colony world, you are taught to ride a local animal. Gain Animals (Riding) 1.
- 43** You have taken a holographic self-defense class during your time in Zimmspace. Gain Melee (Unarmed) 1.
- 44** Your ship is called upon to rescue the crew of a ship in trouble in the outer reaches of a system with only a small defense force. If you refuse, lose -2 SOC. If you decide to assist, make a Vacc Suit at Routine. If you succeed, gain a Contact from the crew. If you fail, roll on the injury table (p.197).
- 45** A traveling journalist does a story about you as part of a "Real Lives of Traders" expose. The coverage is extremely favorable. Gain +1 SOC.
- 46** You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in to the captain or ship owner, gain +2 to next Advancement roll. If you choose to instruct them to do otherwise, gain a roll on the service table. If you choose to ignore the action gain an Ally.
- 51** You end up getting involved with some people who are on the shadier side of the transport business. Gain a level in Deception (Any) or Streetwise.
- 52** During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav) or Seafarer (Sail or Motorboat).
- 53** You are forced to assist in emergency repairs on your ship. Roll 8+ on Engineer (Any) or Mechanic. If you succeed, gain a level in the skill used. If you fail, lose one benefit roll as your crew loses confidence in your abilities and dedication.
- 54** You have taught yourself to be more cognizant of your surroundings and what dangers might lurk in the shadows. Gain Recon 1.
- 55** A holographic entertainment company wants to do a "reality holovid" following the life of an authentic trader. If you opt out of the show, you lose nothing. If you agree, the show will pay you 25,000 credits. You must then roll 1d6.
- 1 The holovid is an absolute disaster. While the holovid does get a large download rate from many starports, the show is watched only to ridicule the persons depicted on it. Lose -2 SOC.
  - 2-3 The holovid is a failure. Most people never see it and those who do will not readily admit it. Lose -1 SOC
  - 4-5 The holovid is a success! They pay you an additional 5000 credits in appreciation.
  - 6 The holovid is a runaway success! Gain 3 rolls on the Benefit table. In addition, you MUST spend your next term in the Celebrity Career (see p.129).
- 56** During your time in Zimmspace, you are able to train. Gain a level in Athletics (Any) or increase your STR, DEX, or END by 1.
- 61** Your ship is short on crewmembers. You are forced to spend time working at a specialty which you would not normally perform. Make one roll on a Specialty skill table which is not the one to which you are currently assigned.
- 62** You have helped gain a profit on the last voyage. Gain 2 Benefit rolls.



- 63** During your downtime on the ship, you work hard to improve yourself. Take an extra roll on the Personal Development Table.
- 64** There is a gambling circle on your ship or at a commonly used port. Roll Gambler 8+. If you succeed, you have earned two extra Benefit rolls and gained a reputation as quite a “card shark”. If you fail, lose three Benefit rolls and gain a reputation as a bit of a push-over.
- 65** You have proven yourself to be extremely talented in your field. Gain your choice of an additional level in any skill which you already possess or a promotion.
- 66** Your ship has been given an exclusive contract to handle all of the shipping needs of a small corporation on a world with a B-class port. Choose a world in Earth Sector with a B-class port. This will be an established base for your ship. If you are a Captain or higher, gain +1 SOC, 20,000 credits, and +1 to all Benefit rolls from this career. All others gain two Benefit rolls.





**MEDIC****Enlistment:** INT 6+

-2 to the roll if age 34+

-1 per previous career

**Assignment:** Choose from the following:**Private Physician** – You are a physician working only for select clients.**Ship's Doctor** – You are a physician working on board a civilian starship.**EMT** – You are an emergency medical technician working as part of a civilian first response team.**Career Progress**

Career	Survival	Advancement
Private Physician	EDU 6+	INT 6+
Ship MD	EDU 4+	EDU 6+
EMT	END 6+	EDU 6+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	5000	+1 INT
2	10000	+1 EDU
3	20000	+1 DEX
4	30000	Medical Kit
5	50000	+1 SOC
6	75000	Pension
7	100000	Pieces of Art

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 INT	Persuade	Leadership
2	+1 EDU	Investigate	Admin
3	+1 DEX	Science (Any)	Medic (Any)
4	Carouse	Medic (Any)	Science (Any)
5	Athletics (Any)	Electronics (Any)	Advocate (Any)
6	+1 SOC	Admin	Language (Any)

Roll	Specialist: Private Physician	Specialist: Ship's Doctor	Specialist: EMT
1	Steward	Science (Any)	Pilot (Any)
2	Drive (Any) or Pilot (Any)	Electronics (Computers)	Electronics (Any)
3	Medic (Any)	Medic (Any)	Medic (Any)
4	Persuade	Electronics (Any)	Streetwise
5	Diplomat	Carouse	Gun Combat (Any)
6	Carouse	Vacc Suit	Drive (Any)

## Ranks and Benefits

Rank	Rank	Benefit
0	Intern	Medic (Any) 1
1		
2	Doctor	Admin 1
3		
4		
5		
6	Medical Chief	Advocate (Any) 1

### 2d6

### Mishap

- |    |   |
|----|---|
| 2  | You have been caught using drugs meant for patients. Roll Advocate (Any) 8+ to avoid jail but you are drummed out of the medical profession. If you fail this roll, immediately enter the Prisoner career (p.179) for one term.   |
| 3  | You simply cannot continue to look death and disease in the face every single day. You leave the career and are happier for it.   |
| 4  | A personal family crisis causes you to leave the medical field (parent becomes ill, spouse leaves you, sister becomes secret killing machine). Leave the career and lose one of the Contacts or Allies that you have gained during character generation.  |
| 5  | You have contracted a deadly disease while caring for a patient. Lose 3 from END and leave the career.  |
| 6  | Injured. Roll on Injury Table (p.197)   |
| 7  | The stress of the job causes you to have a nervous breakdown. Leave the career. You may enter the game at this point or take a year sabbatical to recover. If you take the sabbatical, add a year to your age and take a skill level in any skill which you feel that your character would use to relax and recover. You must enter another career, but you cannot return to being a Medic. |
| 8  | You are perceived (Player's choice as to whether it is true or not) to have conducted illegal and/or immoral experiments and/or procedures on your patients. Lose all benefits from this career and suffer -3 SOC.  |
| 9  | Despite your best efforts a patient has died from a simple mistake. Lose 1 Benefit roll from this career, leave the career and gain the family of your patient as Enemies.  |
| 10 | You become embroiled in a personal relationship scandal. Your reputation is tarnished. Lose 1 SOC and leave the medical field.  |
| 11 | A new administration has taken over your hospital and they are not friendly toward you. They trump up charges against you and get you removed from the profession. Gain the new administrator as an Enemy and leave the career.   |
| 12 | You become reckless and kill a patient. You lose your career and your credentials. Take -2 SOC, lose all Benefit rolls from this career, and gain Enemy from among the family of the deceased.  |

d66	Events
11	Disaster! Roll on Mishap Table, but you are not ejected from career.
12	You spend much of your free time studying. Gain +1 EDU.
13	You discover an insurance fraud scheme. Go along and roll Deception (Lie) 8+. If you succeed, gain 1 Benefit roll. Fail and lose 1 rank. If you decide to not go along and turn in the schemers, gain Ally in administration.
14	You join a group of gambling doctors. Gain Gambler 1. You may wager any number of benefit rolls on a roll of Gambler 8+. If you succeed, gain half as many benefit rolls as you wager. Fail and lose all that you wagered.
15	You fail to provide proper documentation on a patient. Roll Admin 8+ to catch it and fix it. If you fail, lose 1 Benefit roll or take a -2 modifier to your next Advancement roll.
16	Another doctor desires your position. Gain a Rival.
21	You are called upon to help during a disaster. Gain Survival (Any) 1.
22	You become renowned as a professional. +1 SOC
23	You volunteer for a free clinic to help the indigent. Gain Streetwise 1.
24	You gain an opportunity to work as an assistant for a renowned doctor. The doctor is a genius, but also a curmudgeon. You may turn down the opportunity. If you take it, roll Medic (Any) 8+. If you succeed gain your choice of Science (Any) 1 or Investigate 1. If you fail, you get a -2 modifier to your next Advancement roll as the doctor trumpets your failure.
25	Law enforcement enlists your aid in investigating drug theft in your hospital or region. Gain a Contact in law enforcement. Roll Investigate 8+ or Admin 8+ (your choice). Succeed and gain Streetwise 1 or Investigate 1. Fail and only gain the Contact.
26	You become part of a social clique. Gain your choice of Carouse 1 or a Contact.
31-36	Life Event. See Life Events Table on p.197.
41	You have violated patient confidentiality. Roll Admin 8+ or lose 1 Benefit roll.
42	You have been sued for malpractice. You must hire a lawyer. Lose 1 Benefit roll and gain a lawyer as a contact.
43	You find yourself in a situation where you are treating a local celebrity. Roll Medic (Any) 8+. Succeed and you will have gained a powerful Contact and two benefit rolls. Fail and you will be shunned by the medical field. Take a -4 modifier to your next Advancement roll and -1 SOC.
44	You save the life of a wealthy and thankful person. Gain 1 Benefit roll.
45	To get away from the stress of the medical career, you lose yourself in your art. Gain Art (Any) 1.
46	Join a local amateur sports group. Roll Athletics 8+. If succeed, gain your choice of Athletics 1, +1 DEX, or +1 END. Fail and roll on Injury Table (p.197).
51	A lack of knowledge causes you to almost lose an uplift patient. You study harder and gain Medic (Uplift) or Science (Uplift Psychology) at level 1.
52	You invest your money poorly. Lose 1 Benefit roll.
53	A lucrative offer is made for you to switch to another company, patient, ship, or hospital. If you take the offer, gain 1 Benefit roll. Turn it down and gain your boss as an Ally and a +4 modifier to next Advancement roll.
54	You make a misdiagnosis. Roll Medic (Any) 8+. Succeed and you caught the mistake before it was too late. Fail and gain a Rival as another doctor does catch it.
55	A local politician or celebrity comes to you with an embarrassing medical problem and you treat it with discretion. Gain 1 Contact.
56	You decide to take a self-defense course. Gain your choice of Gun Combat (Any) 1 or Melee (Any) 1.

- 61** You perform a larger than usual number of surgeries this year. Gain your choice of +1 DEX or a level in Medic (Surgery). Gain 2 Benefit rolls.
- 62** You get an offer to treat an infamous mafia boss who has a fatal illness. Turn down the offer and gain an Enemy in the mafia family. Accept the offer and roll Medic (Diagnosis or Surgery) 8+. Succeed and gain a Benefit roll and an Ally in the boss. Fail and you will gain an Enemy in the mafia family. Roll on the Injury table (p.197) to see what damage was done to you by the bodyguard as a result of your failure.
- 63** Despite all protestations to the contrary, you ARE an engineer. Gain Engineer (Any).
- 64** Your superiors have noted your intense dedication. You are automatically promoted, and you gain +1 to all Benefit rolls in this career.
- 65** You take up flying as a hobby. Gain Flyer (Any) 1.
- 66** Findings you have made get published in a medical journal. Gain +1 SOC and 1 Benefit Roll.



## NATIONAL GROUND FORCES

### Enlistment: INT 6+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered previous to this one.

The ground forces of a planetary system are the often both the first strike capability of that military and its final line of defense. They are made up of those who can take ground and those who can hold ground.

**Assignment:** Choose from the following:

#### Combat Rifleman

You are armed with a combat rifle and the will to fight and kill the enemy.

#### Reconnaissance

Lightly armored and armed, your role is to scout out the enemy, locate them and call in your forces to deal with them.

#### Heavy Weapons

For those who prefer bigger guns over mere rifles, your role is to provide your squad with fire support.

### Career Progress

Career	Survival	Advancement
Rifleman	DEX 6+	INT 8+
Recon	DEX 7+	EDU 8+
Heavy Weapons	END 6+	INT 8+

Commission: EDU 9+

### Mustering Out Benefits

Roll	Cash	Other Benefits
1	2000	Contact
2	5000	+1 DEX
3	8000	+1 EDU
4	10000	+1 END
5	15000	Weapon
6	20000	Armor
7	30000	Armor and Weapon

### Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills (Officers Only)
1	+1 STR	Carouse	Mechanic	Electronics (Any)
2	+1 DEX	Melee Combat (Any)	Flyer (Any)	Science (Any)
3	+1 END	Electronics (Any)	Electronics (Any)	Leadership
4	+1 INT	Survival (Any)	Leadership	Admin
5	Gun Combat (Any)	Medic (Any)	Navigation	Tactics (Military)
6	Athletics (Any)	Gun Combat (Any)	Tactics (Military)	Persuade



Roll	Specialist: Combat Rifleman	Specialist: Reconnaissance	Specialist: Heavy Weapons
1	Discipline	Stealth	Heavy Weapons (Any)
2	Gun Combat (Any)	Recon	Tactics (Military)
3	Navigation	Forward Observer	Electronics (Any)
4	Melee Combat (Any)	Medic (Any)	Gun Combat (Any)
5	Survival (Any)	Survival (Any)	Battle Armor
6	Battle Armor	Gun Combat (Any)	Explosives

### Ranks and Benefits

Rank	Enlisted Rank	Benefit	Rank	Officer Rank	Benefit
0	Recruit	Gun Combat (Any) 1	0	2nd Lieutenant	Leadership 1
1	Private		1	Lieutenant	Battle Armor 1
2	Corporal	Battle Armor 1	2	Captain	
3	Sergeant	Mechanic 1	3	Major	Tactics (Military) 1
4	Staff Sergeant		4	Lt. Colonel	
5	Sergeant Major	Leadership 1	5	Colonel	Admin 1
6	Command Sergeant Major		6	General	+1 SOC





## Military Events Table

2d6	Result
2	Injured. Roll once on the Injury table (p. 197)
3	You are selected for special training. Roll once on the Advanced Education Table.
4	You discover a special bond with another force member. Gain an Ally.
5	You are stuck at the base for the majority of the time. Roll EDU 8+. If you succeed, gain a level in Art (Any) or Science (Any) as you spend time studying.
6	The service has been good to you. The government gives a military bonus. Gain 2 benefit rolls.
7	You've made some good friends in the service. Gain a Contact.
8	You have a great time on leave. Gain a level in Carouse, Gambler, or Streetwise.
9	You have greatly angered a superior. Gain an Enemy and take a -2 DM on your next Advancement roll.
10	You spend time studying in order to better your chances of gaining a promotion. If you are enlisted, roll to be Commissioned and take +2 DM. If you are currently an Officer, roll once on the Officer Skills Table and take a +2 DM to your next Advancement roll.
11	You have developed a rivalry with someone in your unit. Their jealousy causes them to become your Rival.
12	You have won a special commendation for actions above and beyond the call of duty. Gain +2 DM on your next Advancement roll.



## Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the injury table (p. 197)
3	A senior officer that is within your chain of command takes a dislike to you and files a succession of negative performance reports. Gain an Enemy.
4	Budget cuts from your home government have caused many to lose their employment with the nation's military. Sadly, you are among them. Roll SOC 8+. If you fail, you muster out of the force as usual. If you succeed, gain a +2 modifier to enter another career as your commanding officer writes a letter of recommendation.
5	You have become involved in a love affair with a fellow soldier. Unfortunately, this has placed you in the sights of a jealous rival with more seniority in your system's military. This rival has arranged for you to be released. Gain an Enemy.
6	You have been accused of negligence which resulted in the death of a fellow force member. Lose 2 benefit rolls.
7	Injured. Roll on the injury table (p.197).
8	After returning from a ground exercise, you become sick to a virulent local virus resulting in a permanently weakened state. Reduce Strength or Endurance by 1.
9	Pushing a new addition to your squad far beyond their limits has had fatal consequences. The trial found you guilty and your military service is now at an end.
10	During a routine psychological profile, you have been deemed to be unfit to be a member of this nation's ground forces. Despite all of your protestations to the contrary, the military not only forces you to leave the service but also puts a stain on your record. Take a -2 modifier to enter any military, science, or corporate career after leaving the military.
11	You are involved in a training accident. Several force members were killed in the accident, but you escaped alive. Roll once on the Injury table (p.197). Another force member believes you caused the accident. Gain an Enemy.
12	A military tribunal finds you guilty of participating in an incident which resulted in a friendly fire attack. Several of your fellow force members were killed in this mistake and the government forces you out the military. Lose all Benefit rolls from this career. Roll Advocate (Any) 8+. If you succeed, you are simply removed from the military. If you fail, you will spend two terms in prison. Immediately join the Prisoner career (p.179) for two terms.

## D66

## Events

- 11** Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
- 12** You have gotten involved with a group of criminals. Gain Deception (Any) 1 and the criminal group as a Contact. Now that you are involved with these criminals, they want to use you to get weapons that they sell on the black market. If you refuse to help, you will gain the criminal group as an Enemy.
- If you do help, make a Deception (Any) check at Very Difficult. If you succeed, you are paid 50,000 credits and the criminal group is now an Ally. If you fail, you will be placed in prison for two terms. Immediately leave this career, losing all gained Benefits for this career and join the Prisoner career (p.179) for two terms. You may not return to this career.
- 13** On leave you drunkenly agree to join the base's operetta appreciation group and then find you have a natural aptitude for playing a piano. Gain Art (Instrument) 1.
- 14** You have a lot of fun on leave. Gain a level in Carouse. Roll 1d6. On a roll of 1-2, you have become addicted to alcohol or a drug.
- 15** You are able to use some of your downtime to study your hobbies. Gain a level in Art (Any) or Science (Any).
- 16** You are placed on guard duty near an important military installation. While there, a group of pirates or scavengers attempt to break into the installation to steal weapons and supplies. Make a Gun Combat (Any) or Melee (Any) check at Difficult. If you succeed, you are hailed as a hero for stopping the raid. Gain an extra Benefit roll and an automatic promotion. If you fail, roll on the Injury table (p.197) and take a -2 DM to your next Survival roll.
- 21** You spend time working as part of the base staff. Gain a level in Admin.
- 22** You have begun to delve deeply with a local religion. Choose an existing real world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Social Science (Philosophy) 1. If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
- 23** You are placed in charge of communications for your unit. Gain a level in Electronics (Comms).
- 24** You have been chosen for advanced training. Make a roll on the Advanced Education table.
- 25** You have a chance to bring back a wounded squad mate from an exposed position before reinforcement arrives. If you wish to make the attempt, roll END 8+. If you fail, you are injured and must roll on the Injury Table (p.197). If you succeed, gain a Contact.
- 26** You have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheel or Track), Flyer (Grav), or Seafarer (Sail or Motorboat).
- 31-36** Life Event. Roll on the Life Event Table (p.197).
- 41-46** Military Event. Roll on the Military Event Table (p.162).
- 51** You are taught a variety of rules and regulations both applying to your life in the military and as a civilian. Gain a level in Admin or Advocate (Any).
- 52** You take the time to learn a second language. Gain Language with a specialty in any language from your homeworld that you do not already speak (see Language table on p.99-108).
- 53** You are a quick learner. Make an additional roll on the General Duties table.
- 54** Chosen to be a temporary team medic for a hostile environment field exercise, you are given a crash course as a combat medic. Gain a level in Medic (First Aid).
- 55** You spend time during this term working with logistics in the purchasing department. Gain a level in Broker.

- 56** You are placed on defense duty at the local downport. During a routine inspection of a merchant ship, the captain of the ship offers you a bribe to not enter his cargo hold. If you opt to take the bribe, roll Deception (Disguise or Forgery) or Persuade 8+. If you succeed, gain one roll on the cash side of the benefit table. If you fail, lose one Benefit roll, and suffer a -2 on your next Advancement roll. If you opt to not take the bribe, your team finds a large cache of drugs which are illegal in this system. You are instantly promoted and gain the merchant captain as an Enemy.
- 61** You star in a public relation and recruiting holovid. Gain 1D3 contacts inside and outside the Military. In addition, gain a +2 DM to join the Celebrity career if you so desire.
- 62** You have been engaging in some personal training on the side. Gain a level in Athletics (Any), Melee (Any) or take a +1 to STR, DEX, or END.
- 63** During a routine assignment you impress a visiting senior officer so much you may automatically transfer to your nation's navy (see p.166) with no Enlistment roll and no loss of rank.
- 64** A superior officer is highly impressed by your performance. He/she is determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the officer's endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
- 65** You have proven yourself to be extremely talented in your field. Gain your choice of an additional level in any skill which you already possess or a promotion.
- 66** During a recent action, you have displayed great heroism. You receive a promotion or a commission (player's choice) automatically. In addition, you gain a +1 to all Benefit rolls made for this career.

## NATIONAL NAVY

**Enlistment:** INT 6+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered previous to this one.

**Assignment:** Choose from the following:

**Crew/Line** – You served as a crew member or officer in a national navy.

**Engineer**– You served as an engineer helping to maintain the engines of a naval vessel.

**Gunnery** – You served as a weapons specialist on a warship.

**Flight** – You served as a pilot of a small vessel such a fighter or shuttle.

**Career Progress**

Career	Survival	Advancement
<b>Crew/Line</b>	INT 5+	EDU 7+
<b>Engineer</b>	INT 6+	EDU 7+
<b>Gunnery</b>	DEX 6+	EDU 6+
<b>Flight</b>	DEX 7+	EDU 6+

**Commission:** SOC 8+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
<b>1</b>	500	+1 END
<b>2</b>	1000	+1 INT
<b>3</b>	2000	+1 EDU
<b>4</b>	5000	Contact
<b>5</b>	5000	Weapon
<b>6</b>	10000	Pension
<b>7</b>	20000	+1 SOC

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills (Officers Only)
<b>1</b>	+1 STR	Gunner (Any)	Electronics (Comms)	Tactics (Naval)
<b>2</b>	+1 DEX	Gun Combat (Any)	Medic (Any)	Pilot (Any)
<b>3</b>	+1 END	Electronics (Any)	Electronics (Any)	Tactics (Any)
<b>4</b>	+1 INT	Pilot (Any)	Engineer (Any)	Leadership
<b>5</b>	+1 EDU	Mechanic	Science (Any)	Admin
<b>6</b>	Athletics (Any)	Vacc Suit	Astrogation	Persuade

Roll	Specialist: Crew	Specialist: Engineer	Specialist: Gunnery	Specialist: Flight
<b>1</b>	Gunner (Any)	Electronics (Any)	Mechanic	Tactics (Naval)
<b>2</b>	Astrogation	Mechanic	Electronics (Any)	Astrogation
<b>3</b>	Pilot (Any)	Engineer (Any)	Gunner (Any)	Pilot (Any)
<b>4</b>	Electronics (Any)	Engineer (Any)	Gunner (Any)	Pilot (Small Craft)
<b>5</b>	Admin	Science (Any)	Tactics (Naval)	Electronics (Any)
<b>6</b>	Mechanic	Jack of All Trades	Gun Combat (Any)	Flyer (Any)

## Ranks and Benefits

Rank	NCO Rank	Benefit	Officer Rank	Benefit
0	See Rank Chart p.170	Vacc Suit 1	See Rank Chart p.170	Vacc Suit 1
1				Admin 1
2				Leadership 1
3		Mechanic 1		
4				Tactics (Naval) 1
5		+1 END		
6		Leadership 1		+2 SOC (maximum of 10)

## Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the injury table (p. 197)
3	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 benefit rolls.
4	Budget cuts from your government have caused many to lose their employment with the navy. Sadly, you are among them. Roll SOC 8+. If you fail, you muster out of the navy as usual. If you succeed, gain a +2 modifier to enter another career as your commanding officer writes a letter of recommendation.
5	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
6	Your continued rivalry with a superior officer has finally reached an impasse. The officer has sought to end your career numerous times and has finally done so. Gain 1 rival.
7	Injured. Roll on the injury table (p.197).
8	You have become involved in a love affair with a fellow crewperson. Unfortunately, this has placed you in the sights of a jealous rival with more seniority in your nation's fleet. This rival has arranged for you to be released from the navy. Gain 1 enemy.
9	During a routine shuttle transfer, the shuttle crashes. You have been injured (p.197) and will be forced to leave the navy.
10	Your ship has been destroyed in battle and you are among those being blamed for the loss. Roll on the injury table (p.197). You are discharged from the service following an inquiry board. Roll SOC 8+. If you succeed, you are simply drummed out of the navy. If you fail, you will also lose 2 benefit rolls.
11	During a routine psychological profile, you have been deemed to be unfit to be a member of this nation's navy. Despite all of your protestations to the contrary, the navy not only forces you to leave the service but also puts a stain on your record. Take a -2 modifier to enter any military, science, or corporate career.
12	A military tribunal finds you guilty of participating in an incident which resulted in a friendly fire attack. Several of your fellow countrypersons were killed in this mistake and the navy forces you out the military. Lose all benefit rolls. Roll SOC 8+. If you succeed, you are simply removed from the navy. If you fail, you will spend 1d6 years in prison and gain a level in Streetwise.



**D66 Events**

- 11** Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
- 12** You have been recognized by your nation's navy for exemplary service. Gain 1 Benefit roll.
- 13** You have been chosen to spend part of the next term as an instructor at your nation's naval academy. Gain 2 benefit rolls and +1 SOC.
- 14** You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in, gain +2 to next Advancement roll. If you choose to instruct them to do otherwise, gain Leadership 1 or a roll on the service table. If you choose to ignore the action gain Streetwise 1 and an ally.
- 15** You have been selected for cross-training in an alternate assignment. Choose an alternate specialist table (Crew, Engineer, Gunnery, or Flight) and roll for 1 skill.
- 16** You have become part of a gambling group on board your ship. Roll Gambler 8+. If you succeed, gain 2 extra Benefit rolls and a level in either Gambler or Deception. If you fail, lose 2 benefit rolls.
- 21** You have been chosen for advanced training. Make a roll on the Advanced Education table.
- 22** You take part in a boarding raid against a pirate vessel. Roll Gun Combat (Any) or Melee (Any) 8+. If you succeed, gain a level in Gun Combat (Any) or Melee (Any). If you fail, roll on the injury table (p.197).
- 23** Your new commander is extremely strict and is dedicated to details. It's tough for you but you pull through. Gain 1 level in a specialist skill you already possess.
- 24** Your ship is involved in exploration in Earth Sector. Gain your choice of Navigation 1, Recon 1, Electronics (Any) 1 or Survival (Any) 1.
- 25** You have been accused of a crime by a fellow crewperson. The crime is investigated thoroughly, and you are exonerated. However, the crewperson who accused you will not believe the results of the investigation. Gain an Enemy.
- 26** Barfight! Roll Melee (any) 8+. If you succeed, gain a Contact among your fellow fighters. If you fail, make a roll on the injury table (p.197).
- 31-36** Life Event. Roll on the Life Event Table (p.197).
- 41-46** Naval Event. Roll on the Naval Event Table (p.173).
- 51** During a boarding action on a pirate vessel, you and your boarding team locate a small cache of valuable ancient coins. One member of your team suggests stealing the coins. If you go along with the plan to steal the coins, roll Deception (Any) 8+. If you succeed, gain one level in Deception, Stealth or Streetwise as well as two rolls on the benefits table. If you fail, you gain the team member who suggested the crime as an Ally but lose two levels in rank as a result of the reprimand. If you decide to not go along with the theft, gain a +2 to your next Advancement roll, a -1 to your next survival roll, and gain the team member who suggested the crime as an Enemy.
- 52** You use your downtime onboard ship to study. Gain a level in Art (Any) or Science (Any).
- 53** You have been selected to serve for a short time as a transfer to another nation's navy. Gain a level in your choice of Carouse, Diplomat, Language (Any), Persuade or Science (Any).
- 54** During a battle or ship accident, a member of your ship's crew is trapped. If you attempt to save him/her, roll END 8+. If you succeed in saving the crewmember, gain a Contact. If you fail, you must roll on the injury table (p.197). If you opt not to attempt to save

the crewmember, roll SOC 8+. If you succeed, there is no effect other than your own personal shame. If you fail, receive a demotion in rank.

- 55** Your ship is called upon to rescue the crew of a ship in trouble in the outer reaches of a system with only a small defense force. Roll Vacc Suit 8+. If you succeed, gain a Contact from the crew. If you fail, roll on the injury table (p.197).
- 56** During a visit to a planet, the shuttle on which you are traveling crashes. You are stuck in a wilderness area of the planet and are forced to survive using your wits and training. Suffer one roll on the injury table (p.197) but also gain one level in Medic (Any), Recon, Survival (Any), or Vacc Suit.
- 61** Your ship has been asked to assist a local system in deterring smuggling. During a routine inspection of a merchant ship, the captain of the ship offers you a bribe to not enter his cargo hold. If you opt to take the bribe, roll Deception (Any) 8+. If you succeed, gain one roll on the cash side of the benefit table. If you fail, lose one benefit roll and suffer a -2 on your next Advancement roll. If you opt to not take the bribe, your team finds a large cache of drugs which are illegal in this system. You are instantly promoted and gain the merchant captain as an Enemy.
- 62** You have been selected to serve on board your navy's most famous flagship. Gain +1 SOC and an additional roll on your Specialist skill table.
- 63** During your downtime on the ship, you work hard to improve yourself. Take an extra roll on the Personal Development Table.
- 64** A superior officer is highly impressed by your performance. He/she is determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the officer's endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll.
- 65** You have proven yourself to be extremely talented in your field. Gain your choice of an additional level in any skill which you already possess or a promotion.
- 66** During a battle against another nation or pirates, you have displayed great heroism. You receive a promotion or a commission (your choice) automatically. In addition, you will gain +1 to all Benefit rolls gained from this career.

## ***RANK CHART***

The following is a chart showing the rank (Enlisted 0-6 and Officer 0-6) and the corresponding rank name in major national navies present in Earth Sector.

### **German Navy**

<b>Rank</b>	<b>NCO</b>	<b>Officer</b>
<b>0</b>	Matrose	Fanrich
<b>1</b>	Gefreiter	Leutnant
<b>2</b>	Obergefreiter	Oberleutnant
<b>3</b>	Stabsgefreiter	Korvettenkapitän
<b>4</b>	Maat	Fregattenkapitan
<b>5</b>	Obermaat	Flottillenadmiral
<b>6</b>	Hauptbootsman	Admiral

### **British Navy, Canadian Navy, and Australian Navy**

<b>Rank</b>	<b>NCO</b>	<b>Officer</b>
<b>0</b>	Crewman	Midshipman
<b>1</b>	Able Spacehand	Lieutenant
<b>2</b>	Leading Hand	Lieutenant Commander
<b>3</b>	Petty Officer, 2 <sup>nd</sup> Class	Commander
<b>4</b>	Petty Officer, 1 <sup>st</sup> Class	Captain
<b>5</b>	Chief Petty Officer	Commodore
<b>6</b>	Warrant Officer	Admiral

### **United States, Republic of Texas, and Southern Alliance**

<b>Rank</b>	<b>NCO</b>	<b>Officer</b>
<b>0</b>	Spaceman Recruit	Ensign
<b>1</b>	Spaceman	Lieutenant
<b>2</b>	Petty Officer, 3 <sup>rd</sup> Class	Lieutenant Commander
<b>3</b>	Petty Officer, 2 <sup>nd</sup> Class	Commander
<b>4</b>	Petty Officer, 1 <sup>st</sup> Class	Captain
<b>5</b>	Chief Petty Officer	Rear Admiral
<b>6</b>	Master Chief Petty Officer	Admiral

**Russian Navy**

Rank	NCO	Officer
0	Recruit	Midshipman
1	Matros	Lieutenant
2	Senior Matros	Senior Lieutenant
3	Starshina 2 <sup>nd</sup> Class	Captain, 2 <sup>nd</sup> Rank
4	Starshina 1 <sup>st</sup> Class	Captain, 1 <sup>st</sup> Rank
5	Chief Starshina	Counter Admiral
6	Chief Ship Starshina	Admiral

**People's Liberation Army Navy (China)**

Rank	NCO	Officer
0	Shui Bing	Hai Jun Shao Wei
1	Hai Jun Shang Deng Bing	Hai Jun Shang Wei
2	Hai Jun Xia Shi	Hai Jun Shao Xiao
3	Hai Jun Zhong Shi	Hai Jun Zhong Xiao
4	Hai Jun Shang Shi	Hai Jun Shang Xiao
5	Hai Jun Si Ji Jun Shi Zhang	Hai Jun Shao Jiang
6	Hai Jun Yi Ji Jun Shi Zhang	Hai Jun Shang Jiang

**Japanese Navy**

Rank	NCO	Officer
0	Santo Kaishi	Santo Kaii
1	Nito Kaishi	Itto Kaii
2	Itto Kaishi	Santo Kaisa
3	Santo Kaiso	Nito Kaisa
4	Nito Kaiso	Itto Kaisa
5	Itto Kaiso	Kaishoho
6	Kaisocho	Kaisho

**French Navy**

Rank	NCO	Officer
0	Matelot Brevete	Aspirant
1	Quarlier Maitre de 2eme Classe	Lieutenant de vaisseau
2	Quarlier Maitre de 1ere Classe	Capitaine de corvette
3	Second-maître	Capitaine de frégate
4	Maître	Capitaine de vaisseau
5	Premier-maître	Contre-Amiral
6	Major	Amiral

**Brazilian Navy**

Rank	NCO	Officer
0	Marinheiro	Primeiro-Tenente
1	Cabo	Capitão-Tenente
2	Terceiro-Sargento	Capitão-de-corveta
3	Segundo-Sargento	Capitão-de-fragata
4	Primeiro-Sargento	Capitão-de-mar-e-guerra
5	Subtenente	Contra-almirante
6	Suboficial	Almirante

**Kenyan Navy**

Rank	NCO	Officer
0	Private	Second Lieutenant
1	Corporal	Lieutenant
2	Sergeant	Captain
3	Master Sergeant	Major
4	Senior Sergeant	Colonel
5	Warrant Officer II	Brigadier
6	Warrant Officer I	General

**Pan-Islamic Caliphate Navy**

Rank	NCO	Officer
0	Jundi Awwal	Mulazim
1	Arif	Naqib
2	Raqib	Raid
3	Raqib Awwal	Muqaddim
4	Raqib Thani	Aqid
5	Musaid	Lima
6	Musaid Thani	Fariq

**NAVAL EVENTS TABLE**

2d6	Result
2	Injured. Roll once on the Injury table (p. 197)
3	You are selected for special training. Roll once on the Advanced Education Table.
4	You discover a special bond with one of crewmates. Gain an Ally.
5	You are stuck at the base for the majority of the time. Roll EDU 8+. If you succeed, gain a level in Art (Any) or Science (Any) as you spend time studying.
6	The service has been good to you. The government gives a military bonus. Gain 2 Benefit rolls.
7	You've made some good friends in the service. Gain a Contact.
8	You have a great time on shore leave. Gain a level in Carouse, Gambler, or Streetwise.
9	You have greatly angered a superior. Gain an Enemy and take a -2 DM on your next Advancement roll.
10	You spend time studying in order to better your chances of gaining a promotion. If you are enlisted, roll to be Commissioned and take +2 DM. If you are currently an Officer, roll once on the Officer Skills Table and take a +2 DM to your next Advancement roll.
11	You have developed a rivalry with someone in your unit. Their jealousy causes them to become your Rival.
12	You have won a special commendation for actions above and beyond the call of duty. Gain +2 DM on your next Advancement roll.



**PIRATE****Enlistment:** INT 6+**Assignment:** Choose from the following:**Crew** – You are one of the bridge crew or command crew on a pirate vessel.**Boarder**– You are one of the people sent over to steal the cargo from another ship or subdue their crew.**Gunner** – You are dedicated to using your weapons to defend your ship or damage a prize.**Engineer** – You are one of the people tasked with keeping the pirate ship operating.**Career Progress**

Career	Survival	Advancement
Crew	INT 5+	EDU 6+
Boarder	DEX 6+	INT 6+
Gunner	INT 6+	EDU 6+
Engineer	INT 6+	EDU 6+

**Commission:** INT 8+**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	None	+1 END
2	None	+1 DEX
3	5,000	+1 INT
4	10,000	Weapon
5	10,000	Weapon
6	25,000	Rare Item
7	50,000	Pieces of Art

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills
1	+1 DEX	Vacc Suit	Science (Any)	Language (Any)
2	+1 END	Gun Combat (Any)	Medic (Any)	Persuade
3	Carouse	Streetwise	Broker	Tactics (Naval)
4	Melee (Any)	Deception (Any)	Investigate	Broker
5	Gambler	Electronics (Any)	Jack of All Trades	Leadership
6	+1 INT	Survival (Any)	Electronics (Any)	Medic (Any)

Roll	Specialist: Crew	Specialist: Boarder	Specialist: Gunner	Specialist: Engineer
1	Electronics (Comms)	Flyer (Grav)	Electronics (Sensors)	Electronics (Any)
2	Astrogation	Tactics (Military)	Gun Combat (Any)	Mechanic
3	Electronics (Any)	Gun Combat (Any)	Electronics (Any)	Engineer (Any)
4	Pilot (Any)	Melee (Any)	Gunner (Any)	Engineer (Any)
5	Admin	Explosives	Vacc Suit	Vacc Suit
6	Mechanic	Recon	Tactics (Naval)	Science (Any)

## Ranks and Benefits

Rank	NCO Rank	Benefit	Officer Rank	Benefit
0	Lackey	Vacc Suit 1	Corsair	Vacc Suit 1
1	Crewperson		Third Mate	
2	Spacehand		Second Mate	Broker 1
3	Able Spacehand	Mechanic 1	First Mate	
4	Petty Officer		Mate	Leadership 1
5	Chief Petty Officer	+1 END	Captain	Tactics (Naval) 1
6	Master Chief	Leadership 1	Senior Captain	+1 SOC (Maximum 10)

## Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the injury table (p. 197)
3	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 Benefit rolls.
4	A Zimm drive accident strands you and your crewmates in a system with no colony. You are forced to spend 2d6 months attempting to survive. Gain a level in Survival (Any), Animals (Any), Vacc Suit, or Navigation.
5	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
6	Your ship is irreparably damaged in a fight with a system defense ship. Roll twice on the injury table (p.197). You and your crewmates can sell the ship for scrap and gain three Benefit rolls.
7	Injured. Roll on the injury table (p.197)
8	Your crewmates sell you out to a rival pirate group or a national navy. You are severely beaten and must roll once on the injury table (p.197). You gain your former crew as an Enemy and will be unable to visit the system in which you were caught in the future.
9	The secret pirate base you have been using has been compromised and marines from a nearby system are raiding the base. You escape the raid but have been injured (roll once on the injury table on p.197) and you vow to leave piracy behind forever.
10	Your ship has been destroyed in battle and you are among those being blamed for the loss. Roll on the injury table (p.197). You are abandoned at the next port and must immediately join the Vagabond career (see p.192). Lose up to three Benefit rolls from this career.
11	Your mates become infuriated with you and force you to "walk the plank". They place you in a faulty vacc suit and toss you out of an airlock. Luckily, a passing merchant ship sees you on their sensors and rescues you. They buy your story about being a mechanic whose tether broke off another ship. Unfortunately, your time in the faulty suit has caused you injury. Roll twice on the injury table (p.197) and gain a level in Vacc Suit. You have also lost all of your Benefit rolls from this career and gained your former crewmates as Enemies.
12	You have been arrested and imprisoned for two terms. Immediately leave this career, losing all gained Benefits for this career and join the Prisoner career (p.179) for two terms. You may return to this career following your prison stay unless otherwise instructed by events in the Prisoner career.

## D66

## Events

- 11** Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
- 12** You spend a lot of time enjoying yourself during this term. Gain a level in Carouse or Gambler.
- 13** You have been told that one of your crewmates has been informing one of Earth Sector's navies concerning your base's whereabouts. If you choose to ignore or disbelieve this, gain the accused party as a Contact. If you choose to inform your superiors, gain a +2 DM to your next Advancement roll. If you choose to investigate this yourself, roll Investigate 8+. If you succeed with this roll, you discover that the accusations are false, and you gain an Ally. If you fail, you believe the accusations to be true and gain an Enemy.
- 14** During some downtime in ZimmSPACE, you can study several subjects in which you have an interest. Gain one level in Art (Any), Trade (Any), or Science (Any).
- 15** A boarding action goes wrong. The crew of the merchant ship is well-armed and turns the tide. They have now invaded your ship! Roll 8+ on Gun Combat (Any) or Melee (Any). If you succeed, your crew regards you as a life saver and you gain your superior or two members of your crew as Allies. If you fail, the merchant captain imprisons you in his cargo hold. The merchant captain strands you and your surviving crewmates in the wilderness of a frontier world. It takes you 2d6 weeks to get to civilization. Gain your choice of Animals (Any), Navigation, or Survival (Any).
- 16** Following an attack on a rival pirate ship, you can take a trophy. Gain a weapon of your choice.
- 21** You have been given an opportunity to hone your criminal skills. Gain a level in Deception (Any) or Streetwise.
- 22** You and several other members of your crew have been arrested by a national navy. You are given the opportunity to defend yourself in court. Roll Advocate (Any) or Persuade 8+. If you succeed, you are able to go free and gain a level in the skill you used to defend yourself. If you fail, you are forced to pay a fine and lose two benefit rolls.
- 23** Many of your crewmates come from different worlds and cultures. Gain a level in Language (Any) or Science (Any).
- 24** Your captain has perfected the art of "playing possum". The captain turns off the power and pretends to be an injured ship. This requires you to take certain precautions. Gain a level in Vacc Suit.
- 25** Your ship has repeatedly attacked the ships of a local mining corporation to great success. Gain two Benefit rolls and gain the mining corporation as an Enemy.
- 26** Due to crew shortages, you have been forced to perform several jobs aboard the ship. Gain a level in Jack of All Trades.
- 31-36** Life Event. Roll on the Life Event Table (p.197).
- 41** You have spent extra time in the holographic gun range. Gain a level in Gun Combat (Any).
- 42** During an attack on a merchant ship, your leader is shot and killed. If you continue the attack, gain a level in Leadership and an extra Benefit roll. If you retreat, gain a level in Tactics (Military) and two members of your group as Allies.
- 43** The life of a pirate is not all boarding actions and treasure. You have spent a great deal of time keeping up with the records and maintaining the ship or your base. Gain a level in your choice of Admin, Broker or Steward.
- 44** You have become an ardent fan of the holovid show "Superpirate!". As a dedicated "Supie", you have now begun to dress, talk and act like one of the main characters from the show. You now dress in loud colors, engage in witty banter as you fight and constantly quote the "pirate code". Gain a level in your choice of Athletics (Co-ordination), Art (Acting), Carouse, or Melee (Blade).

- 45 The merchant ship you have captured is carrying a load of valuables. Your share in the loot means you are able to make two additional Benefit rolls.
- 46 A system government is hiring pirates to be privateers and attack the shipping of other rival worlds. Choose an independent world within Earth Sector. If you accept, you gain a Contact within that system's government and gain two Benefit rolls. If you decline, you gain an Enemy within that system's government and you will be unable to return to that system safely.
- 51 Your pirate base has fallen under attack, but your pirate mates have repelled the attack. Roll 8+ on Gun Combat (Any), Melee (Any), Gunner (Any) or Heavy Weapons (Any). If you succeed, you are an integral part of the base's defense. Gain a choice of either a +2 DM to your next Advancement roll or an extra Benefit roll. If you fail, take both a -2 DM to your next Advancement roll and lose a Benefit roll.
- 52 The merchant vessel that your ship has captured has an unusual cargo and you are part of the crew which watches after this cargo. Gain a level in Animals (Any) or Science (Any).
- 53 You are forced to assist in emergency repairs on your ship. Roll 8+ on Engineer (Any) or Mechanic. If you succeed, gain a level in the skill used. If you fail, lose one benefit roll as your crew loses confidence in your abilities and dedication.
- 54 You have gained an impressive reputation as a great pirate. You must now give yourself a nickname. If this nickname impresses your Referee, you will gain +2 SOC and a Rival in another pirate group. If it fails to impress, lose -1 SOC. In either case, the nickname follows you throughout your career.
- 55 The merchant ship you have raided turns out to be a slave ship of uplifts or altrants. Gain an Ally for life among the extremely grateful slaves which have been released.
- 56 During your time in Zimmspace, you can train. Gain a level in Athletics (Any) or increase your STR, DEX, or END by 1.
- 61 Your ship is short on crewmembers. You are forced to spend time working at a specialty which you would not normally perform. Make one roll on a Specialty skill table which is not the one to which you are currently assigned.
- 62 There is a gambling circle on your ship or at your base. Roll Gambler 8+. If you succeed, you have earned two extra Benefit rolls and gained a reputation as quite a "card shark". If you fail, lose three Benefit rolls and gain a reputation as a bit of a push-over.
- 63 You train yourself in first aid. If you do not already have Medic, gain the skill at level 1. If you do already have the skill, gain a Benefit roll as your ship's doctor pays you from his share of prize money for your assistance.
- 64 The merchant ship you have captured appears to have nothing in the cargo hold. Upon closer inspection, the ship has a hidden compartment which contains two large bottles of a green liquid. The liquid has an entrancing appearance. If your character examines one of the bottles, roll 1d6. On a result of a 1, the liquid is a powerful explosive which goes off once it is disturbed. Roll once on the injury table (p.197). On a roll of 2-5, the liquid is a famous alcoholic beverage which is widely regarded as an aphrodisiac. You can keep it or sell it. If you sell it, roll Broker 8+. If you succeed, gain three benefit rolls. If you fail, gain only one. On a roll of a 6, the liquid is the home of a strange alien animal. If kept, the character will gain +2 to all Advancement rolls for as long as the character keeps the bottles. If the character sells the bottles, gain two benefit rolls and additional +1 to those rolls.
- 65 A famous pirate sees promise in you and decides to take you on as his/her protégé. Gain +1 SOC and your choice of Advocate (Any) 1, Broker 1, Carouse 1, Deception (Any) 1, Diplomat 1, Investigate 1, Leadership 1, Persuade 1, Streetwise 1 or Tactics (any) 1.

- 66** The latest ship captured by your group has a very valuable cargo on board. Gain +4 DM to your next Advancement and three additional Benefit rolls. In addition, take +1 to all Benefit rolls gained from this career.



**PRISONER**

**Enlistment:** You will only join this career if you have been convicted of a crime either within the game or during character generation. You will serve the amount of terms which you were sentenced to serve.

**Career Progress**

Career	Survival	Advancement
Prisoner	END 8+	STR 8+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	0	None
2	0	None
3	0	Contact
4	0	Ally
5	0	+1 STR
6	500	+1 END
7	1000	+1 SOC

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Carouse	Art (Any)
2	+1 DEX	Deception (Any)	Advocate (Legal)
3	+1 END	Melee (Any)	Electronics (Any)
4	+1 INT	Persuade	Leadership
5	+1 EDU	Streetwise	+1 EDU
6	Athletics (Any)	Gambler	Jack of All Trades

Roll	Prisoner
1	Stealth
2	Interrogation (Any)
3	Carouse
4	Melee (Any)
5	Mechanic
6	Streetwise



## Ranks and Benefits

Rank	Prisoner Benefit
0	Melee (Any) 1; Stash
1	Streetwise 1
2	
3	
4	
5	
6	Jack of All Trades 1

## Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the injury table (p.197).
3	A group of toughs in your cell block have chosen you to be their punching bag for the evening. Roll Melee (Unarmed) 8+ to fend off their attacks. If you succeed, you are able to escape. If you fail, roll twice on the injury table (Core Setting Book, p.192). In either case, gain this group of toughs as an Enemy.
4	You have contracted a disease. Take a -2 END penalty.
5	A group purporting to be aid workers is actually a government medical experiment on prisoners. Roll 1d6. On a roll of 1, the drugs make you permanently sick and decrease your END or SOC by 2. On a roll of 2-5, the drugs do nothing. On a roll of 6, the drugs increase your STR and END by 1 but you are now addicted to this drug and will constantly be seeking another dose.
6	You have become addicted to drugs or alcohol which has been snuck into the prison.
7	Injured. Roll on the injury table (p.197).
8	The guards clean your room and find your stash. Lose everything in your stash and lose all Benefit rolls collected previous to this point in this career.
9	A powerful prison lord determines that you will be his new servant. You can let this happen and take a -2 SOC penalty. If you try to fight, roll Melee (Any) 8+. If you succeed, you get out of it and gain +1 SOC. If you fail, roll on the injury table (p.197), become the prison lord's servant, and take a -3 SOC penalty instead. Alternatively, if you have anything in your Stash, you can trade everything in your Stash for your freedom.
10	The prison has unsafe conditions which no one tries to address. The atmosphere is unsafe due to bad building materials or poor atmosphere. Decrease END by 2.
11	One of your friends turns on you. Turn a Contact or Ally into an Enemy. The group he/she joins roughs you up and steals your stuff. Roll on the injury table (Core Setting Book, p.192) and lose your Stash.
12	A group of prisoners is attempting to escape. If you join them, roll Stealth 8+. If you succeed, you have escaped and must choose a new homeworld. If you fail, you are caught and must serve an additional term as a prisoner. If you do not join them and tell no one, gain +2 SOC and 1000 Credits in your Stash. If you tell the guards, take 1 term off your prison sentence (you will go free if you have 1 term or less left) but gain the escaping prisoners as Enemies.

*Unlike other careers, a mishap in the Prisoner career does not force you to leave the career. You must remain in the career despite the mishap.*

D66	Events
11	Disaster Occurs. Roll on the Mishap table.
12	You are allowed to take a class which teaches bookkeeping. Gain a level in Admin.
13	You've been working to gain an appeal. Roll Advocate (Legal) 8+. If you succeed, you have gotten a new trial but are forced to be your own lawyer. Roll Advocate (Legal) 8+. If you succeed, lessen your sentence by one term (if you have less than one term left, go free). If you fail, remain imprisoned for an additional term.
14	A war breaks out on the world in which you are imprisoned. The government offers amnesty to those who will join the nation's military. If you accept, the rest of your prison sentence is commuted, and you must spend the next two terms in the world's national ground forces (see p.160)
15	You are released from prison, but you are now so poor that you must enter the Vagabond career (see p.192)
16	A situation has arisen within the prison (a fight with a guard, being found with contraband, etc.) which has gotten you into a lot of trouble. It is so bad that you must spend an additional term in prison. It is up to the player as to whether or not the character actually did the crime. If the character is being framed, they should gain an Enemy. Add another term to the character's prison sentence.
21	You have been allowed study time. Gain a level in Advocate (Any), Language (Any), or Science (Any).
22	You've become friends with several members of your cell block. Gain 1d3+1 Contacts. Roll 1d6 for each Contact. On a roll of 5-6, that Contact becomes an Ally.
23	You've found a knife. Add it to your stash and add +1 to all Melee checks as long as you have the knife.
24	You get into a disagreement with a fellow inmate. Roll Melee (Any) 8+. If you succeed, you have gained an Enemy. If you fail, you have gained an Enemy and lost the contents of your Stash.
25	Over time, you've learned to patch yourself. Gain a level in Medic (First Aid).
26	You have angered a group of prisoners. The group takes their revenge on you by beating you. Roll Melee (Any) 8+. If you succeed, you are able to defend yourself. Gain a level in Melee (Any). If you fail, you are beaten mercilessly. Roll twice on the Injury Table (p.197)
31-36	Life Event. Roll on the Life Event Table (p.197). A result of 3 should be regarded as adding a term to your prison sentence.
41	The prison seeks to reform you by teaching you a trade. Gain a level in Trade (Any).
42	You spend a lot of time in the prison yard exercising. Gain +1 to STR, DEX, or END or a gain a level in Athletics (Any).
43	The prison has a work detail and you've been placed on it. Gain a level in Animals (Farming), Electronics (Electrical Repair), Engineer (Life Support or Power), Leadership, Mechanic, Steward, or Trade (Construction).
44	You have become involved in a gambling group. Gain Gambler 0 if you don't already have Gambler. You may bet anything from your stash. Roll Gambler 8+. If you succeed, gain double of what you put in (a knife in, two knives out, 100 credits in, 200 credits out). If you fail, lose the item and another item in your Stash. If you have nothing else to lose, roll once on the Injury Table (p.197) as you pay with a beating.
45	You steal a science textbook. Gain a level in Science (Any) or +1 EDU for every term that you have the book in your Stash.
46	You pick up a lot of pointers on new methods for criminal activity. Gain a level in Deception (Any) or Streetwise.

- 51 You have to be sneaky. Gain a level in Stealth.
- 52 You've become friendly with some fellow inmates. Gain a level in Carouse or 1d3 Contacts.
- 53 You've found 100 credits. Add it to your stash.
- 54 One of the guards is willing to allow you to speak to a Contact outside of the prison using their handcomp. They send you 1d6 x 100 Credits, half of which will be kept by the guard and the other half goes into your stash.
- 55 A prison riot breaks out. If you participate, roll Melee (Any) 8+. If you succeed, gain a level in Melee (Any), Leadership, +1 SOC, or a knife for your stash. If you fail, roll twice on the Injury Table (p.197). If you roll a natural 2 in your failure, roll on the Injury Table and gain an additional term as a prisoner.
- 56 You get into a lot of fights. Gain a level in Melee (Any) or take +1 in STR or END.
- 61 You've found some contraband. Add it to your stash.
- 62 You've been doing what you have to do to survive. Roll on any skill table and take the skill.
- 63 You have to be mentally flexible in bad situations. Gain a level in Jack of All Trades.
- 64 Your lawyer has found evidence which shows you to be wrongly accused. This will allow you to be released. You are now freed and may enter a new career. Gain +1 SOC.
- 65 You have worked hard. Gain your choice of an additional level in any skill which you already possess or a promotion in Rank.
- 66 You have stayed on your best behavior this term and been a model prisoner. Gain an automatic Advancement and a +1 to all Benefit rolls from this career.

**SPORTS****Enlistment:** DEX 8+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered previous to this one.

You are involved in playing one of the many sports popular across Earth Sector. You provide entertainment for the fans whether they number in the hundreds or the millions.

**Assignment:** Choose from the following:

**Athlete**

You are the person on the field in the center of the action.

**Coach**

You are one of the people directing the action from the sidelines or the spotter's booth.

**Career Progress**

Career	Survival	Advancement
Athlete	DEX 8+	END 8+
Coach	INT 8+	EDU 8+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	1000	+1 DEX
2	2000	+1 END
3	5000	Contact
4	10000	Ally
5	20000	+1 SOC
6	50000	Pension
7	100000	Pieces of Art

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Melee (Unarmed)	Admin
2	+1 DEX	Persuade	Science (Any)
3	+1 END	Carouse	Broker
4	Athletics (Any)	Athletics (Any)	Tactics (Sport)
5	+1 EDU	Tactics (Sport)	Art (Any)
6	+1 SOC	Leadership	Advocate (Any)

Roll	Athlete	Coach
1	Carouse	Admin
2	Athletics (Endurance)	Advocate (Oratory)
3	Athletics (Co-ordination)	Tactics (Sport)
4	Athletics (Strength)	Athletics (Endurance)
5	Leadership	Broker
6	Tactics (Sport)	Diplomat

## Ranks and Benefits

Athlete	Benefit	Coach	Benefit
0	Athletics (Any) 1	0	Tactics (Sport) 1
1		1	
2	Tactics (Sport) 1	2	Broker 1
3		3	
4	Broker 1	4	Diplomat 1
5		5	
6	+2 SOC	6	+2 SOC

## Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury table (p.197).
3	You have been accused of cheating. It is up to the player if this accusation is true or not. In either case, the accusation is so damaging that your career is over.
4	You have become embroiled in a scandal which has so damaged your reputation that your current club fires you and no other club will touch you. Your career is over and lose -2 SOC.
5	You have simply become tired of the game. You no longer feel that you have your competitive edge. Unfortunately, you have waited until this disillusionment or fatigue has begun to show on the field. You leave the game and begin to fade from people's memories.
6	You have simply suffered defeat one too many times. Everyone is saying that you are "washed up" and "yesterday's news". You are asked by your peers, the fans, and the media to find a new profession.
7	You have been injured. Roll once on the Injury table (p.197).
8	It is believed that you were placing bets on the outcome of games in which you were involved. It is up to the player as to whether or not this is true. The league fires you and refuses to allow you to play or coach again. Lose all benefit rolls and suffer -3 SOC.
9	Following a widely watched game, you have accidentally said something publicly which was extremely offensive. You lose your job and -3 SOC.
10	It is believed by the league that you were using performance enhancing drugs or cyberware to achieve your victories. It is up to the player as to whether or not this is true. You are removed from this career. Lose all benefit rolls and suffer -2 SOC.
11	You have done something so embarrassing on the field or in a press conference after the game that it is widely ridiculed by the media and becomes a catch phrase among the general public. People always remember you for this disaster and it ruins your career.
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable and your career is over. Lose 1d3 from your choice of STR or END.

**D66**

**Events**

- 11** Something terrible has happened to you. Roll on the Mishap table but you will not be forced to leave this career.
- 12** You have suffered an attack by a teammate. The attack is so severe that the authorities are called in and the attacker is imprisoned. Gain an Enemy.
- 13** You are approached by some local criminals with an offer to throw an upcoming game in order for them to win a large bet. They offer to cut you into the action. If you report this to the league or to law enforcement, gain a +2 to your next two Advancement Rolls but gain an Enemy among the criminals. If you agree to the proposition, roll an Athletics (Any) or Tactics (Sports) roll at Difficult. If you succeed, you have gotten away with it and the criminals pay you 100,000 credits. If you fail, you will be removed from this career and lose all Benefit rolls.
- 14** You have been targeted by a player on another team or an opposing coach. Gain a Rival. If you are an Athlete, roll an Athletics (Any) check at Difficult. If you are a Coach, roll a Tactics (Sport) check at Difficult. If you succeed, you have turned the tables on your rival in a famous game or play. Gain +1 SOC. If you fail and you are an Athlete, roll once on the Injury table (p.197). If you fail and you are a Coach, lose one Benefit roll.
- 15** You have a lot of fun being involved in professional sports. Gain a level in Carouse. Roll 1d6. On a roll of 1-2, you have become addicted to alcohol or a drug.
- 16** You have taken some downtime to study. Gain a level in Art (Any) or Science (Any).
- 21** You spend a lot of time working on keeping your statistics correct. Gain Admin 1.
- 22** Sports are often a hotbed for illegal activities and it would seem that you have become involved with some questionable people in your entourage. Gain Deception (Any) 1 or Streetwise 1.
- 23** You have begun to delve deeply with a local religion. Choose an existing real-world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this or a similar result previously, this reflects a change in your religion.
- 24** You have become interested in weaponry and take a weapons class. Gain a level in Gun Combat (Any) or Melee (Blade).
- 25** You have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheel or Track), Flyer (Grav), or Seafarer (Sail or Motorboat).
- 26** It is very important that you stay on top of your agent, your contract, and your finances. Gain Broker 1.
- 31-36** Life Event. Roll on the Life Events Table (p.197)
- 41** You learn a lot about the laws and regulations of your league. By extension, you also learn a great many of the laws of the world on which you are employed. Gain Advocate (Legal) 1.
- 42** You have learned first aid. Gain Medic 0.
- 43** Another player or coach has decided to make a name for themselves by denigrating your accomplishments. Gain a Rival.
- 44** You have decided to take a weapons class. Gain a level in Gun Combat (Any).
- 45** You have earned a nickname. Roll 1d6:



- 1 This nickname is extremely embarrassing to you and is an albatross around your neck for the remainder of your career and possibly your life. Lose -2 SOC.
- 2-3 The nickname is somewhat self-deprecating but in an amusing way that doesn't overly offend you. You just live with it.
- 4-5 The nickname is a fun nickname which aids in your recognition among fans and other players. Gain +1 SOC.
- 6 Your nickname places you among the all-time greats in sports. You are remembered for this name among fans of the sport and even by those who opposed your team. Gain +2 SOC

**46** You do a lot of traveling. Gain a level in either Vacc Suit.

**51** In order to relax, you have taken up riding. Gain Animals (Riding) 1.

**52** You are sought out by your sport's league to part of a competition committee to discuss future rules changes. Gain +2 to your next Advancement roll and +1 SOC.

**53** Your nation's government has determined that your sport is too dangerous to be played in their nation. The sport is outlawed. You may either leave the career and lose one Benefit roll or relocate to another nation. If you decide to relocate, choose a nearby nation or national colony in Earth Sector. Once there, learn the background skills of that world (see p.87-97).

**54** You take the time to learn a second language. Gain Language with a specialty in any language from your homeworld that you do not already speak (see Language table on p.99-108).

**55** You have received an endorsement deal with a product being sold on your world. You are paid 50,000 credits for the use of your likeness as a hologram in a widely seen advertisement. Roll 1d6.

- 1 The product is an abject failure. The failure of the product drags you down with it. Take a -2 DM to your next Advancement roll and -2 SOC.
- 2-3 The product is a success but turns out to be somewhat embarrassing to you due to the type of product. Lose -1 SOC.
- 4-5 The product is a success. The corporation pays you an additional 25,000 credits and you gain +1 SOC.
- 6 The product and the ad campaign are a major success. In addition to a 100,000 credit bonus, you are considered for several other advertisements as well. Gain +3 SOC.

**56** You have guaranteed a victory in your next match/game. If you are an Athlete, roll Athletics (Any) at Difficult. If you are a Coach, roll Tactics (Sport) at Difficult. If you succeed, you automatically succeed in your next Survival roll and gain a +4 to your next Advancement roll. If you fail, lose -3 SOC and take a -2 to your next Survival and Advancement rolls.

**61** You are considered to be one of the leaders of your team or coaching staff. Gain a level in Leadership.

**62** Your agent is a genius. Gain two additional rolls on the Benefits table.

- 63** An athlete or a coach has to have something to fall back on when their sports career has ended. Like many before you, you have decided to get into entertainment or the media. Gain a level in Advocate (Any), Art (Acting or Writing).
- 64** You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or an increase in rank.
- 65** You have proven to be so popular with the fans that the holovid studios want you on board. If you finish your career without failing a Survival roll, you may enter the Celebrity career without an Enlistment roll.
- 66** You have won the most prestigious sporting award in your sport. Gain +2 SOC and three Benefit rolls. In addition, gain a modifier of +6 which must be split up into increments of not more than +2 to use on any Survival or Advancement rolls until it is depleted.

**SPY****Enlistment:** SOC 7+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered previous to this one.

**Assignment:** Choose from the following:

**Agent**— You are an agent stationed at an embassy or other location in another nation by your own nation.

**Field Operative**— You work investigations and security on in another nation in support of your own government.

**Deep Cover** — You have been placed in another nation and are living undercover as a citizen there.

**Career Progress**

Career	Survival	Advancement
Agent	DEX 8+	INT 8+
Field Operative	DEX 8+	EDU 8+
Deep Cover	END 8+	INT 8+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	5000	+1 END
2	10,000	+1 INT
3	20,000	+1 EDU
4	30,000	Weapon
5	50,000	Contact
6	75,000	Rare Item
7	100,000	+2 SOC

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 END	Electronics (Any)	Art (any)
2	+1 INT	Melee (Any)	Persuade
3	+1 EDU	Deception (Any)	Diplomat
4	Athletics (Any)	Language (Any)	Science (Any)
5	Gambler	Gun Combat (Any)	Advocate (Any)
6	Carouse	Investigate	Electronics (Any)

Roll	Specialist: Agent	Specialist: Field Operative	Specialist: Deep Cover
1	Flyer (Any)	Diplomat	Profession (Any)
2	Melee (Any)	Electronics (Any)	Deception (Any)
3	Gun Combat (Any)	Stealth	Gun Combat (Any)
4	Investigate	Recon	Investigate
5	Streetwise	Investigate	Broker
6	Stealth	Survival (Any)	Jack of All Trades

## Ranks and Benefits

Rank	Agent/Field Operative	Benefit	Deep Cover	Benefit
0	Agent	Investigate 1	Agent	Profession (Any) 1
1				Deception (Any) 1
2	Special Agent	Stealth 1		Investigate 1
3				
4		Recon 1	Cover Operative	Stealth 1
5	Assistant Director	Admin 1		
6	Director	Advocate (Any) 1	Ghost	Jack of All Trades 1

## Mishaps

**2d6 Mishap**

- 2** Severely Injured. Roll twice on the injury table (p. 197)
- 3** Your agency is the victim of budget cuts. You are released from your employment with a severance pay of an additional Benefit roll.
- 4** Your greatest adversary now appears to have escaped your grasp. Your government decides to place you in a cold berth and bring you back if your services are needed again. Add 2d6 years to your current age and a determination to catch your enemy. If you do not currently have an Enemy, gain one of sufficient status to frighten your government into such a rash action.
- 5** You were caught and your government has disavowed any knowledge of your actions. You are imprisoned for 1d6 years. Lose three Benefit rolls and -2 SOC.
- 6** You have been injured during your most recent mission. Both your own agency and the opposition believe that you have been killed. You must now move to a new home in the frontier sections of Earth Sector to hide. Choose an independent world in Earth Sector. Gain the background skills for that world and go through one term of the Colonist career track on p.135.
- 7** Injured. Roll on the injury table (p.197)
- 8** You are simply tired of the stress and strain. The agency bids you farewell.
- 9** When you're a spy, sometimes you get burned. Your government has made an arrangement with another government to banish you. Roll on the Origin chart (p. 77) and ignore any result of Earth or a world within your own nation. You have been banished to that world and any attempt to escape that planet will result in the wrath of both your own government and that of your new home. Gain both governments as Enemies. Lose all Benefit rolls.
- 10** A mission goes wrong and you are blamed for it. It is the decision of the player as to whether or not this was an actual mistake or if the character is being framed. Gain an Enemy within your own agency.
- 11** You have uncovered hidden information which is damaging to your own government. You are now on the run from your own people. Lose any Contacts which are within your own government and gain your own government as an Enemy. You will be unable to return to your own world until you can resolve this.
- 12** You have been caught by the opposition. This opposing nation keeps you locked away for 1d6+2 years and tortures you frequently. Roll three times on the injury chart (p.197). Lose all Benefit rolls and -2 SOC but add +2 END.

D66

Events

- 11 Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
- 12 Most of your time has been spent sorting documents. Gain Admin 1.
- 13 You have spent a lot of time getting yourself from point A to point B on your assignments. Gain a level in Drive (Any), Flyer (Any), Pilot (Small Craft), or Seafarer (Any).
- 14 Sometimes an agent needs to know these things. Your recent studies give you a level in Science (Any).
- 15 An assassin has targeted you specifically. Roll your choice of Gun Combat (Any) 8+, Melee (Any) 8+, Deception (Any) 8+, or Stealth 8+. If you succeed, you have escaped the assassin. Gain a level in the skill used. If you fail, roll once on the injury table (p.197).
- 16 You have been chosen for cross-training. Roll once on a Specialty table which is not the one to which you are currently assigned.
- 21 You have spent a lot of time learning the laws of the government which you have been assigned to study or infiltrate. Gain Advocate (Any) 1.
- 22 During a shipboard mission, you are pressed into service as an extra crewmember. Gain Astrogation 1, Engineer (Any) 1, Gunner (Any) 1 or Electronics (Any) 1.
- 23 Your ship, shuttle, or vehicle crashes on a remote part of the world to which you been assigned on a mission. Roll Survival (Any) 8+. If you succeed, gain a level in Survival (Any), Navigation, or Vacc Suit.
- 24 You have spent a great deal of time cultivating contacts. Gain 1d6+3 Contacts.
- 25 On a recent mission, you have discovered information which could be damaging to a politician in your own government. If you decide to report this information, roll Advocate 8+. If you succeed, gain a +2 DM to your next Advancement roll, and gain the politician as an Enemy. If you fail, gain the politician as an Enemy and take a -2 DM to your next Advancement roll. If you decide not to report the information, gain the politician as an Ally and gain a +4 to your next Advancement roll.
- 26 You have been asked to assist in the defection of a high-ranking member of an opposing government. The defector wishes to bring along a piece of experimental equipment on which he/she has been working. Roll Deception 8+. If you succeed, you are able to get the defector and the equipment offworld. Gain a +2 DM to your next Advancement roll and a level in Deception (Any), Recon or Stealth. If you fail, the defector and the equipment are captured but you are able to escape. Take a -2 DM to your next Advancement roll.
- 31-36 Life Event. Roll on the Life Event Table (p.197).
- 41 You have spent a great deal of time training to improve your body. Gain a level in Athletics (Any) or take +1 to your STR, DEX or END.
- 42 Your most recent mission required some serious firepower. Gain Explosives 1, Gunner (Any) 1 or Heavy Weapons (Any) 1.
- 43 You have spent a lot of time on board starships. Gain Vacc Suit 1.
- 44 A member of your organization sees you as blocking his/her way to the top of the agency. Gain a Rival.
- 45 When you are in the field, it is important to be able to repair your own equipment. Gain Mechanic 1.
- 46 You have gained ownership of a vehicle which has been greatly modified by your agency. Gain a grav vehicle, wheeled vehicle, or boat and add up to 1d6-3 weapons (such as a flamethrower or hidden automatic weapons) or tricks (such as a smoke generator, ejector seat, or EMP blaster). In addition, gain a level in the use of that specific vehicle.
- 51 You have taken time out to pursue a hobby. Gain a level in Art (Any).

- 52** While you could always use a language program in your mindcomp, you prefer to be able to make it seem more natural. Gain a level in Language (Any).
- 53** Your agency has learned that the paymaster of a terrorist organization has been going to a casino on a nearby world. The paymaster is an accomplished gambler and often does well enough to increase the shadowy group's treasury. Your agency has sent you to the casino to attempt to learn more information and outplay the paymaster. Roll Gambler 8+. If you succeed, gain a level in Gambler and a fellow gambler as an Ally. If you fail, the shadowy group captures you and tortures you. Roll once on the injury table (p.197)
- 54** While working on your latest mission, you discover information concerning a large corporation which could allow you to make a great deal of money if used correctly. If you decide to use this information in this way, roll Broker 8+. If you succeed, gain four Benefit rolls. If you fail, your superiors are disappointed in you and drop you one level in rank and you will take a -4 DM to your next Advancement roll.
- 55** During a recent mission, you have become close to an agent of another government. Gain an Ally.
- 56** You have gained quite a reputation for being able to improvise in any situation. Gain a level in Jack of All Trades.
- 61** You have spent a great deal of time on your vices. Gain a level in Carouse, Gambler or Streetwise.
- 62** You have been assigned a team of agents to work with you. Gain Leadership 1.
- 63** You are selected for a special program within your agency which has been working on military-style training. Gain a level in your choice of Gun Combat (Any), Melee (Any), Stealth, or Tactics (Military).
- 64** Your agency appreciates your services. Gain a +2 DM to your next Advancement roll and two additional Benefit rolls. In addition, gain +1 on all Benefit rolls gained from this career.
- 65** You have proven extremely talented in your field. Gain a level in a skill which your character already possesses or a promotion.
- 66** You have performed admirably on this mission. Gain an automatic promotion in rank.



## VAGABOND

## Enlistment: SOC 7-

You are a person with no ties and nothing to hold you down. You have no home and few personal possessions, but you often see the sector in ways that no one else ever will. You are a “King of Space”.

**Assignment:** Choose from the following:

**Destitute**

You are someone who lives off of your surroundings. You may be homeless on the streets of a planet, in an orbital city or on a starport.

**Transient**

While others travel throughout the sector for a corporation or a government, you move through space simply to see the greatness of it.

## Career Progress

Career	Survival	Advancement
Destitute	END 8+	INT 8+
Transient	END 8+	INT 8+

## Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	None
2	0	None
3	0	Contact
4	0	Ally
5	500	+1 END
6	1000	Weapon

## Skills and Training

Roll	Personal Development	Service Skills
1	+1 STR	Stealth
2	+1 DEX	Recon
3	+1 END	Survival (Any)
4	+1 INT	Streetwise
5	+1 END	Melee (Unarmed or Blade)
6	Jack of All Trades	Persuade

Roll	Destitute	Transient
1	Deception (Any)	Gun Combat (Slug Pistol)
2	Navigation	Deception (Any)
3	Survival (Any)	Survival (Any)
4	Streetwise	Vacc Suit
5	Gun Combat (Slug Pistol)	Mechanic
6	Jack of All Trades	Carouse

## Ranks and Benefits

Destitute	Benefit	Transient	Benefit
0	Survival (Any) 1	0	Vacc Suit 1
1	Stash	1	Stash
2		2	
3	Recon 1	3	
4		4	Persuade 1
5	Persuade 1	5	
6	Carouse 1	6	Carouse 1

A **Stash** is where a vagabond keeps his/her personal belongings. For a Destitute, it is often just a hiding place where one sleeps or a makeshift shelter. For a Transient, it is something which is as mobile as the character such as a backpack or a piece of luggage.

## Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury table (p.197).
3	A group of local thugs has chosen you to be their punching bag for the evening. Roll a Melee (Unarmed or Blade) check at Difficult or a Gun Combat (Slug Pistol) check at Routine to fend off their attacks. If you succeed, roll once on the Injury Table (p.197). If you fail, roll twice on the Injury table and lose anything you might have in your stash. Gain the thugs as an Enemy.
4	You have contracted a deadly disease. While you do recover, the disease has had a terrible effect on your body. Lose 2 from your END.
5	A group purporting to be an aid station for Destitutes and Transients is actually a secret government medical experiment to test drugs on persons that they find expendable. Roll 1d6. On a roll of 1, the drugs make you extremely sick and sap 2 points from two of your attributes other than EDU or SOC (player decides). On a roll of 2-5, the drugs do nothing of permanent damage. On a roll of a 6, the drugs actually help to add +1 END but you are now addicted to the drug and will constantly seek another dose.
6	You have become addicted to drugs or alcohol. The drug is the player's choice.
7	You have been injured. Roll once on the Injury table (p.197).
8	A local politician has decided to "clean up the area" by ridding the city of Destitutes or ridding the ports of Transients. On a roll of 1, the politician has all such persons imprisoned for one term. Join the Prisoner Career (p.179) for one term. On a 2-5, the politician deports everyone to the nearest starport. On a 6, the politician orders the military or security forces to shoot Destitutes or Transients. You escape the culling but are wounded. Roll on the Injury table (p.197)
9	Either through a lack of supplies or a misjudgment, you have failed to prepare adequately for weather conditions in your home and the newest place you have visited. Lose 1 END to health damage from exposure.
10	The area you have chosen for shelter turns out to not be a safe area (faulty building, unsafe breathing conditions). Roll on the Injury table (p.197)
11	You have been swept up in an effort to place all Destitutes and Transients into mental facilities. You are locked away in a local mental facility for this term. While you are later released, you are

now considered to be insane by the local government. If the local government has a law level of over 8, this will mean that you will not be allowed to continue to live here or visit here again. In any case, if you attempt to enter another career, you will suffer a -2 DM.

- 12** A person in your position doesn't have a strong voice in the society. When someone accuses you of a crime, it often doesn't get the investigation that it should. You have been accused of just such a crime. Roll 1d6. If you roll a 1, you must spend two terms in the Prisoner career (see p.179). On a 2-5, you will spend one term in prison. On a roll of 6, you are able to escape the prison time but lose -1 SOC.

Please note that, unlike mishaps in other careers, a mishap in the Vagabond career does not automatically mean that you will need to leave this career.

**D66**

**Events**

- 11** Something terrible has happened to you. Roll on the Mishap table.
- 12** A war has broken out on the world on which you find yourself. The military is gathering every person they can find for the war effort. You will immediately enter the National Ground Forces career (p.160).
- 13** You have become involved as a runner, spotter, or other low-level operative in illegal activities in your area. Make a Streetwise or Deception (Any) check (Routine). If you succeed, gain a level in Streetwise. If you fail, spend your next term in prison. Join the Prisoner career for one term (see p.179)
- 14** You have found a dagger or blade. Add this to your stash.
- 15** Life is tough and you have had to learn to try to convince others to give you aid. Gain a level in Persuade.
- 16** You have had to defend your stash on numerous occasions. Gain a level in Melee (Any).
- 21** You have found a discarded law text and read it during the day. Gain Advocate 0.
- 22** You spend a great deal of time with some folks who speak another language and you have been able to pick up on some of it. Gain Language 1 with a specialty in one of the languages of this world (see p.99-108) which is not your primary language. If there are no additional languages present on this world which you do not already speak, gain a language from a nearby world.
- 23** A local shipping company needs a driver and you are able to obtain the job. Gain a level in Drive (Wheel) or Flyer (Grav). Once the boom in business has run its course, the manager lets you go. Roll 1d6. On a roll of 1, you are paid 200 credits for your time there. On a roll of 2-5, you are paid 500 credits. On a roll of 6, you are paid 500 credits and the manager recommends you for your choice of career. Gain a +2 DM to enter the career of your choice.
- 24** You get into a disagreement with another Destitute or Transient that turns violent. Roll a Melee (Unarmed) check at Difficult. If you succeed, you have gained an Enemy. If you fail, you have gained an Enemy and lost everything in your stash.
- 25** Due to how hard life as a Destitute or Transient is, you have been forced to learn first aid the hard way. Gain Medic 0.
- 26** You have found a discarded handcomp. Add it to your stash.
- 31-36** Life Event. Roll on the Life Events Table (p.197)
- 41** You have befriended a man who owns a local eating establishment. Gain a Contact as well as an excellent source of food.

- 42** A local farmer or rancher is looking for someone to work as an extra hand. You take the job and gain a level in Animals (Any) or Profession (Farming). Roll a d6. On a roll of 1, the farmer reneges on his promise of payment. On a 2-5, you are paid 500 credits for your work. On a 6, the farmer pays you 750 credits and offers to help you find a job in another field which allows you a +2 DM to enter another career.
- 43** You have become involved in a game of dice among some locals. Gain Gambler 0. If you would like, you can bet some of your stash on a roll of the dice. Perform a Gambler task check at Difficult. If you succeed, you gain back double what you put into the pot. If you lose, you lose everything you wagered in your stash.
- 44** You have learned to note when something is out of place and dangerous. Gain a level in Recon.
- 45** You have found a textbook or handcomp file explaining the basics of a certain science. You place it in your stash and study it when you can. Gain Science 0.
- 46** It is often best to not be seen or heard by those around you. Gain a level in Stealth.
- 51** You have located some money. Roll 1d6 and multiply the result by 100 credits. Add this to your stash.
- 52** You try to keep yourself in good physical condition when you can. Gain a level in Athletics (Any) or gain +1 to STR, DEX, or END.
- 53** A local vehicle repair shop is looking for an extra worker. Gain a level in Mechanic. Once the boom in business has run its course, the manager lets you go. Roll 1d6. On a roll of 1, you are paid 200 credits for your time there. On a roll of 2-5, you are paid 500 credits. On a roll of 6, you are paid 500 credits and the manager recommends you for your choice of career. Gain a +2 DM to enter the career of your choice.
- 54** Surviving is sometimes all one can do when one is living the rough life. Gain a level in Survival. If you are a Destitute, gain this level in a specialty which you already have. If you do not have a specialty already, choose one in line with your current location. If you are a transient, gain a level in a specialty that you do not already have to reflect your nomadic nature.
- 55** You have found some cloth armor which has been discarded. If you have this and roll any event which involves combat, you may lower the difficulty in the required skill check by one level.
- 56** A local diner is looking for an extra worker. Gain a level in Steward. Once the boom in business has run its course, the manager lets you go. Roll 1d6. On a roll of 1, you are paid 200 credits for your time there. On a roll of 2-5, you are paid 500 credits. On a roll of 6, you are paid 500 credits and the manager recommends you for your choice of career. Gain a +2 DM to enter the career of your choice.
- 61** You have found a slug pistol. You can choose to be rid of it or keep it in your stash. If you keep the pistol, roll 1d6.
- 1 The pistol was used in a recent murder and has been discarded. Law enforcement will locate you and the pistol and make you the prime suspect. They will arrest you for the crime and place you in prison for 1d3 terms. At the end of that set of terms, law enforcement will discover the real killer and set you free.
  - 2-3 The pistol is old and unreliable. Suffer a -2 penalty to use the weapon. You have six rounds of ammunition.
  - 4-5 The pistol is in excellent working order but has no ammunition.
  - 6 The pistol is in excellent working condition and you have ten rounds of ammunition to go with it.

- 62** You have befriended a group of other Destitutes or Transients. Gain 1d3 Contacts and a level in Carouse.
- 63** You have located a discarded middle passage to a nearby world. Choose the nearest B-class port to your current location. If you are Destitute, you may change your Assignment to Transient or continue to live at this new location. If you are a Transient, you will become enamored of this new world and stay here for a longer period of time than usual. Gain one of this world's background skills (see p. 87-97) or one of its languages (see p. 99-108).
- 64** You have earned this through your hard life. Gain a level in Jack of All Trades.
- 65** A local government official has instituted a continuing education program to get all those who are Destitute or "forced to travel" as a Transient into a local university or trade school. Spend the next term in a university and roll for success. If you succeed, roll once on the Collegiate Events table (see p. 119). If you succeed in college, you will finish with a degree and a new career of your choice.
- 66** It turns out that the Destitute which has been living near you or the Transient on your last trip is actually a famous actor who is attempting to learn the "true experience". He/she will aid you by telling your story in an upcoming holovid about "the life". Gain 1d6 x 100,000 credits and immediately enter the Celebrity career (see p. 129)

**LIFE EVENTS TABLE**

<b>2d6</b>	<b>Results</b>
<b>2</b>	Severe sickness or injury. Roll once on the Injury table on p. 197.
<b>3</b>	You have been involved in or accuse of some sort of crime. You must lose two of your benefit rolls or spend a term in prison by joining the Prisoner career for one term. If this result comes up while you are a Prisoner, simply add an additional term to your sentence.
<b>4</b>	Death in your peer group. One of your family, friends, enemies or acquaintances dies. Roll 1d6. On a roll of 1-3, lose an Ally, Contact, Rival or Enemy in that order. (If you do not have an Ally, lose a Contact, if no Contact, then lose a Rival, etc.). On a roll of 4-6, lose an Enemy, Rival, Contact or Ally (in that order).
<b>5</b>	You have been betrayed. Choose any existing Ally or Contact to become a Rival or Enemy. If you have no Allies or Contacts, gain an Enemy.
<b>6</b>	Relationship Change. Roll 1d6. On a roll of 1-3, choose one Ally to become a Contact, a Contact to become a Rival or a Rival to become an Enemy. On a roll of 4-6, choose any Enemy to become a Rival, any Rival to become a Contact or any Contact to become an Ally.
<b>7</b>	You have gained a new Contact.
<b>8</b>	Homeworld Change. You have moved to a new world. Re-roll your homeworld as listed on p. 77-86.
<b>9</b>	You have had a religious conversion. Choose an existing real-world religion or create your own. Roll 1d6. On a roll of 6, you become deeply involved and gain Social Science (Philosophy) 1. If you are already involved in a religion by getting this result previously, this reflects a change in your religion.
<b>10</b>	Something good has happened to you. You have achieved a minor life goal. Gain a +2 to one of your Benefit rolls.
<b>11</b>	New relationship. You have become romantically involved with your Allies or Contacts. You may choose an Ally or elevate a Contact to become an Ally. If you currently have neither, you gain an Ally as your romantic interest.
<b>12</b>	Something wonderful has occurred. You have come into some extra money, you have a completed a major life goal, or a wonderful new person has entered your life. Gain your choice of +2 SOC, a new Ally, an inheritance or prize of 100,000 credits or upgrade a relationship as in Option 6.

**INJURY TABLE**

<b>1d6</b>	<b>Injury</b>
<b>1</b>	Nearly killed. Reduce one physical characteristic by 1d6. Reduce other physical characteristics by 2 (or one of them by 4).
<b>2</b>	Severely injured. Reduce one physical characteristic by 1d6.
<b>3</b>	Missing eye or limb. Reduce STR or DEX by 2.
<b>4</b>	Scarred. You are scarred and injured. Reduce any one physical characteristic by 2.
<b>5</b>	Injured. Reduce any physical characteristic by 1.
<b>6</b>	Lightly injured. No permanent effect.



## UPLIFTS OF EARTH SECTOR

*“As biological technology continued to grow and expand, the ability to uplift animals also increased.*

*While there were still a great deal of ethical questions concerning whether or not uplifts should be treated the same as humans and if it is ethical to even create such a thing in the first place, the desire to continue to create more of them and increase the variety of uplifts proceeded unabated. It would seem that the urge to play God is something that humans find very difficult to resist.” – Dr. Colin Malek, “Ethics and Uplifts: Should We or Shouldn’t We”, March 7, 2345*

By TL13, the technology exists to uplift almost any animal that one might desire. While animals with larger brain capacities can be more easily uplifted through genetic manipulation, other animals can be uplifted through the use of mindcomps or a combination of the two technologies. In Earth Sector, provided one has the medical facilities to do so, the ability to uplift an animal is only limited by legalities and cost rather than the ability.

In game terms, this means that on TL13 worlds, any animal desired by a character or Referee can be uplifted to a Class 1 Uplift which means that the animal has no body modifications other than increased intelligence and the ability to speak. Class 2 Uplifts, in which the animal is altered to walk upright, made to have hands with opposable thumbs, and given other modifications to make them more “human” in appearance, are common at this tech level and are seen with animals such as cats, dogs, and raccoons. Large animals such as elephants or whales and smaller creatures such as chipmunks and squirrels remain difficult to make into Class 2 Uplifts for reasons of size and the amount of body modifications that would be needed to do so. Often there is less of a market or a desire to create Class 2 Uplifts from such creatures. Class 3 uplifts, which completely change the body of the creature to give body parts which they did not previously possess and increased intelligence, are also possible at TL13 but these must be animals of medium size.

We encourage you to use uplifts which are detailed in *Clement Sector Core Setting Book* and *Wondrous Menagerie: Uplifts in Clement Sector*, as these are not only the most commonly found

uplifts in Clement Sector but also the most commonly found uplifts in Earth Sector (with the exception of those found only in Clement Sector such as the Kraken). However, we have added some interesting uplifts in this sourcebook (see p. 199) as well as provided the ability to create your own uplifts from Earth creatures as well as from other worlds.

To create your own uplift, consult the Animal Encounters section of *Clement Sector: The Rules* (p.184-190). If you already have an animal in mind, match up the animal’s general size with the Animal Size table on p.188 of *Clement Sector: The Rules*. This will provide you with the STR, DEX, and END of the uplift character.

In order to determine the uplift’s class, consult the Uplift Class Chart. This will allow you to determine the class of the uplift, the INT, EDU, and SOC of the uplift, and what tech level will be required to create this uplift. Most uplifts will require an increase of 200% for clothing, vacc suits, and armor. For larger uplifts, the Referee may determine that the costs will increase by a larger percentage. For instance, uplifted elephants require an increase of 500% for their armor and vacc suits (see *Wondrous Menagerie*, p.55-56).

Natural weapons and armor can be determined by consulting the charts on p.189 of *Clement Sector: The Rules*. Do not use the *Animal Speed Chart* to create a Class 2 or Class 3 uplift as this will be changed by the uplifting process. Class 1 Uplifts will retain their natural speed and may use the *Animal Speed Chart*.

*Uplift Class Chart*

Class	Minimum Size	Max Size	TL Required	INT	EDU	SOC
Class 1	1 kg	None	11	1d6	1d6	1d6
Class 2	3 kg	1600 kg	12	2d6-3	2d6-3	1d6
Class 3	3 kg	800 kg	13	2d6	2d6-3	1d6

**UPLIFTS IN EARTH SECTOR**

While genetic manipulation technology has progressed further in Earth Sector than in Clement Sector, social attitudes towards uplifts has not advanced at the same rate. While in Clement Sector, many worlds look at uplifts as equals with people this is not commonly the case in Earth Sector. Many nations simply regard uplifts as intelligent tools and do not extend to them the same rights given to humans. In Clement Sector, uplift slavery is rare and often despised by most worlds. In Earth Sector, it is often seen as normal and standard operating procedure.

China, in particular, does not regard uplifts to be sentient beings while other nations such as the United States, Iran, Italy, and the Pan-Islamic Caliphate give uplifts limited rights, but they are still not on par with humans. India, Canada, the Southern Alliance, Texas, Australia, and most European nations regard uplifts as equals with humans and give them the same rights given to their human citizens.

The situation was so bad for uplifts in many colonies that uplifts began leaving these colonies and immigrating to independent human-settled worlds in Adroanzi Subsector which welcomed them. This led to the formation of the Antiochian Union. Here, uplifts are not only equal to humans but also the majority population on some worlds and heavily involved in the governments of those worlds.

*“Uplifts worry me. Animals have been subservient to humans for thousands and thousands of years and now we’re just letting them get smarter? We’ve been the top of the food chain for a long time and I don’t like the idea that we are doing*

*nothing more than creating our own competition. They steal jobs. They take up neighborhoods and resources that could be used for humans. Some nations even give them the same rights as people! Well, not here! Not in my nation!” - Artie Nelson, addressing a meeting of Humanity First!, Boston, Massachusetts, April 20, 2344*

**ANTS AND OTHER INSECTS**

While individual insects are far too small to be uplifted, several governments have experimented with using equipping hives or colonies of insects with simple miniaturized computers which can be linked via a network. This provides an increased intelligence for the entire group and also allows for the creatures to be controlled, if so desired, from a central point.

This was first done by German scientists on Neu Berlin (Earth 0608) in 2332 using ants to explore underground crevices and bring back information. While this is referred to as “uplifting the colony”, there are no biological changes to the insects, and this uses computer connectivity to create a more intelligent hive mind. Most insects retain their social structure through these changes even though the artificial hive mind will override this with commands at times. These types of creatures can be used for a variety of tasks such as cleaning up debris, spying on people, using a swarm to assault someone, and examining areas which would be too dangerous to send a human, altrant, or uplift

For instance, ants communicate with one another using pheromones and trails with particular scents to indicate where the ant should and should not go. While the artificial hive mind

may order ants to go to a certain location, this will most often be passed to other ants in the usual scent-based fashion.

Insects with stingers can do 1d6 damage with their stings. If the sting includes a type of neurotoxin, this effect does the same damage as is listed on p. 171 of *Clement Sector: The Rules*. Insect colonies should be treated as a Class 1 Uplift and will have a STR, DEX, END, INT, EDU, and SOC of 1. However, any attempt to hit the colony should be done at a -3 penalty and, for damage purposes, the colony should be treated as if it has 10 points of END and 2 points of STR and DEX.

While attempting to play an insect colony would be highly challenging, any player which attempts to do so should not use the normal career creation method. The character would simply represent the entire colony as a whole with individual members aging and dying off without damage to the overall character. Using most equipment would be impossible and special allowances would need to be made for the colony to travel into certain areas as well as to have specially made areas to be used in lieu of a vacc suit.

### ***BOBCATS (CLASS 1 AND 2)***

First uplifted by Volunteer Genetic Services, the uplifted Bobcat is a commonly found uplift within the Southern Alliance and its colonies. Though the Southern Alliance was the first to uplift the bobcat, other nations such as Canada, the United States, Texas, and Mexico also have uplifted Bobcat populations. The Southern Alliance chose to uplift the Bobcat in response to other large cats being uplifted by other nations and was intended to be used by Southern Alliance ground forces and as security though Bobcats have made their way into many parts of society.

Bobcats have fur over their entire bodies which may vary from tan to brown and usually has dark spots and stripes across the body. Like the smaller house cat, these patterns aid in the bobcat as camouflage. Their eyes are yellowish with black pupils which can widen in darkened conditions to allow the animal to see well in low light areas.

The Bobcat was chosen not only because of being the most available large cat to the Southern Alliance but also because of its natural adaptability to a wide variety of environments. Bobcats are able to survive in everything from swamps to deserts and this ability was something that the Southern Alliance and later users felt would be a valuable asset.

Class 1 Bobcats have no modifications to their bodies other than their increased intelligence over baseline bobcats. Class 1 Bobcats are usually used for reconnaissance or in rescue missions in remote locations. Class 1 Bobcats stand at 0.3 – 0.6 meters (1-2 feet) and walk on all fours. Class 1 Bobcats have retractable claws which can do up to 1d6 damage and teeth which can also cause 1d6+3 damage. Class 1 Bobcats should roll stats with STR and END at 1d6+2, DEX at 2d6, and INT, EDU, and SOC at 1d6. Although Class 1 Bobcats can move quickly and have fast reaction times which is reflected in their DEX, Class 1 Bobcats cannot use human tools and have no opposable thumbs. Class 1 Bobcats should begin with a level in two specialties of Survival which can be chosen by the player. Class 1 Bobcats have a life expectancy of 12 years and reach maturity at age 2.

Class 2 Bobcats began to be created in the 2320s. As with most Class 2 uplifts, the Bobcats were modified by genetic techniques to walk upright and their front paws made to be more human-like. In Bobcats, this removes the claws but also allows them to use human tools without restrictions. Class 2 Bobcats can pass these traits on to their children. A Class 2 Bobcat stands at a height of 0.475 – 1.25 meters (1.558 feet – 4.1 feet) and may still use their teeth as a natural weapon at 1d6+3 damage. Class 2 Bobcats retain their tail and require a 150% increase in price for all clothing, armor, or vacc suits.

Class 2 Bobcats characters should roll their stats as 1d6+3 for STR, END and SOC, 2d6+2 for DEX, and 2d6 for INT and EDU. Class 2 Bobcats have a life expectancy of 40 years and reach maturity at the age of 12.

All uplifted Bobcats have had their behaviors modified from baseline bobcats. Uplifted Bobcats will still be quite territorial but

will not feel the need to mark that territory by defecation or urine distribution. Class 2 Bobcats will be very defensive about their tools, living quarters, and even their position in a crew or business. Attempting to steal from a Bobcat or displace him/her in a crew or hierarchy can result in a violent reaction from the Bobcat, no matter how established the uplift is in a society or peer group.

### **CATS (CLASS 2)**

While Class 1 Cats (see *Wondrous Menagerie*, p.32-33) are common in both Clement Sector and Earth Sector, Class 2 Cats have been created in the 2340s in Earth Sector. Through a combination of genetic manipulation and cyberware, these animals have been uplifted and altered to walk on their back legs and replace their front paws with hands. Their entire bodies have been altered to give them a human-like gait and dexterity and these Class 2 cats can pass these traits onto their children thus creating a new species.

Like Class 1 Cats, Class 2 Cats have had much of their behavior modified in the uplifting process. A Class 2 Cat may still feel territorial but will not mark their territory by spraying urine or defecating and will instead use their secretions from their facial glands or simply declare their territory through markings or even flags. Class 2 Cats have an average life expectancy of 24 years and reach maturity at the age of 1.

Some Class 2 Cats, particularly on some of the independent worlds in Adroanzi Subsector, have begun to form their own subcultures within the existing human cultures there. These Cats have begun using the term “Mrrou” to describe themselves rather than “Cat” or “Class 2 Cat”.

Those wishing to create a Class 2 Cat character should roll 1d6+2 for STR and END, 2d6 for DEX, 2d6-3 for INT and EDU, and 1d6+2 for SOC. Unlike Class 1 Cats, the paws of a Class 2 Cat have been modified to use human tools though the Cat may find difficulty as their modified paws are still much smaller than a human hand.

### **CHEETAHS (CLASS 2)**

Cheetahs were first uplifted in the 2300s by the government of Kenya to serve on reconnaissance missions as well as serve in other military roles. They have since been created by several different African governments and have spread into colonies in Earth Sector and Clement Sector. While it is possible to have a Class 1 Cheetah, all known uplifted Cheetahs are Class 2 uplifts.

Cheetahs were created through the use of genetic changes which made the animal to be anthropomorphic. These alterations made it possible for the Cheetah to stand upright and replace their paws with human-like hands which allow them to use human weapons and tools. These genetic changes will then be passed on to their children. Cheetahs can use their hands with the same level of fine manipulation as humans and will take no penalty to the use of human equipment.

While Cheetahs do not have claws, they may use their teeth as a natural weapon. Cheetahs may deal 2d6-3 damage by biting an opponent. Cheetahs retain their tails and thus all clothing, vacc suits, and armor will take this into consideration and cost twice as much as normal.

Cheetahs have yellow to tan fur which is covered in black spots across the majority of their bodies. Their abdomens are generally a lighter color than the rest of their fur and is often white. They stand at a height of 1.12 – 1.5 meters (3.67 – 4.92 feet) tall. Their life expectancy is 40 years and they reach maturity at the age of 12.

Cheetahs are social and gregarious uplifts which can form strong bonds of friendship with humans, altrants, and other uplifts. If a Cheetah’s friends are not all part of a peer group, the Cheetah will often actively attempt to get the group together as one unit. Once bonded to a particular group, the Cheetah will retain strong feelings for the group as a whole and will attempt to keep this group together through any social problems which may arise. Cheetahs are often described by other humans, uplifts, and altrants as being a bit “chatty”. Many Cheetahs will enjoy

telling stories or engaging in other activities which they feel will strengthen their group.

Like most Uplifts, Cheetahs have been designed to not have some of their animal instincts. While Cheetahs will be somewhat protective of their living quarters and possessions as well as that of their chosen group, they will not exhibit behaviors such as urine marking to show ownership.

Because of the changes made to Cheetahs to make them anthropomorphic, they have lost much of their speed. While Cheetahs retain a fast reaction time and superior coordination, they are no faster running than most physically fit humans.

Cheetah characters should be rolled as 2d6 for STR, END, INT, EDU, and SOC. DEX should be rolled as 2d6+4.

## ***COLLECTORS***

“Collectors” is a term used for a group of slime molds which have been uplifted to the point where they can be given simple commands which they will utilize to perform certain tasks. The most common usage for these is to clean buildings, parks, and other areas of dangerous substances, trash, and forms of bacteria, yeast, and fungi which are undesirable. These “Collectors” become available at TL12 and become common at TL13.

Collectors are most often utilized in colonies where it may be difficult to clean areas or where there is not a substantial enough population of workers which can be used for sanitation or cleaning maintenance. Collectors will often be used on interior walls of asteroid colonies to clear the walls, alcoves, and corners of the sorts of bacteria, debris, and dust which can build up through human habitation in an enclosed area. They may also be used to limit the number of particles encountered in habitations built on worlds which are prone to large amounts of ash, sand, or other loose debris.

Collectors are most often gelatinous and programmed to be capable of breaking down the desired substances. According to the desired use, these can be any size from just a few centimeters

up to large molds of several square meters. While most collectors are small enough to be ignored by the human, altrant, and uplift population nearby, some can be larger than a human and obviously placed near problem areas. These larger collectors are often seen on worlds such as Mars where the dust problem is always present.

While not strictly an uplifted species and unable to be played as a character, collectors are nearly ubiquitous in Earth Sector. While it requires TL12 to create them, they are often created by nation-states and then sent to their colonies to perform their work. Thus collectors have become a common sight on colonies and worlds with a lower tech level than what is required to create them.

## ***CROCODILES (CLASS 2)***

Crocodiles were first uplifted by the Southern Alliance in 2229. They were later uplifted by Nigeria, Kenya, Australia, and India among other nations. Crocodiles live mainly on Earth and Earth colonies, but it is known that a few were sent to colonies such as Chennai (Franklin 0101) and Harrison (Sequoyah 0805) in Clement Sector before the Conduit collapsed. There is a significant population of Crocodiles which live in the Antiochian Union as well. All Crocodiles are Class 2 Uplifts.

Crocodiles are generally regarded as a bit of a failure by the general public. While several nations did create Crocodiles, they were never produced in large numbers and they remain a small population. Scientists and the media will often portray the decision to uplift the Crocodile as a mistake. Media depictions will frequently use the Crocodile as an example of “science gone wrong” and most Crocodiles will bristle at this portrayal. As of 2340, Crocodiles were no longer being uplifted and the only new Crocodiles are offspring of existing uplifts.

Crocodiles have been altered greatly through the use of genetic editing to stand upright, have arms with hands capable of fine manipulation, and gain the ability to speak. This last enhancement is not entirely effective as it can



often be difficult to understand what a Crocodile is saying and, for those in pressure situations who have not had experience with the Crocodile, can sometimes present a problem.

Crocodiles are generally less sociable than humans and will often seek out solitude whenever possible. This is not to say that a Crocodile cannot form a meaningful bond with humans, uplifts, altrants, or other Crocodiles but many Crocodiles will avoid large social groups and will, in general, be more introverted than the average human.

While they have been altered to stand upright, Crocodiles retain their tail which can assist in balance along with the additional legs. The tail most often drags behind the Crocodile and can present a problem if the Crocodile is expected to run. Crocodiles will walk and run at half the speed of a human. Crocodiles stand at an average height of 2.4 meters (8 feet) with their tail extending another 1.8 meters (5.9 feet) behind them.

The Crocodile also retains its large head and jaws which, while making it difficult for the Crocodile to be properly understood when speaking, can be used as a weapon. This natural weapon was the primary reason that the Crocodile was uplifted. A Crocodile can deal 3d6+3 damage with its teeth and all Crocodiles begin character generation with Melee (Natural Weapons) at Level 1. In addition, the Crocodile also has its natural armored hide which provides 4 points of armor.

Crocodiles have also had their reproductive system extensively altered. Crocodiles have been given human-like sex organs and now reproduce like mammals. This change, more than any other, has brought many ethicists out against not only the uplifting of the crocodile to Class 2 status but also against uplifting animals at all.

Crocodiles are highly susceptible to cold temperatures. Any Crocodile which is attempting a task without protective clothing or armor in temperatures of less than 5 C (41 F) should take a -3 penalty to that task. This penalty should worsen by 1 for every 10 degrees Celsius cooler than 5 C.

Crocodile characters should be rolled with 2d6-3 for STR, 1d6+2 for DEX, 2d6+3 for END, 2d6 for INT and EDU, and 1d6 for SOC. Due to the

rarity of the Crocodile and the special needs for both the long jaw and the large tail, all clothing, armor, and vacc suits should have a cost of five times as expensive as the usual human model.

Crocodiles have a potential lifespan of over 120 years. Crocodile characters should use the aging table for TL11 humans provided in the *Clement Sector Core Setting Book* on p.101.

## ***DOGS (CLASS 2)***

Long in competition with cats for the title of favored pet among humans, dogs were among the first animals given speech by the use of mindcomps and uplifted to Class 1 Uplifts (see *Wondrous Menagerie*, p.33). It was only natural that the Dog would be a popular choice for a Class 2 Uplift program. In 2342, the first Class 2 Dogs were created in the United States followed by versions being created by uplift corporations and governments alike. While there are Class 1 versions of almost every breed of dog in existence, Class 2 Dogs have so far been limited to a few select breeds.

Class 2 Dogs have all been altered to stand upright. Their front legs have been changed to human-like arms with hands which are capable of fine manipulation. Their rear legs have been modified to support their upright stance and give them a human-like gait while retaining their tails. On the other hand, Class Dogs have kept their canine heads and their tails as well as their fur and other canine features. All Class 2 Dogs have an average lifespan of 50 years and reach maturity at age 3.

## ***BEAGLE (CLASS 2)***

Beagles are among the most recent animals uplifted to Class 2 status with the first Class 2 Beagle being created by Forman Genetic Solutions (FGS), a corporation in the United States in 2343. The reason stated for uplifting the Beagle was to simply prove that it could be done as Beagles have consistently ranked among the least



intelligent and less useful of dogs for many years. The point of uplifting the Beagle was to simply prove that FGS had become proficient enough to make any animal into a useful uplift.

However, the Beagle has since proven to be a popular uplift for consumer purchase throughout the nations of North and South America as well as Europe. Often described as “imaginative” and “playful”, the Beagle is often a preferred uplift for parents seeking to entertain their children. The baseline beagle’s poor attention span has been altered in the Beagle but its ability to make new friends is still one of its central qualities. Just as baseline beagles make poor watchdogs but good pets, so too does the Class 2 Beagle make an excellent friend for children and adults alike.

Class 2 Beagles have been found to be quite creative. For instance, Stanley, a Class 2 Beagle from Chicago in the United States, has recently published a book of poetry while another Beagle in Minneapolis, has written a screenplay concerning a time traveling Beagle who becomes a fighter pilot during Earth’s first world war.

Beagles stand at 0.51 – 0.64 meters (1.67 – 2.08 feet) tall. Their diminutive size means that they are often able to fit into small places where humans, altrants, and other uplifts cannot which increases their usefulness. Armor, clothing, and vacc suits for Beagles will cost 150% the usual cost for human versions of the same item.

Beagles retain their teeth, and these can be used as weapons using the Melee (Natural Weapons) skill. An attack using these teeth deals 1d6 damage.

Beagle characters should be rolled up with 1d6+3 for STR and END, 2d6+1 for DEX, 2d6 for INT, EDU, and SOC.

### ***BOXER (CLASS 2)***

Boxers were the first dog breed uplifted by Forman Genetic Solutions and the success of the uplift was then followed by several other corporations and governments. FGS features the Class 2 Boxer in many of its advertising campaigns, specifically using a Boxer named Edward as the

spokesperson for FGS’ security uplift wing of the company.

Boxers have been uplifted for the specific purpose of being security guards, bodyguards, police, and military. All of the modifications to the Boxer were made with that in mind and the Boxer has a reputation as being a dangerous uplift because of this. While every Boxer has its own personality, it is sometimes difficult to get past this genetic programming and many worlds will consider Boxers as a weapon rather than a tool or a sentient creature (depending on the world and the nation in question).



Most Boxers which are encountered in Earth Sector will be employed in security or law enforcement positions though they can be seen doing other jobs. While not as broadly used as Bears, Lion, or Tigers as security, the Boxer is a common sight in these positions.

Boxers stand at a height of 1.28 – 1.43 meters (4.2 -4.7 feet). Boxers differ from most uplifted dogs as they do not retain their tails. This was specifically done to save on costs for armor and uniforms as FGS expected that Boxers would be solely employed in that capacity. Therefore armor, clothing, and vacc suit prices are only increased to 125% of the usual human cost.

Boxers retain their teeth. These teeth can be used as weapons using the character's Melee (Natural Weapons) skill. A Boxer's bite does 1d6+4 damage.

Boxer characters should be rolled up with 2d6+1 on STR and END, 2d6 on DEX, 1d6+3 on INT and EDU, and 1d6 on SOC.

### **GERMAN SHEPHERD (CLASS 2)**

The second dog breed to be uplifted by Forman Genetic Solutions, the German Shepherd was uplifted to serve as a security guard, bodyguard, and be in units of the police and military. Following the success the corporation had with the Boxer, the German Shepherd was chosen to present a variety in the appearance of the uplifted Class 2 Dog.

However, while Boxers were uplifted to serve as aggressive in both offense and defense, German Shepherds were modified with defense and protection being foremost. German Shepherds, already bred as baseline animals for intelligence, were uplifted to be smarter and have a greater knowledge of tactics than their Boxer predecessors.

German Shepherds, once they have become socially attached to a group of humans, altrants, or other uplifts, will become fiercely loyal to that group. A German Shepherd will often place itself in danger in order to protect a group that it considers its peers or friends. This makes these uplifts among the best bodyguards available, provided that the German Shepherd believes that its employer or owner is worth protecting. In 2342, there was an incident where two FGS-created German Shepherds failed to protect a US politician from an assassin. When asked why they did not protect the politician, both Shepherds

answered that they had no respect for him and did not consider him worth saving. While FGS and the Shepherds were pilloried in some media as failing to provide the requested service, others used this incident to call for more rights for uplifts as these Shepherds were seen as rebelling against their masters.

*"Man, I will never forget seeing those Shepherds just look at the approaching assassin, looking back and forth at one another, and then standing down. It was quick. Only took a few seconds but I could see that the real decision had been made long before that moment. They had made a conscious decision that Senator Sheridan was not a member of their peer group and was not worth protecting. They just let him die and were satisfied with that decision." - Maria Renninger, New York News, April 16, 2342 (standard)*

German Shepherds stand at a height of 1.5 - 1.76 meters (4.9 feet – 5.77 feet). Most German Shepherds retain their tail, but this is a style decision by FGS and other corporations and governments rather than a requirement for balance. German Shepherds which retain their tail will pay 200% more for clothing, armor, or vacc suits while a German Shepherd without its tail will pay 150% higher prices than a human.

German Shepherds do retain their ability to bite. Baseline shepherds have strong biting power and uplifted Shepherds are no different. A German Shepherd can do 2d6 damage with their teeth. Attacks using teeth should be attempted with the Melee (Natural Weapons) skills. All German Shepherds should begin their character generation with one level in Tactics (Military).

German Shepherds should be created as having 2d6+1 on STR and END, 2d6 on DEX, 1d6+4 on INT and EDU, and 1d6 on SOC.

### **SIBERIAN HUSKY (CLASS 2)**

First uplifted to Class 2 status in 2330 by the Canadian military, Siberian Huskies are among the most popular of uplifted Dogs. Uplifted to serve with Search and Rescue teams in northern

Canada, the Huskies have been used by several corporations and governments. The Siberian Husky is not only popular due its ability to operate in cold conditions but also their sociability.

Huskies were uplifted to be part of teams sent to locate persons lost in the norther reaches of Canada, Alaska, and Russia. This is reflected in the personality and abilities of the Husky. Most are only aggressive if they feel threatened or someone makes an attack against their peer group.

Huskies are often quick to make friends with a peer group and can become intensely depressed when alone. This depression and desire to be part of a social group can often lead the Husky to exhibit destructive tendencies if left alone for long periods of time. This depression can manifest itself in the Husky destroying objects, loud crying, or even the Husky injuring themselves.

Huskies stand at 1.1 – 1.3 meters (3.6 – 4.27 feet) and retain their tails. Husky characters can expect to pay 175% higher prices for their clothing, armor, and vacc suits.

Due to the baseline animal being bred for cold weather and the uplifts being further enhanced for this feature, all Huskies should take a +1 to any task performed at temperatures between 0 and -40 C (32 to -40 F). Huskies should take a +1 to any task performed at a temperature between 38 and 45 C (100.4 F to 113 F). Temperatures lower than -40 C or higher than 45 C will be intolerable to the Husky. This thicker coat will also give the Husky 2 points of natural armor.

Huskies should be created as having 2d6 on STR and DEX, 2d6+1 on END, 2d6-1 on INT and EDU, and 1d6+5 on SOC.

### **KOMODO DRAGONS (CLASS 2)**

The government of Indonesia first began uplifting Komodo Dragons as Class 1 uplifts during the early 2200s for military uses. This proved to be unsuccessful as the Dragons could neither be uplifted to have the intelligence required nor would they perform as instructed. This program

was ended and the twenty-five animals killed. In the early 2320s, interest within the Indonesian government of using Komodo Dragons as uplifts increased and the first Class 2 Komodo Dragon was created. These uplifts have been a success and have been used by the Indonesian government ever since.

Komodo Dragons have been extensively altered to become Class 2 Uplifts. This includes not only changing their tail to extend from the back of the body to provide stability but also altering their arms, hands, legs, and feet to be anthropomorphic. Their heads have been altered to be at a ninety-degree angle with their bodies and face forward while standing upright. Their reproductive system has been altered so that they have human-like sexual organs as well as reproduce like a mammal. In addition, their hearing system has been improved to give them a far wider range of hearing than was available to the baseline animal. All of these changes have led some critics of the program to say that these are not Komodo Dragons at all but an entirely new alien lifeform that was created by humans.

*“I think we may have gone too far with this. I saw it happen with the Kraken in Clement Sector before the Conduit Collapse as well. There are no uplifted Komodo Dragons or Crocodiles. There are two new races of intelligent creatures which have been created by humans out of animal material. I don’t think we should have uplifted animals in the first place but this, well, this has gone too far.” – Patricia Olen, Interview with BBC Systemwide Service, April 27, 2335 (standard)*

Dragons retain some of their baseline qualities, however. The Dragon relies mainly on its tongue to detect scents as well as tastes. This, combined with a vomeronasal organ in the mouth, means that the Dragon will detect scents by either opening its mouth fully if needed or by extending its tongue.

Dragons tend to see the world in a hierarchy where the physically strong are valued and the weak are not. This often leads to larger Dragons, particularly but not always males, showing their dominance over other, weaker



Dragons through the use of violent force. This constant threat of force from other Dragons leads to many that do not believe that they could win such a challenge to become loners and avoid the company of other Dragons. In addition, this attitude that you may be attacked at any time to prove your worth leads many Dragons to be quick to violence, even with non-Dragons. They may respond to any insult with a physical attack, often before they have considered the consequences or even if the insult was actually intended as such.



Komodo Dragons have sharp teeth which can be used to rip food which can then be swallowed whole. Dragons do not chew their food but rather tear and rip the food with their teeth and then swallow it whole. These teeth can also be used as weapons and deal 1d6+3 damage to a target.

The average Komodo Dragon stands at a height of 2.4 meters (8 feet) with their tail extending another 1.2 meters (3.9 feet) behind them. Due to the length of their tail, the price of all clothing, vacc suits, and armor should be increased 500%. The average life expectancy of a Komodo Dragon is 60 years and they reach maturity at age 12.

Komodo Dragons characteristics should be determined by rolling 2d6+1 for STR and END, 2d6-1 for DEX, 1d6+2 for INT and EDU, and 1d6-1 (minimum 1) for SOC.

### ***RACCOONS (CLASS 2)***

Raccoons were first uplifted in the Southern Alliance by Volunteer Genetic Services in 2311. Along with Bobcats, Volunteer believed that the Southern Alliance had a surplus of available animals which could be uplifted to perform certain tasks. Several Class 1 Raccoons were created by Volunteer and were sold to several corporations in Tennessee, Georgia, Alabama, and Mississippi. Most famously, several Class 1 Raccoons were sold by Volunteer to the Tennessee Valley Authority where they were used to check the integrity of nuclear power plants. By 2331, all of the Class 1 Raccoons had died, either by accidents or natural causes and Volunteer did not create more of them.

Instead, Volunteer began work on Class 2 Raccoons. Following Volunteer's success with Class 2 Bobcats, the Raccoon was felt to be the next logical step. The Raccoons were altered from the baseline raccoon by increasing their intelligence and brain size, altering their heads slightly to face forward when standing upright, altering their hind legs to make it possible for them to walk and run while upright, and adding an opposing thumb. Raccoon hands were already capable of using many human tools and the addition of the opposing thumb made other modification of the hand unnecessary. Their claws, however, were removed.

The natural intelligence and ferocity of the raccoon is often useful to making Class 2 Raccoons members of the military. Though not as strong as

many other uplifts, they are quite dexterous and proficient at operating machinery. While there is still a taboo against robotic or self-controlled vessels and weapons platform stemming from the Bangkok Incident (see p.23), Raccoons are often the animal of choice in the Southern Alliance, Germany, and Turkey to pilot some attack platforms.

Raccoons, even in their baseline form, are well-known scavengers and thieves and this is often true of the Class 2 Raccoon as well. Raccoons are often skilled mechanics and are often used by corporate starships for both their dexterity and knowledge as well as the ability to get into tight places.

Raccoons stand at a height of 0.7 to 0.88 meters (2.30 to 2.88 feet). Raccoons retain their tail and any clothing, vacc suit, or armor that will

need to include their tail will increase the price by 125%. Some Raccoons enjoy having their tails outside their clothing and uncovered and outfits which allow this will not be increased in price.

Raccoons live an average of 60 years. This is a vast improvement over the lifespan of the baseline raccoon, or the Class 1 Raccoons originally created by Volunteer. They reach maturity at age 15.

Raccoons retain their sharp teeth, and these can be used as weapons. Using teeth as weapons will require the Melee (Natural Weapons) skill and can cause up to 1d6 damage.

Raccoons characters should be rolled as having 1d6+3 for STR and END, 2d6+2 for DEX, 2d6 for INT and EDU, and 1d6+2 for SOC.

## UPLIFT CHARACTERS

Uplift characters should be made according to the character creation chart in **Clement Sector: The Rules** on page 27. However, rolls on the early life of the uplift and on the aging table will be different than that for humans. The following pages will provide charts which will allow for more accurate uplift characters.

The differences are as follows:

In place of **Steps 7 and 8**, an uplift character should roll on the following charts. First, the player should determine the legal status of the uplift. Roll 1d6 and consult the following chart.

### LEGAL STATUS

1d6	Legal Status
1-2	The character is currently a slave or servant of the government on his/her homeworld.
3	The character is currently a slave or servant of a corporation located on his/her homeworld.
4	The character is a free citizen of his/her homeworld but is forced to live within a community of uplifts of the same race.
5	The character is a free citizen of his/her homeworld but is forced to live within a mixed community of uplifts.
6	The character is a free citizen of his/her homeworld.

If the result is a 1-3, the player should roll their Youth Events on the **Events of Youth: Slave** chart on p.210. Their Teenage Events should be rolled on the **Teenage Events: Slave** chart on p.213.

If the result is a 4, the player should roll their Youth Events on the **Events of Youth: Segregated Community** chart on p.211. Their Teenage Events should be rolled on the **Teenage Events: Segregated Community** chart on p.214.

If the result is a 5, the player should roll their Youth Events on the **Events of Youth: Mixed Community** chart on p.217. Their Teenage Events should be rolled on the **Teenage Events: Mixed Community** chart on p. 215.

If the result is a 6, the player should roll their Youth Events on the **Events of Youth** chart provided on p.110. They should use the **Teenage Events** chart on p.113.



Uplifts will often have shorter youths than humans. For that reason, they may receive fewer rolls on the charts. Consult the following chart to see how many rolls should be taken according to the type of uplift. The numbers in parenthesis indicate the ages covered by the rolls.

Uplift Type	# of Rolls on Events of Youth	# of Rolls on Teenage Events
Class 1 Bobcats	1 (1)	1 (2)
Class 2 Bobcats	2 (4-8, 9-12)	1 (13-15)
Class 2 Cats	1 (6 months)	1 (1)
Class 2 Cheetahs	2 (4-8, 9-12)	1 (13-15)
Class 2 Crocodiles	As humans	As humans
Class 2 Dogs	1 (1)	1 (2)
Class 2 Komodo Dragon	1 (4-8)	1 (9-11)
Class 2 Raccoons	1 (4-8)	2 (9-11, 12-14)

Characters will begin their careers on the year after the last age listed above. For example, a Class 2 Bobcat's first career will begin at age 16, a Class 2 Cat at age 2, and a Class Raccoon at age 15.

### EVENTS OF YOUTH: SLAVE

2d6	Event
2	For the entertainment of your owners, you have forced to fight another uplift. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain the defeated uplift as an Enemy. If you fail, make two rolls on the Injury table (p.197). In either case, gain your owner as an Enemy.
3	As punishment for a minor mistake, you are beaten by the taskmaster. Roll 1d6. On a result of 1-3, you must roll twice on the Injury table (p.197). If you roll a 4-6, roll once on the Injury table. Gain your owner as an Enemy.
4	Your parents are also slaves. You are forced to witness them take a beating for making a mistake. Gain your owner as an Enemy.
5-6	Life Event. Roll on the Life Event Table (p.197)
7	The work is making you strong. Gain +1 in STR, DEX, or END.
8	Life as a slave is harsh and tough. As a way of not thinking about the horrors, you have turned to the arts. Gain a level in Art (Any).
9	The drudgery of life as a slave is misery. As a way to search for hope, you have become a member of a religion. Choose a real-world religion or create one.
10	You have been sold to another corporation or government. Roll on the Subsector of Origin table on p.77 to find out your new homeworld. Take the Primary Language of that world as a Language skill and take the world's Background Skills as well.
11	Escape! You have attempted an escape. Roll 2d6 and add your DEX bonus to the roll. If you roll less than 5, you have been caught and punished. Roll twice on the Injury table (p.197). If you roll 6-10, you have been caught and returned to your life as a slave without incident. If you roll 11+, you have escaped. Continue your character as a free uplift using the tables (p.110) as if you were creating a human character.
12	Your owner has decided to set you free. Continue your character as a free uplift using the tables (p.110) as if you were creating a human character.

**EVENTS OF YOUTH: SEGREGATED COMMUNITY**

2d6	Event
2	A group of hunters comes into the community with the intention of capturing uplifts to sell into slavery. Roll 2d6 and add your DEX bonus. If you roll higher than 8, you remain free in the community. If you roll less than 8, continue your character as an uplift slave.
3	A group of anti-uplift humans breaks into the community and begins attacking uplifts. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an Ally among the uplift community. If you fail, roll twice on the Injury chart (p.197)
4	Your family or education system ensures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
5-7	Life Event. Roll on the Life Event Table (p.197)
8	An uplift supremacist group decides that you are too friendly with the humans. Roll 2d6 and add your SOC bonus. If you succeed, you have convinced the group to leave you alone but will gain the group as an Enemy. If you fail, the group assaults you. Roll once on the Injury table (p.197).
9	Your family relocates to the nearest B-class port to your original homeworld. If there are equidistant ports, it is your choice. You gain the background skills of your new world as listed in the chart (p.87-97). If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld (p.99-108).
10	During your free time, you delve deeply into subjects more advanced than many other children would attempt. Gain Science 0.
11	You have become active in local youth sports. Gain Athletics at 0.
12	You have become a free citizen of your world. Continue your character as a free uplift using the tables (p.110) as if you were creating a human character.

**EVENTS OF YOUTH: MIXED COMMUNITY**

2d6	Event
2	A group of hunters comes into the community with the intention of capturing uplifts to sell into slavery. Roll 2d6 and add your DEX bonus. If you roll higher than 8, you remain free in the community. If you roll less than 8, continue your character as an uplift slave.
3	A group of youths from another race of uplifts or humans attack you. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an uplifted Ally of your own race. If you fail, roll twice on the Injury chart (p.197)
4	Your family or education system ensures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
5-7	Life Event. Roll on the Life Event Table (p.197)
8	An uplift supremacist group decides that you are too friendly with the humans. Roll 2d6 and add your SOC bonus. If you succeed, you have convinced the group to leave you alone but will gain the group as an Enemy. If you fail, the group assaults you. Roll once on the Injury table (p.197).
9	Your family relocates to the nearest B-class port to your original homeworld. If there are equidistant ports, it is your choice. You gain the background skills of your new world as listed in the chart (see page 87-97). If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.
10	During your free time, you delve deeply into subjects more advanced than many other children would attempt. Gain Science 0.
11	You have become active in local youth sports. Gain Athletics at 0.
12	You have become a free citizen of your world. Continue your character as a free uplift using the tables (p.110) as if you were creating a human character.

**TEENAGE EVENTS: SLAVE**

2d6	Event
<b>2</b>	For the entertainment of your owners, you have forced to fight another uplift. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain the defeated uplift as an Enemy. If you fail, make two rolls on the Injury table (p.197). In either case, gain your owner as an Enemy.
<b>3</b>	As punishment for a minor mistake, you are beaten by the taskmaster. Roll 1d6. On a result of 1-3, you must roll twice on the Injury table (p.197). If you roll a 4-6, roll once on the Injury table. Gain your owner as an Enemy.
<b>4</b>	For the entertainment of your owners, you are forced to mate with another uplift. The process is degrading and embarrassing. Gain the other uplift as a Contact and gain your owner as an Enemy.
<b>5-6</b>	Life Event. Roll on the Life Event Table (p.197)
<b>7</b>	The work is making you strong. Gain +1 in STR, DEX, or END.
<b>8</b>	Life as a slave is harsh and tough. As a way of not thinking about the horrors, you have turned to the arts. Gain a level in Art (Any).
<b>9</b>	The drudgery of life as a slave is misery. As a way to search for hope, you have become a member of a religion. Choose a real-world religion or create one of your own.
<b>10</b>	You have been sold to another corporation or government. Roll on the Subsector of Origin table on p.77 to find out your new homeworld. Take the Primary Language of that world as a Language skill and take the world's Background Skills as well.
<b>11</b>	Escape! You have attempted an escape. Roll 2d6 and add your DEX bonus to the roll. If you roll less than 5, you have been caught and punished. Roll twice on the Injury table (p.197). If you roll 6-10, you have been caught and returned to your life as a slave without incident. If you roll 11+, you have escaped. Continue your character as a free uplift using the tables (p.113) as if you were creating a human character.
<b>12</b>	Your owner has decided to set you free. Continue your character as a free uplift using the tables (p.113) as if you were creating a human character.

If a character is still a slave at the end of rolling on this chart, the character should enter directly into the Uplift Slave career listed on p.218.

**TEENAGE EVENTS: SEGREGATED COMMUNITY**

2d6	Event
<b>2</b>	A group of hunters arrive in your community. Roll DEX 8+. If you succeed, you have escaped them. If you fail, you have captured and sold into slavery. Continue your character as a slave.
<b>3</b>	A group of youths from another race of uplifts or humans attack you. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an uplifted Ally of your own race. If you fail, roll twice on the Injury chart (p.197)
<b>4</b>	You have become involved as a runner, spotter, or other apprentice in illegal activities in your area. Make a Streetwise or Deception (Any) check (Routine). If you succeed, gain a level in Streetwise. If you fail, roll 1d6. On a roll of 1, your crime is thought to be so heinous that you are sent to an adult prison. You will spend this period in prison. Lose 1d6 SOC and enter the Prisoner career (p.179) for one term. Otherwise, you lose -2 SOC and -2 EDU while being forced to stay at a juvenile home.
<b>5-7</b>	Life Event. Roll on the Life Event Table (p.197)
<b>8</b>	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles, or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.
<b>9</b>	During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav) or Seafarer (Sail or Motorboats).
<b>10</b>	You have obtained a job working inside an office for a family friend. Gain your choice of Admin, Advocate, Broker, Electronics, or Steward at level 0.
<b>11</b>	Your parents have decided to relocate to an independent world. Choose an independent world within Earth Sector (p.77-86). Gain the Background Skills for your new homeworld. If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for your new homeworld.
<b>12</b>	You have become a free citizen of your world. Continue your character as a free uplift using the tables (p.113) as if you were creating a human character.

If, after the final roll on this chart, the uplift is still free, the character should choose a career or go to university. See p.117 for College and p.123 for careers.

**TEENAGE EVENTS: MIXED COMMUNITY**

<b>2d6</b>	<b>Event</b>
<b>2</b>	A group of hunters arrive in your community. Roll DEX 8+. If you succeed, you have escaped them. If you fail, you have captured and sold into slavery. Continue your character as a slave.
<b>3</b>	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
<b>4</b>	A group of youths from another race of uplifts or humans attack you. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an uplifted Ally of your own race. If you fail, roll twice on the Injury chart (p.197)
<b>5-7</b>	Life Event. Roll on the Life Event Table (p.197)
<b>8</b>	Your family relocates to a new world. Your new home is the nearest B-class port to your original homeworld. If there are equidistant ports, it is your choice. You gain the background skills of your new world as listed in the chart (see page 87-97). If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for your new homeworld.
<b>9</b>	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles, or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.
<b>10</b>	During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled or Tracked), Flyer (Grav), or Seafarer (Sail or Motorboats).
<b>11</b>	You have joined a band. Gain a level in Arts (Music). Roll 1d6. <ul style="list-style-type: none"> <li>1 The experience is a disaster. One of the other members of the band blames you for the bad experience. Gain a Rival.</li> <li>2-3 The band is horrible, but it is a fantastic way to pass the time and have fun with your friends. Gain the other three members of your band as Contacts.</li> <li>4-5 The band achieves some limited local success. People of your age group from your homeworld will often remember the band from their youth. Gain +2 SOC and the other three members of your band as Allies.</li> <li>6 The band is a rousing success. The band gets interstellar notice and systems within a six-parsec range of your homeworld will likely know of the band. Gain 1d3+1 SOC. In addition, gain a +2 to enter any entertainment-based career.</li> </ul>
<b>12</b>	You have become a free citizen of your world. Continue your character as a free uplift using the tables (p.113) as if you were creating a human character.

If, after the final roll on this chart, the uplift is still free, the character should choose a career or go to university. See p.117 for College and p.123 for careers.



**UPLIFT AGING**

Once you have gotten to Step 24 (p.28 of **Clement Sector: The Rules**), you will need to use the following rules rather than the usual aging rules for humans. Uplifts do not use Apparent Age but rather age without anti-aging treatments. On the following pages are the aging tables for use with uplifts. Locate the correct table for your character's type of uplift. Class 2 Crocodiles age as if they were a TL11 human (see *Clement Sector Core Setting Book*, p.101).

Ages listed on the table assume that the character did not go to college or pursue a graduate degree. If the character did so, assume that the first term was taken by college and the second term by the pursuit of a graduate degree. If the character successfully completed, college start the character at Term 2. If the character went on to complete a graduate degree, begin at Term 3. In all other cases, begin at Term 1.

If you decide to continue taking terms past those listed on the table, take the same aging roll as the last listing at the end of each successive term.

**CLASS 1 BOBCATS**

Term	Age	Roll and Modifier
1	3-7	None
2	8-12	Aging roll at -3
3	13-17	Aging roll at -4

**CLASS 2 BOBCATS, CLASS 2 CHEETAHS,**

Term	Age	Roll and Modifier
1	13-17	None
2	18-22	None
3	23-27	Aging roll at -1
4	28-32	Aging roll at -2
5	33-37	Aging roll at -3
6	38-42	Aging roll at -4
7	43-47	Aging roll at -5

**CLASS 2 CATS**

Term	Age	Roll and Modifier
1	2-6	None
2	7-11	Aging roll at -1
3	12-16	Aging roll at -3
4	17-21	Aging roll at -4
5	22-26	Aging roll at -5

**CLASS 2 DOGS**

Term	Age	Roll and Modifier
1	4-8	None
2	9-13	None
3	14-18	Aging roll at -1
4	19-23	None
5	24-28	Aging roll at -2
6	29-33	None
7	34-38	Aging roll at -3
8	39-43	Aging roll at -4
9	44-48	Aging roll at -5

**CLASS 2 KOMODO DRAGONS**

Term	Age	Roll and Modifier
1	13-17	None
2	18-22	None
3	23-27	None
4	28-32	None
5	33-37	Aging roll at -1
6	38-42	None
7	43-47	Aging roll at -2
8	48-52	Aging roll at -3
9	53-57	Aging roll at -3
10	58-62	Aging roll at -4
11	63-67	Aging roll at -5

**CLASS 2 RACCOONS**

Term	Age	Roll and Modifier
1	16-20	None
2	21-25	None
3	26-30	None
4	31-35	None
5	36-40	Aging roll at -1
6	41-45	None
7	46-50	Aging roll at -2
8	51-55	Aging roll at -3
9	56-60	Aging roll at -3
10	61-65	Aging roll at -4
11	66-70	Aging roll at -5

**UPLIFT SLAVE CAREER**

**Enlistment:** Automatically enlisted by result of early life tables. You cannot choose to join this career.

**Assignment:** Choose from the following:

**Miner**

You are used by a government or corporation to mine asteroids or mine deep caverns on a planet.

**Military/Security**

You are being used by a government or corporation to attack other groups or defend assets.

**Entertainment**

You are being used by a government or corporation to entertain others.

**Career Progress**

Career	Survival	Advancement
Miner	END 8+	INT 8+
Mil/Sec	STR 8+	INT 8+
Entertain	SOC 8+	SOC 8+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	0	None
2	0	None
3	0	Contact
4	0	Ally
5	500	+1 END
6	1000	+1 STR
7	2000	+1 SOC

**Skills and Training**

Roll	Personal Development	Service Skills
1	+1 STR	Athletics (Any)
2	+1 DEX	Deception (Any)
3	+1 END	Animals (Training or Farming)
4	+1 INT	Survival (Any)
5	+1 EDU	Melee (Unarmed or Natural Weapons)
6	+1 SOC	Persuade

Roll	Miner	Military/Security	Entertainer
1	Carouse	Stealth	Persuade
2	Survival (Any)	Recon	Athletics (Any)
3	Trade (Miner)	Melee (Natural Weapons)	Steward
4	Science (Geology)	Gun Combat (Any)	Art (Any)
5	Vacc Suit	Explosives	Art (Any)
6	Drive (Mole)	Battle Armor	Deception (Any)

Ranks and Benefits

Miner	Benefit	Mil/Sec	Benefit	Entertain	Benefit
0	Vacc Suit 1	0	Melee (Natural Weapons) 1	0	Art (Any) 1
1	Stash	1	Stash	1	Stash
2	Trade (Miner) 1	2	Stealth 1	2	Steward 1
3		3		3	
4		4	Recon 1	4	Persuade 1
5	Drive (Mole) 1	5		5	
6	Science (Geology) 1	6	Leadership 1	6	Deception (Any) 1

A **Stash** is where a slave keeps his/her personal belongings. The Stash allows for the slave to keep possessions that are forbidden by the slave's owner.

## Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury table (p.197).
3	An Enemy (either within your ranks or the owner) has decided to intentionally injure you for sport. Roll once on the Injury table (p.197).
4	Your owner has joined a human supremacist group and has decided that all uplifts, including his/her slaves, must die. Roll Melee 8+. If you succeed, you escape the thugs without serious injury. If you fail, you escape the supremacists with a serious injury. Roll twice on the Injury table (p.197). In either case, you lose your stash and join the Vagabond career (p.192).
5	You are blamed for an accident which cost your owner. The owner punishes you severely. Lose two Ranks (but retain any benefit gained) and roll on the Injury table (p.197).
6	You have become addicted to drugs or alcohol. The drug is the player's choice.
7	You have been injured. Roll once on the Injury table (p.197).
8	Your owner feels that you are no longer useful to him/her. You are sent away. Lose your stash and join the Vagabond career (p.192).
9	Breathing in dangerous chemicals or bad atmosphere has taken its toll. Lose 2 END.
10	There has been a major accident. During transport of the owner's uplifts, the vehicle crashed. Roll once on the Injury table (p.197). If you have Recon, Stealth, or Navigation, you may choose to attempt to escape. Roll 8+ using the chosen skill as a modifier. If you succeed, you have escaped and may join the Vagabond career (p.192). Lose your stash. If you fail, you are recaptured and beaten. Roll again on the Injury table (p.197) and take a -2DM to your next Advancement roll.
11	Your owner has decided that he/she can replace uplifts with robots. You are no longer needed. Roll 1d6. If you roll a 1-3, you have been sold to a new owner. Move your homeworld to the nearest system with a B or C class port. If there is more than one which is equidistant, you may choose. On a roll of 4-6, the owner decides to "put his uplifts to sleep". You are able to escape but are injured in the process. Roll once on the Injury table (p.197) and then join the Vagabond career (p.192). In either case, you retain the contents of your stash.
12	An uplift held in slavery doesn't have a strong voice in the society. When someone accuses you of a crime, it often doesn't get the investigation that it should. You have been accused of just such a crime. Roll 1d6. If you roll a 1, you must spend two terms in prison. Join the Prisoner career (p.179) for two terms. On a 2-5, you must join the Prisoner career for one term. On a roll of 6, you are able to escape the prison time but lose -1 SOC.

Please note that, unlike mishaps in other careers, a mishap in the Slave career does not automatically mean that you will need to leave this career. Unless it specifically says that you leave the career, you must remain.

**D66**

**Events**

- 11** Something terrible has happened to you. Roll on the Mishap table.
- 12** A war has broken out on the world on which you find yourself. The military is gathering every person they can find for the war effort. If you are in Military/Security, you will be increased in Rank immediately. If you are not in Military/Security, you will be transferred to Military/Security. You do not automatically gain the Service Skills. In any case, make a STR 8+ roll. If you succeed, roll twice on the Service Skills table. If you fail, roll twice on the Injury table on p.197.
- 13** Your owner has determined that you are worthy of helping him/her with some of the logistics of running the company/agency for which you work. Gain a level in Admin.
- 14** Sometimes, to survive, you have to be willing to do it for yourself. Gain a level in Deception (Any) or Streetwise.
- 15** Another member of your group has committed a grave error which will cost your owner a large sum of money and, perhaps, even the lives of other uplifts or humans. Someone must be punished for this. How do you react? Do you let the punishment proceed? Do you turn a blind eye to the whole situation? Do you step in and take responsibility? Or do you assist the taskmaster in punishing the offender?  
  
If you just let the punishment proceed and take no action, there is no effect.  
  
If you turn a blind eye and try to avoid everything, gain two of the other members of your group as Enemies and take a -2DM to your next Advancement roll.  
  
If you take responsibility for the actions of your group member, gain a level in Leadership and gain three members of your group as Allies. Gain your owner as an Enemy.  
  
If you assist the taskmaster in punishing the offender, gain a +4DM to you next Advancement roll. Gain your entire group as Enemies.
- 16** You are given the opportunity to become the taskmaster for your group. If you accept the job, then you are automatically promoted one rank, gain your owner as an Ally, lose 2 SOC, and gain the remainder of your group as Enemies. If you decline, you lose one rank (but retain any benefit gained), gain your owner as an Enemy, gain +1 SOC, and gain the remainder of your group as Allies.
- 21** You have found a discarded law text and read it during the day. Gain Advocate 0.
- 22** You spend a great deal of time with some folks who speak another language and you have been able to pick up on some of it. Gain Language 1 with a specialty in one of the languages of this world (see table on p.80) which is not your primary language. If there are no additional languages present on this world which you do not already speak, gain a language from a nearby world.
- 23** Your servitude has not stopped your spirit from wanting to speak out against the oppression which you have suffered. Gain a level in your choice of Advocate (Oratory) or Advocate (Politics).
- 24** You have been trained on a vehicle. Gain a level in Drive (Any), Flyer (Any), or Seafarer (Any).
- 25** You have been working on your own equipment to keep it running. Gain Mechanic 1.
- 26** You have found a discarded handcomp. Add it to your stash.
- 31-36** Life Event. Roll on the Life Events Table (p.197)
- 41** Your owner has decided to allow you to help out with their farm or ranch. Gain a level in your choice of Animals (Veterinary) or Animals (Farming).



- 42** You are trained to assist in the operation of a starship. Gain a level in your choice of Astrogation, Gunner (Any), Engineer (Any), or Pilot (Any).
- 43** You have been trained to operate several pieces of equipment. Gain a level in Electronics (Any).
- 44** You have been assisting in maintaining the health of your group. Gain a level in Medic (First Aid).
- 45** You are learning to survive. Gain a level in Survive (Any).
- 46** You are spending a lot of time in space. Gain Vacc Suit 1 or Zero-G 1.
- 51** You have located some money. Roll 1d6 and multiply the result by 100 credits. Add this to your stash.
- 52** You try to keep yourself in good physical condition when you can. Gain a level in Athletics (Any) or gain +1 to STR, DEX, or END.
- 53** You join a group of your fellow uplifts who are wagering food and things from their stash on a game of chance. Gain a level in Gambler. Roll Gambler 8+. If you succeed, add 500 credits to your stash. If you lose, lose any money you currently have in your stash.
- 54** Fights have been breaking out among your group. You have been fighting so much that you have gained a level in Melee (Unarmed Combat or Natural Weapons).
- 55** You are getting very sneaky. Gain a level in Stealth.
- 56** You have attempted an escape! Roll 1d6.
- 1 You are caught within moments of your attempt. Gain a -2DM to your next Survival roll.
  - 2-3 You get away but have gotten lost. Make a Survival roll at 8+. If you succeed, you have found your way and escaped. Join the Vagabond career (see p.192). If you fail, you have been recaptured and a gain a -2DM to your next Survival roll.
  - 4-5 Guards find you as you escape. Roll Gun Combat (Any) or Melee (Any) at 8+. If you succeed, you have escaped. Join the Vagabond career (see p.192). If you fail, you have been recaptured and a gain a -2DM to your next Survival roll.
  - 6 You have escaped! Join the Vagabond career (see p.192).
- 61** You have found a slug pistol. You can choose to be rid of it or keep it in your stash. If you keep the pistol, roll 1d6.
- 1 The pistol was used in a recent murder and has been discarded. Law enforcement will locate you and the pistol and make you the prime suspect. They will arrest you for the crime and place you in prison for 1d3 terms. At the end of that set of terms, law enforcement will discover the real killer and set you free.
  - 2-3 The pistol is old and unreliable. Suffer a -2 penalty to use the weapon. You have six rounds of ammunition.
  - 4-5 The pistol is in excellent working order but has no ammunition.
  - 6 The pistol is in excellent working condition and you have ten rounds of ammunition to go with it.
- 62** You have found a way to use the small amount of downtime that you have earned to pursue the arts. Gain a level in Art (Any).
- 63** Your owner has decided to train you in the use of a weapon. If you are not in Mil/Sec, then gain Gun Combat 0. If you are in Mil/Sec, gain a level in Gun Combat of a specialty which you do not already have.

- 64** You have earned this through your hard life. Gain a level in Jack of All Trades.
- 65** The government on this world has outlawed slavery. You have gained your freedom. Roll a d6. If you get a 1-2, you must enter the Vagabond career (see p.192) and take your stash along with you. On a roll of 3-6, you may attempt to enter any career, but you lose your stash.
- 66** Your owner has decided to set you free. He/she agrees to assist you in finding another job. Gain 500 credits, keep your stash, and enter the career of your choice without needing to roll for Enlistment.

## ALIENS

While there have been ruins of past alien civilizations found across Earth Sector and Clement Sector, there were no living aliens found until 2334 when Nigerian explorers discovered Monikira and the TL3 alien race which lives there. Since then, there have been rumors and spacer legends about other races of aliens which are in Earth Sector. This section will cover the aliens which are known to be real rather than those of the space legends.

### MONIKIRANS

Monikirans are an intelligent race discovered on the planet Monikira in the Tamfana Subsector. The Monikirans evolved from a species of semiaquatic carnivores similar to Earth's otters, beavers, or weasels.

While the Monikirans do retain their furry bodies, they have evolved to have hands capable of fine manipulation similar to that of humans. Their feet still have some webbing between the toes, and they appear to have lost any tail which the original species might have had.

Their soft, insulated underfur is further protected by an outer layer of guard hairs. This traps a layer of air which can not only keep them warm but allow the Monikirans to be somewhat buoyant in water.

Adult Monikirans average at 1.5 meters (5 feet) tall with some getting as tall as 1.75 meters (5.7 feet). Monikirans live to an average of 65 years and will begin making aging checks far earlier than humans (see p.227).

Monikirans have achieved a TL3 society and are currently going through a similar industrial revolution where the society is moving from hand production methods to machine power. The Monikirans are making the most of their newfound technology of steam power and the development of machine tools.

The Monikirans are ruled by a hereditary monarchy. While the recent industrial revolution has caused some cracks in the kingdom's rule over the entire population, the King still maintains his power over the people. When Nigerian explorers

first arrived on the planet, they were taken to the King and allowed audience with him. The Nigerian explorers signed a trade agreement with the King and swore that humans would not attempt to set up a colony on the planet nor attempt to wrest control of the planet from him.

Players who wish to play a Monikiran character should roll them as 2d6 for STR, END, INT, and SOC. DEX should be rolled as 2d6+2 while EDU should be rolled as 1d6+3 to reflect the lesser tech level from which the character originates. Those who have a fondness for steampunk may find the Monikirans to be perfect for them due to their inventiveness and industrial revolution technology level.

Monikiran characters should progress through character generation just as any other character would. All Monikiran characters are from Monikira. However, they should use the tables on p.226-233 to go through their younger years, teenage years, and collegiate life instead of the usual tables used for humans. Monikiran characters are restricted from entering the Belter, Colonist, Explorer, Free Trader, National Navy, Pirate, or any other spacefaring career. In addition, they may not take the Ship's Doctor assignment in the Medic career. Other careers such as those listed in *Diverse Roles* may be used but any results involving leaving their world should be ignored or re-rolled.





## MONIKIRAN EVENTS OF YOUTH TABLE

D66	Events
11	Your parents have been killed in a serious accident. You have been orphaned and you have been sent to an orphanage or other care home. Lose 1d6 from your SOC and 1d3 from EDU.
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
13	You are abused and beaten by a member of your extended family (aunt, uncle, cousin, grandparent, etc.) The abuse is so severe that the authorities are called in and the abuser is imprisoned. Gain an Enemy.
14	A rebellion against the King breaks out on your world. This means war. Unfortunately, not even children are spared the effects of the battles. Roll a d6. <ul style="list-style-type: none"> <li>1 You have become severely injured during a battle. Roll twice on the Injury chart (p.197).</li> <li>2-3 You have become injured during a battle. Roll once on the injury chart (p.197).</li> <li>4-5 You are forced to become a member of one of the fighting forces. Gain Gun Combat 0.</li> <li>6 You have become a proficient member of one of the fighting forces. Gain Gun Combat (Slug Rifle or Slug Pistol) 1 and gain a level in Stealth.</li> </ul>
15	Your family suffers a severe financial loss. Lose 1d6 from your SOC score. If this would drop your SOC to 0, make your SOC score a 1.
16	Your family relocates to a new city. You are placed in a difficult position attempting to meet new friends. Take -1 SOC and lose 1 Contact or Ally.
21	You have become involved as a runner, spotter, or other apprentice in illegal activities in your area. Make a Streetwise or Deception (Any) check at Routine difficulty. If you succeed, gain a level in Streetwise. If you fail, you have been sent to a juvenile home for this period of your life. Lose 1d6 from your SOC and 1d3 from EDU.
22	You are taught to ride a mount. Gain Animals (Riding).
23	You have become emotionally attached to an inanimate object (such as a stuffed animal, favorite blanket, etc.). This object remains in your possession and is still extremely important to you. Decide what this object is and make an integral part of your character.
24	Your family or education system ensures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
25	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines and vehicles. Gain Mechanic 1.
26	Your family becomes involved deeply with the Monikiran religion. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1.
31-36	Youth Life Event. Roll on the Youth Life Events Table on p. 227.
41-46	You have had a relatively calm and peaceful childhood experience for these years. No major events occur.
51	While on a trip to an unfamiliar setting, you become lost. After hours of wandering, you find your way back to your family and friends. Gain your choice of Navigation 0, Streetwise 0 or Survival 0.
52	During your free time, you delve deeply into subjects more advanced than many other children would attempt. Gain Science 0.

53	You and your family's pet have become inseparable. Your love of animals is born. Gain Animals 0.
54	Your parents allow you to occasionally drive a vehicle in the vicinity of your home and under their supervision. Gain Drive 0.
55	You have become active in local youth sports. Gain Athletics 0.
56	Your parents have gained a financial windfall. Add 1d6 to your SOC score to a maximum of 14.
61	You have excelled in your education. Add 1d3 to your EDU score.
62	You are seen as an arts prodigy. Gain a level in Art (Any) and increase your SOC by 1.
63	Your parents have decided to relocate to a frontier region of Monikira. The life is tough, but you are learning to handle it. Gain a level in Survival (Any).
64	Your parents have taken you to the royal castle! You have met the King! Gain +2 SOC.
65	Your father has been accepted into an exclusive club. This allows you access to better schools. Gain +2 EDU.
66	You have been allowed to meet the humans! You are part of a delegation from your school to meet the alien visitors. Humans are strange creatures without fur on their faces! Gain +1 SOC.

### YOUTH LIFE EVENTS TABLE

D6	Events
1	You have suffered a childhood illness or physical trauma. Roll on the Injury Table (p.197)
2	One of your family members has died. This affects you deeply.
3-4	You have gained a new friend. Gain a Contact.
5	An older person takes an interest in your life. Gain an Ally.
6	Your family has an increase in their fortunes. Gain +2 SOC with a maximum of 12. If you have been orphaned in another event, rolling this result means that you have been adopted by a new family.

Term	Age	Roll and Modifier
1	18-22	None
2	23-27	None
3	28-32	None
4	33-37	Aging roll at -1
5	38-42	None
6	43-47	Aging roll at -2
7	48-52	Aging roll at -3
8	53-57	Aging roll at -3
9	58-62	Aging roll at -4
10	63-67	Aging roll at -5



## MONIKIRAN TEENAGE EVENTS TABLE

D66	Events
11	Your parents have been killed in a serious accident. If this is your first roll on this table, you have been orphaned and you have been sent to an orphanage or other care home. Lose 1d6 from your SOC and 1d3 from EDU. If this is your second roll on this table, you lose 1d6 from your SOC but gain Streetwise 0. You must now enter the Vagabond career (see p. 192).
12	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
13	You are abused and beaten by a member of your extended family (aunt, uncle, cousin, grandparent, etc.) The abuse is so severe that the authorities are called in and the abuser is imprisoned. Gain an Enemy.
14	A rebellion breaks out against the King! This means war! Unfortunately, not even teenagers are spared the effects of the battles. Roll a d6. If the result on the table is a 6, your first career following your teenage years must be a military career. <ul style="list-style-type: none"> <li>1 You have become severely injured during a battle. Roll twice on the Injury chart (p.197).</li> <li>2-3 You have become injured during a battle. Roll once on the injury chart (p.197)</li> <li>4-5 You are forced to become a member of one of the fighting forces. Gain Gun Combat 0.</li> <li>6 You have become a proficient member of one of the fighting forces. Gain Gun Combat (Slug Pistol or Slug Rifle) 1 and gain a level in Stealth.</li> </ul>
15	You have decided to run away from home. You leave your home and go to a large city away from your parents. This does not go well. At this point, you must begin the Vagabond career (see p. 192). If this is your first roll on this table, you will not take your second roll.
16	Your family suffers a severe financial loss. Lose 1d6 from your SOC score. If this would drop your SOC to 0, make your SOC score a 1.
21	You have become involved as a runner, spotter, or other apprentice in illegal activities in your area. Make a Streetwise or Deception (Any) check at Routine. If you succeed, gain a level in Streetwise. If you fail, roll 1d6. On a roll of 1, your crime is thought to be so heinous that you are sent to an adult prison. You will spend this period in prison. Enter the Prisoner career on p.179 and spend only one term. Afterwards, enter the Vagabond career (see p.192) unless otherwise instructed in the Prisoner career.
22	Your family or education system ensures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
23	Your family relocates to a new city. It is difficult making friends and keeping the old ones. Take -2 SOC and lose one Contact or Ally.
24	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines or vehicles. Gain Mechanic 1.
25	You are taught to ride a mount. Gain Animals (Riding) 1.
26	Your family becomes involved deeply with the Monikiran religion. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1. If you are already involved in a religion by getting this result previously, this reflects a change in your religion.

- 31-36** Teenage Life Event. Roll on the Teenage Life Events Table on p.230.
- 41** You have become involved in the futurist club at your school! You become involved with attempts to create human-like technology with your own TL3 tech. Gain a level in Mechanic.
- 42** You have a lot of fun in your teenage years! Gain one level in Carouse. In addition, roll 1d6. On a result of 1, you have also gained an addiction to alcohol or a drug of your choice which will haunt you for years to come.
- 43** During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled) or Seafarer (Sail).
- 44** You have become involved with a gambling circle in your neighborhood. Gain Gambler 1, Persuade 1, or Deception (Lie) 1.
- 45** During your free time, you delve deeply into subjects more advanced than many other teenagers would attempt. Gain Science 0.
- 46** You have become heavily involved in tabletop gaming. Gain your choice of Art (Performer or Writing) 1, Carouse 1, or Tactics (Military) 1.
- 51** You and your family's pet have become inseparable. Your love of animals is born. Gain Animals 0. It is also likely that you will continue to have a similar pet later in life. If the pet has been treated against aging, it may even still be the same pet.
- 52** Your parents feel it is necessary for you to be able to defend yourself. Gain your choice of Gun Combat 0 or Melee 0.
- 53** Your parents or educational system have noted your interest in animals. They sign you up for an apprenticeship at a farm. Gain a level in Animals (Any).
- 54** Your parents have gained a financial windfall. Add 1d6 to your SOC score to a maximum of 14.
- 55** Your family has encouraged you to become involved in music. Gain a level in Art (Instrument).
- 56** You have obtained a job working inside an office for a family friend. Gain your choice of Admin, Advocate, Broker, or Steward at level 0.
- 61** Your family has pushed for you to be more artistic. Gain a level in Art (Painting, Sculpting, or Writing).
- 62** Your parents have taken you to the royal castle! You have met the King! Gain +2 SOC.
- 63** You have become involved in local sports either with your educational institution or among an organized league. Gain a level in Athletics (Any). Roll 1d6.
- 1 You try hard but you are most often a bench warmer. You have few fond memories of the experience.
- 2-3 You and your team were mediocre. Despite this, you learned how to work within a group and made some friends. Gain 1d3 Contacts among your former teammates.
- 4-5 You and your team were better than average. You won a few accolades and you remember the experience fondly. You likely have a few souvenirs of your time. Gain 1d6 Contacts.
- 6 Your team won the league championships and you are touted as the major reason for this victory. Gain another level in Athletics (Any), +2 SOC and a +2 to enter the Sports career (see p. 183)
- 64** Your parents have decided to relocate to a frontier region of Monikira. The life is tough, but you are learning to handle it. Gain a level in Survival (Any).
- 65** Your father has been accepted into an exclusive club. This allows you access to better schools. Gain +2 EDU.

- 66** You have greatly excelled in your studies. Gain +1d3 EDU to a maximum of 14. If this result takes your EDU score above 10, then you have moved on to college. You must enter the College phase (see p. 231). If this is your first roll on this table and you have moved on to college, you will not take your second roll.

### TEENAGE LIFE EVENTS TABLE

D6	Event
1	You have suffered an injury. Roll on the Injury Table (p. 197)
2	There has been a death among your family or friends. Choose a family member or friend to have died. This will have affected you greatly. If you have an Ally or Contact, choose the deceased from that group.
3	You have had a relationship end badly. This may be a romantic relationship or a close friendship. Lose one Contact or Ally.
4	You have made a new friend. Gain one Contact.
5	You have had an improvement to a relationship. An acquaintance has become a friend, a friend has become a close friend, you have gained a romantic relationship, or a romantic relationship has become a marriage. If you have no Contacts, then you will gain one Contact. If you currently have Enemies, one of those is now a Rival. If you have Rivals, one of those is now a Contact. If you have Contacts, one of those is now an Ally.
6	Something wonderful has occurred. You have come into some extra money, you have a completed a life goal, or a wonderful new person has entered your life. Gain your choice of +2 SOC, a new Ally, a boon of 100,000 credits, or upgrade a relationship as in Option 5.

## MONIKIRAN COLLEGIATE EVENTS TABLE

D66

## Events

- 11** Your academic performance has been less than exceptional. You have been placed on Academic Probation. Roll EDU 8+. If you succeed, you remain in school, but you lose 1d3 EDU and -1 SOC. If you fail, the institution has asked you to leave. If your EDU is higher than 9, it will now be decreased to 9. You must enter a career at this point, age four years, and you will not be permitted to attempt a Graduate School, Medical School or any Military Academy attached to any career. If you have achieved Honors, you may re-roll this result. If, upon re-rolling, you get this result a second time, then you must take this result.
- 12** You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END but you press on to finish college. Your determination gives you a +2DM to enter your next non-military career and gains you +2 SOC.
- 13** You have suffered an attack by a fellow student. The attack is so severe that the authorities are called in and the attacker is imprisoned. Gain an Enemy.
- 14** A rebellion has broken out against the King! All able-bodied young people have been conscripted to fight. You must leave your educational institution and join the army (see p.160). You will be forced to serve 1d3 terms in that service. Once those terms are over, you may choose to return to college. If you do return to college, you will not need to roll to gain admittance.

In lieu of this, you may choose to dodge the draft. If your SOC is 9+, then you may choose to take a deferment and re-roll this result. If you get this result a second time, you are drafted anyway and your SOC is decreased by 3.

If your SOC is 8 or less, you may choose to flee to the frontier to avoid being drafted. Roll Stealth 8+. If you succeed, you have gone to the frontier areas of Monikira. Gain a level in Survival (Any). You must leave college and enter the game. If you fail the Stealth roll, you must immediately join the Prisoner career (p.179) for 1d6-3 (minimum 1) terms.

- 15** You have become involved in the futurist club at your school! You become involved with attempts to create human-like technology with your own TL3 tech. Gain a level in Mechanic.
- 16** You have joined a group of small time on-campus criminals. The criminals specialize in breaking into student dormitories and faculty offices. You are never caught but some of your associates are. Gain a level in Deception (Intrusion) and then roll 1d6. On a roll of 1, the caught associate holds a grudge and becomes an Enemy. On a roll of 2-5, you are largely forgotten by the group. On a roll of 6, one of your group turns his/her life around and becomes a private detective or law enforcement officer. Gain this person as a Contact.
- 21** You take an elective class in a subject unrelated to your field of study. You take an immediate interest and excel in the class. Following the end of the class, you continue your study in the subject. Gain a level in one of the following that is not your primary field of study: Animals (Any), Athletics (Any), Art (Any), or Science (Any).
- 22** A group of your fellow students have become involved in a safari in the frontier. Roll a Survival (Any) task check at Routine. If you succeed, gain a level in your choice of Gun Combat (Slug Rifle), Navigation, or Survival (Any). If you fail, roll on the Injury table (p.197)
- 23** You have joined a group which trains future business leaders. Gain one of the following at level 1: Advocate (Any), Broker, Carouse, Diplomat, or Persuade.
- 24** You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines and vehicles. Gain Mechanic 1.

- 25** You have become interested in weaponry and take a weapons class. Gain a level in Gun Combat (Slug Pistol) or Melee (Blade).
- 26** You have begun to delve deeply into the Monikiran religion. Roll 1d6. On a roll of 6, you become deeply involved and gain Science (Philosophy) 1.
- 31-36** Collegiate Life Event. Roll on the Collegiate Life Events Table on p.233.
- 41** You have a lot of fun in your college years! Gain one level in Carouse. In addition, roll 1d6. On a result of 1, you have also gained an addiction to alcohol or a drug which will haunt you for years to come.
- 42** During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheeled) or Seafarer (Sail).
- 43** You take an introductory military class and become involved in the institution's Reserve Officer Training Corps (ROTC). You are given a choice to simply take the introductory class or you may join the full program. If you take the introductory class, you may take any two of the following skills at level 0: Athletics, Diplomat, Gun Combat, Leadership, Melee, Navigation, Recon, Science, Stealth, Survival, or Tactics. If you join the full program, you may take any two of the following at level 1: Athletics (Any), Diplomat, Gun Combat (Slug Rifle), Leadership, Melee (Unarmed Combat), Navigation, Recon, Science (History or Economics), Stealth, Survival (Any) or Tactics (Military). If you join the full ROTC program, your first career MUST be national ground forces (p.160). You will begin the military career as an officer at Rank 1.
- 44** You have become involved with a gambling circle at your institution. Gain Gambler 1, Persuade 1, or Deception (Lie) 1.
- 45** You are required by your institution to take an art class. Gain a level in Art (Acting, Dance, Instrument, Painting, Sculpting, or Writing)
- 46** You have become heavily involved in tabletop gaming. Gain your choice of Art (Performer or Writing) 1, Carouse 1, Science (Any) 1, or Tactics (Military) 1.
- 51** You and your pet have become inseparable. Gain Animals 0. It is also likely that you will continue to have a similar pet later in life. If the pet has been treated against aging, it may even still be the same pet.
- 52** You take a self-defense class. Gain a level in Melee (Any).
- 53** Your educational system has noted your interest in animals. They sign you up for an apprenticeship at a farm. Gain a level in Animals (Any).
- 54** An older student takes interest in you and shows you the inner workings of the university. He/she has learned how to work around the system to register for classes, get extra food in the commissary, gain access to areas off-limits to the students, or get a mechanic to repair broken down equipment. Gain Carouse 1 and 1d3 Contacts among the university's employees.
- 55** You have been entered into the music club. Gain a level in Art (Instrument).
- 56** You have obtained a job working inside an office for a family friend. Gain your choice of Admin, Advocate, Broker, or Steward at level 0.
- 61** Your institution receives a royal visit! You have met the King! Gain +2 SOC.
- 62** You have taken a first aid class. Gain Medic-0. If you already have Medic of any specialty at any level, re-roll this result. If you get this result on the re-roll, gain a level in Medic (Any) to a maximum of 3.
- 63** You have become involved in local sports either with your educational institution or among an organized league. Gain a level in Athletics (Any). Roll 1d6.

- 1 You try hard but you are most often a bench warmer. You have few fond memories of the experience.

- 2-3 You and your team were mediocre. Despite this, you learned how to work within a group and made some friends. Gain 1d3 Contacts among your former teammates.
- 4-5 You and your team were better than average. You won a few accolades and you remember the experience fondly. You likely have a few souvenirs of your time. Gain 1d6 Contacts.
- 6 Your team won the league championships and you are touted as the major reason for this victory. Gain another level in Athletics (Any), +2 SOC and a +2 to enter the Sports career (see p. 183)

- 64** You have become part of a colonization program looking to add college educated persons to a frontier town. You stay there for one term and gain Survival (Any) at level 1.
- 65** You are seen as an arts prodigy. Gain a level in Art (Any) and increase your SOC by 1.
- 66** You have greatly excelled in your studies. Gain +1d3 EDU to a maximum of 14. If you did not succeed on your Honors roll, this result changes that roll to a success and you will gain the benefits of making that roll. In addition, if you are an undergraduate when you make this roll, you may enter Graduate School, Medical School, or a Military Academy without having to make an admission roll.

### COLLEGIATE LIFE EVENTS TABLE

D6	Event
1	You have suffered an injury. Roll on the Injury Table (p.197)
2	There has been a death among your family or friends. Choose a family member or friend to have died. This will have affected you greatly. If you have an Ally or Contact, choose the deceased from that group.
3	You have had a relationship end badly. This may be a romantic relationship or a close friendship. Lose one Contact or Ally.
4	You have made a new friend. Gain one Contact.
5	You have had an improvement to a relationship. An acquaintance has become a friend, a friend has become a close friend, you have gained a romantic relationship, or a romantic relationship has become a marriage. If you have no Contacts, then you will gain one Contact. If you currently have Enemies, one of those is now a Rival. If you have Rivals, one of those is now a Contact. If you have Contacts, one of those is now an Ally.
6	Something wonderful has occurred. You have come into some extra money, you have a completed a life goal, or a wonderful new person has entered your life. Gain your choice of +2 SOC, a new Ally, a boon of 100,000 credits or upgrade a relationship as in Option 5.



## ***PORANGI***

Discovered on EXO-705b in 2338, the race which the New Zealanders called the Porangi, are a little-known TL1 society. They are a group of intelligent creatures which appear to have evolved from a creature which humans believe strongly resembles a flying squirrel. The Porangi have no name for themselves and usually refer to each other by tribal names which are numerous across the planet.

The Porangi are not able to fly but are able to glide using the wings under their arms to go through the air over short distances. This is usually not more than a 6-10 meters (19.7 – 32.8 feet) and requires an atmosphere with a similar air pressure (1.5 – 3.2 standard) to what can be found on EXO-705b. In lesser atmospheres, the Porangi will have a difficult time gliding more than a couple of meters if at all. All Porangi have level 1 in Athletics (Glide), a new skill which covers the ability of the Porangi to glide from a high location across to another location or the ground.

Porangi have an average height of 1.9 meters (6.2 feet) and have a very slender build. They reach an average age of 50 and will make aging rolls accordingly (see p. 239).

Their society is at TL1 and is controlled by individual tribes which, when they cannot avoid

one another altogether, are at war. The first instinct of the Porangi is to avoid conflict and, indeed, avoid contact with those outside their tribe. However, if war is to be had, the Porangi are fierce warriors.

If a player wishes to play a Porangi, they should keep in mind that the average Porangi is going to wish to avoid humans, altrants, uplifts, and aliens which are not part of their tribe. There are, of course, exceptions to this attitude but Porangi who leave EXO-705 are unlikely to see another member of their race until they return home.

Porangi characters should be rolled as 2d6-3 for STR and END, 2d6+3 for DEX, 2d6 for INT and SOC, and 1d6+1 for EDU. Attempting to put a Porangi in modern clothes or a vacc suit will require these items to be specially made at a cost of 4x the normal price.

Porangi characters should not roll on the usual charts for youth and teenage events. All Porangi characters will be from EXO-705. They will not be able to attend college. All Porangi characters will gain Animals (Any) and Survival (Forest) at level 2. Porangi characters must use the Porangi Life Career on p.236 and cannot enter any other career.



**PORANGI LIFE CAREER**

**Enlistment:** Automatic for all Porangi

**Career Progress**

**Assignment:** Choose from the following:

**Priest:** You are one of the Porangi assigned to climb the highest trees and speak with the gods.

**Warrior** – You are one of the Porangi who protect your tribe.

**Worker**– You are one of the Porangi who tends the fields, trims the trees, and keeps the animals.

Career	Survival	Advancement
Priest	INT 8+	EDU 8+
Warrior	STR 8+	END 8+
Worker	STR 5+	END 9+

**Mustering Out Benefits**

Roll	Other Benefits
1	None
2	+1 STR
3	+1 DEX
4	+1 END
5	Weapon
6	Weapon
7	+1 SOC

**Skills and Training**

Roll	Personal Development	Service Skills
1	+1 STR	Animals (Any)
2	+1 DEX	Athletics (Any)
3	+1 END	Melee (Unarmed Combat)
4	+1 EDU	Navigation
5	+1 INT	Survival (Forest)
6	Carouse	Survival (Mountains)

Roll	Specialist: Priest	Specialist: Warrior	Specialist: Worker
1	Broker	Tactics (Military)	Animals (Any)
2	Persuade	Recon	Animals (Farming)
3	Advocate (Oratory)	Melee (Unarmed Combat)	Melee (Unarmed Combat)
4	Science (Philosophy)	Melee (Bludgeon)	Navigation
5	Investigate	Stealth	Recon
6	Medic (First Aid)	Leadership	Jack of All Trades



## Ranks and Benefits

Rank	Priest Benefit	Warrior Benefit	Worker Benefit
0	Persuade 1	Melee (Bludgeon) 1	Animals (Farming) 1
1		Tactics (Military) 1	
2	Advocate (Oratory) 1		Recon 1
3		Stealth 1	
4	Medic (First Aid) 1		Animals (Farming) 2
5			
6	Leadership 1	Leadership 1	Recon 2

## Mishaps

2d6	Mishap
2	Severely Injured. Roll twice on the injury table (p.197).
3	Your people have lost confidence in you. If you are a Priest or Warrior, you will be made into a Worker. Lose all Rank and start over as a Rank 0 Worker.
4	You are accused of being incompetent. Lose 1 Rank and 2 Benefit rolls.
5	You have been attacked by a wild animal. Roll Survive (Forest) 8+. If you succeed, roll once on the Injury table (p.197). If you fail, roll twice.
6	You are forced from your tribe and must join another tribe. Take -2 SOC and lose all Contacts and Allies. Gain your former tribe as Enemies.
7	Injured. Roll on the injury table (p.197).
8	You and several other members of your tribe are forced to leave your tribe. You form your own tribe. Gain the former tribe as Enemies.
9	You have gotten lost in the forest. Roll Athletics (Glide), Survival (Forest or Mountains), or Navigation 8+. If you succeed, you find your tribe and are scolded by the Tribe Leader. Take -1 SOC. If you fail, you must survive on your own for a time. Eventually, you join another tribe. Lose all Contacts and Allies.
10	You have become sick. Take -2 END and continue in your present career.
11	Continuing friction between you and a Rival in your tribe causes problems and you are forced to fight them. If you do not already have a Rival, gain one. Roll Melee (Any) 8+. If you succeed, gain +1 SOC but roll on the Injury table (p.197). If you fail, take -1 SOC and two rolls on the Injury table.
12	You are a disgrace to your tribe. You are rejected and forced to live on your own. Lose all Contacts, Allies, and Rivals. Gain your former tribe as an Enemy. Eventually, you find another tribe which will take you in. Begin again as a Rank 0 in your assignment.

Unlike other careers, a Mishap in this career does not automatically remove you from the career.

**D66**

**Events**

- |              |  |
|--------------|--|
| <b>11</b>    | Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.  |
| <b>12</b>    | You have become the voice of your people. Gain a level in Advocate (Oratory).  |
| <b>13</b>    | You have worked hard on your tribe's farm. Gain a level in Animals (Farming).  |
| <b>14</b>    | You are gregarious! Gain a level in Carouse.   |
| <b>15</b>    | You have a keen eye for seeing what others miss. Gain a level in Investigate.  |
| <b>16</b>    | You are forced by a situation to fight a duel. Gain a Rival. Roll Melee (Any) 8+. If you succeed, gain +1 SOC but roll on the Injury table (p.197). If you fail, take -1 SOC and two rolls on the Injury table.  |
| <b>21</b>    | Tribal life can be very political. Gain a level in Advocate (Politics).  |
| <b>22</b>    | You are a skilled glider. Gain a level in Athletics (Glide).   |
| <b>23</b>    | Sometimes you get involved in deceiving members of the tribe or of other tribes. Gain a level in Deception (Lie).  |
| <b>24</b>    | You are skilled at giving orders and keeping the peace. Gain a level in Leadership.  |
| <b>25</b>    | You know the way. Gain a level in Navigation.  |
| <b>26</b>    | You're sneaky like that. Gain a level in Stealth.  |
| <b>31-36</b> | Life Event. Roll on the Porangi Life Event Table (p.239).  |
| <b>41</b>    | You are skilled at riding. Gain a level in Animals (Riding).   |
| <b>42</b>    | You are constantly working and staying fit. Gain a level in Athletics (Any).   |
| <b>43</b>    | You have been chosen to represent your tribe in negotiations with another tribe. Gain a level in Diplomat.   |
| <b>44</b>    | You often have to repair farm implements or weapons. Gain a level in Mechanic.   |
| <b>45</b>    | The people must come to your way of thinking! Gain a level in Persuade.  |
| <b>46</b>    | You are popular among the people. Gain 1d3 Contacts or an Ally.  |
| <b>51</b>    | You can care for animals quite well. Gain a level in Animals (Veterinary).   |
| <b>52</b>    | When you can, you practice your art. Gain a level in Art (Acting, Dance, Instrument, Painting, Sculpting, or Writing).   |
| <b>53</b>    | During the evenings, you participate in games of chance. Gain a level in Gambler.  |
| <b>54</b>    | You have been working extra hard to get things just right. Roll for an additional skill on the Service Skills table.   |
| <b>55</b>    | The priests have trained you to be able to aid the wounded. Gain a level in Medic (First Aid).   |
| <b>56</b>    | You are the one who can spot trouble! Gain a level in Recon.   |
| <b>61</b>    | You have been working to train animals for your tribe. Gain a level in Animals (Training).   |
| <b>62</b>    | You often make deals for your tribe with other tribes. Gain a level in Broker.   |
| <b>63</b>    | You have been chosen to interrogate a member of another tribe. Gain a level in Interrogation (Any).  |
| <b>64</b>    | You have learned to defend yourself without weapons. Gain a level in Melee (Unarmed Combat).   |
| <b>65</b>    | A superior is highly impressed by your performance. He/she is determined to groom you for a higher position. Gain an Ally and a +4 to your next Advancement roll. If you fail this Advancement roll, you have lost the endorsement and will not only lose the Ally but also have a -2 to the following Advancement roll. |
| <b>66</b>    | Your people recognize your greatness. Gain +1 to Benefit rolls and +2DM to your next Advancement roll.   |

**PORANGI LIFE EVENTS TABLE**

2d6	Results
2	Severe sickness or injury. Roll once on the Injury table on p. 197.
3	You have been accused of harming the tribe. Take -3 SOC and lose 1 Rank.
4	Death in your peer group. One of your family, friends, enemies or acquaintances dies. Roll 1d6. On a roll of 1-3, lose an Ally, Contact, Rival or Enemy in that order. (If you do not have an Ally, lose a Contact, if no Contact, then lose a Rival, etc.). On a roll of 4-6, lose an Enemy, Rival, Contact or Ally (in that order).
5	You have been betrayed. Choose any existing Ally or Contact to become a Rival or Enemy. If you have no Allies or Contacts, gain an Enemy.
6	Relationship Change. Roll 1d6. On a roll of 1-3, choose one Ally to become a Contact, a Contact to become a Rival or a Rival to become an Enemy. On a roll of 4-6, choose any Enemy to become a Rival, any Rival to become a Contact or any Contact to become an Ally.
7	You have gained a new Contact.
8	You must leave the tribe and go to a new tribe. Your Allies come with you. Lose all Contacts.
9	You have been blessed by the gods. Gain +2DM to your next Survival roll.
10	Something good has happened to you. You have achieved a minor life goal. Gain a +2 to one of your Benefit rolls.
11	New relationship. You have become romantically involved with your Allies or Contacts. You may choose an Ally or elevate a Contact to become an Ally. If you currently have neither, you gain an Ally as your romantic interest.
12	Something wonderful has occurred. You have come into some extra money, you have a completed a major life goal, or a wonderful new person has entered your life. Gain your choice of +2 SOC, a new Ally, or upgrade a relationship as in Option 6.

Term	Age	Roll and Modifier
1	13-17	None
2	18-22	None
3	23-27	None
4	28-32	None
5	33-37	Aging roll at -1
6	38-42	Aging roll at -2
7	43-47	Aging roll at -3
8	48-52	Aging roll at -4
9	53-57	Aging roll at -5



## TECHNOLOGY IN EARTH SECTOR

*“A great philosopher of the early 21<sup>st</sup> century once said that we need technology to fight against nature because nature wants us dead. I’m not sure if he would like the future that we live in now, but his statement has never been truer. Nature, not only on Earth, is always trying to kill us. The only defense we have against this is our technology.” – Dr. Jessica Kelly, at a meeting of the board of directors of Volunteer Genetic Services, August 13, 2344 (standard)*

### BIOREPLACEMENT

At TL11 in the Clement Sector setting, it becomes possible to replace any body part with a grown replacement which is not only accepted by the body but also often superior to the original part it replaced. This is often an expensive process, and some will opt to use cybernetics instead (see *Interface: Cybernetics in Clement Sector*). At TL12, this process becomes comparable in price to cyberware and at TL13, bioreplacement becomes more affordable than cybernetics.

While some will have their organs and body parts replaced when they suffer damage or they have degraded over time, others will opt to

replace their body parts with superior models. Some will do this for the benefits provided by the new parts while others will do so purely for cosmetic reasons.

For rules concerning alterations and a complete list of available alterations, see *Tree of Life: Altrants in Clement Sector*, p.38-50. At TL13, reduce all of the prices listed there by 30%.

Bioreplacement parts are listed in the chart on this page. The stat benefit is only useful if the current stat is 10 or less. If the stat is already at 10, then adding a bioreplacement part from this list is only going to provide the user with normal function.

Body Part Replaced	Stat Benefit	Cost at TL11	Cost at TL 12	Cost at TL 13
Arm	+1 STR	30,000	25,000	15,000
Hand	+1 DEX	3,000	2,500	1,500
Leg	N/A	40,000	25,000	20,000
Foot	N/A	3,000	2,500	1,500
Eye	N/A	50,000	40,000	30,000
Ear	N/A	27,000	20,000	17,000
Heart	+1 END	150,000	100,000	75,000
Lung	+1 END	125,000	75,000	60,000
Kidneys, Liver, Pancreas, or Stomach	+1 END	100,000	75,000	60,000

### CLONING

At TL13, cloning of a full body and the transferring of one’s consciousness from one body to another becomes a reality. Though highly expensive, it is possible for a person to have a cloned body ready for them to import their consciousness into another body if their current

body becomes compromised to the point where it can longer function. The cloned body can be aged on demand to be whatever apparent age is desired by the user.

These services require the user to pay an initial start-up cost of 1 billion credits with an additional 100,000 credit charge per month for upkeep of up to three bodies. Additional available bodies can be added to the plan for 75,000 credits

each. Nonpayment of monthly upkeep will result in the destruction of the extra bodies and a forfeiture of any money invested previously.

The replacement body will have the same characteristics as the previous body but will require up to 1d6 standard days for the newly installed consciousness to be able to use the body. This time must be spent in a TL13 hospital which is capable of treating any problems which may arise.

## COMMUNICATIONS

For interstellar communications, the fastest method is to simply place the message on a starship and allow that message to travel to the other star system via Zimm Drive. Generally speaking, this means that a message can potentially travel as fast as two parsecs per week.

Nations of Earth Sector will use their own resources to set up communications routes between Earth and their colonies. These routes will employ couriers that transit from one system to another bringing news and important information from the home country to those colonies. Large corporations will often have a similar system in place to be able to communicate with far flung operations from the home office.

Insystem communications is performed by the use of lasers. This will have a built-in lag time of 8 minutes/AU traveled by the laser. This means that a message sent by you to a person 1 AU away will take eight minutes to get that person and a response will take another eight minutes to return. This means that a single question and a response will take approximately 16-18 minutes to gain a response. Overall, this means that conversations will be very slow, and most messages sent back and forth between ships which are underway will take the form of text and information dumps rather than actual conversations.

Planetside communications are done through the planet's worldnet. This will allow near instantaneous communications from any point on a planet to another. In Earth Sector, this is usually done through the use of a handcomp or

mindcomp which is connected to the worldnet. Worldnets are controlled by the government of the planet and, on worlds with a law level of 5-8, will usually be monitored closely by that government. On worlds with a lesser law level, the government may still be monitoring the communications being sent but will not take actions. On worlds with higher law levels, this may mean that not only are the communications being monitored but they may also be restricted in some way.

In some systems, the worldnet may be extended from the main world to other worlds in the star system. Of course, while communications between persons on a world or asteroid will be immediate, communications over larger distances will involve light lag of 8 minutes/AU.

Starport Type	Worldnet
A	Available on all worlds in the system
B	Available only at the main world and worlds in adjacent orbits
C	Available at the main world and its satellites
D	Covers only main world
E	Covers only locations near major cities
X	No worldnet

## HOLOGRAMS

As in Clement Sector, the use of holograms and holographic technology is so common as to be ubiquitous. It is common practice to use holographic technology on the surface of vehicles, as moving tattoos on skin, as avatars for computer systems, as advertising for shops, and as the primary source of entertainment for the average person.

While at TL11 and TL12, these are often difficult to discern from actual objects and persons, at TL13 it becomes almost impossible to

note a difference between a holographic person and a real person. Of course, this illusion is broken once someone attempts to touch the hologram, but visually the deception is perfect.

### **ZIMM DRIVE**

The Zimm Drive, or Z-Drive, remains the primary method of travel for starships in Earth Sector. The Z-Drive is capable of utilizing Zimm Points to travel from point to point far quicker than the use of other methods of travel. For a more detailed treatment of the Zimm Drive, see *Clement Sector Core Setting Book*, p.199 and p.231-233.

At TL13, the ability to create larger and more stable Z-bubbles becomes possible. Whereas at TL10-12 it was only possible to create for ships of 5000 tons or less or to create a Z-bubble, TL13 allows for ships as large as 7500 tons. In addition, this also allows for smaller Z-bubbles to have great stability. For ships manufactured at TL10-12, continue to use the Z-bubble collapse chart on p.232 of *Clement Sector Core Setting Book*. For ships manufactured at TL13, use the following chart:

Hull Size	% Chance of Z-bubble Collapse
4501-5000	5%
5001-5500	10%
5501-6000	15%
6001-6500	20%
6501-7000	25%
7001-7500	30%

As with earlier tech levels, if the vessel's Z-bubble collapses, the ship will immediately drop out of Zimmerspace leaving the ship in a location somewhere between the Outgoing Zimm Point and the Incoming Zimm Point.

In all other respects, including range and the size of the drive, the TL13 Z-Drive is no different than its TL12 predecessor.

## TRAVEL AND OPERATIONS

*“Life is either a daring adventure or nothing” – Helen Keller, “Let Us Have Faith”, 1940 (standard)*

### CURRENCY

Each nation uses its own currency both on Earth and throughout their colonies. While most nations and their colonies will allow for a visitor to exchange one currency for another, nations which have a cordial or allied relationship (see p.250) will often simply accept the currency of the other nation for official business. However, the average shopkeeper will often insist on the local currency.

The exception to this is the “credit”. Originally a cryptocurrency employed by spacers traveling the spacelanes, this has become the currency of choice among those who spend most of their time in a starship. Most nations will accept this as currency as will most shopkeepers which are accustomed to dealing with spacers on a regular basis. For ease of use, most prices given in this document will be listed in credits.

The credit is overseen by the Captain’s Guild (see p.293) and is issued by them. The Chief Treasurer of the Guild not only controls the minting and printing of credits but also the appearance and the value.

Because communications between worlds only moves as fast as transportation, depending on money which is kept in computer memory for several days or weeks travel can be a problem. For this reason, most currencies exist in physical form for use on other worlds and in electronic form for use on worlds with a stable worldnet.

The ubiquitous credit, for example, is most often carried in physical form. These includes coins for .01, .05, .25, .50, and 1 credit as well as paper currency for 5, 10, 20, 50, 100, 500 and 1000 credits. These physical forms of money often carry the picture of an important figure of finance, The Captain’s Guild, or even a merchant who has achieved some renown.

Most worlds will charge a fee to exchange one currency for another. Usually, this is between 0.5 and 2.5% of the value exchanged. However,

members of The Captain’s Guild can go to a local Guildhouse, if one is present, and exchange currency without charge.

The following chart shows how much of each currency equals the value of 1 credit.

Currency	Amount
Antiochian Credit	1.45
Argentine Peso	1.40
Australian Dollar	1.10
Brazilian Real	0.50
Canadian Dollar	1.38
Chinese Yuan	0.79
French Franc	1.19
German Mark	0.72
Greek Drachma	1.99
Indian Rupee	0.67
Indonesian Rupiah	1.97
Iranian Rial	1.85
Israeli Shekel	1.65
Japanese Yen	0.87
Korean Won	1.88
Mexican Peso	1.25
New Zealand Dollar	1.79
Nigeria Naira	0.55
Pan-Islamic Dinar	0.75
Russian Ruble	1.05
Scandinavian Krona	0.82
Seleucid Drachma	1.64
South African Rand	1.95
Southern Alliance Dollar	0.99
Texan Dollar	1.07
UK Pound	1.30
US Dollar	0.95

### FUEL

The drives and power plants used by most spaceships and starships use hydrogen gas as fuel.

Power plants use hydrogen fuel cells while the Zimm drive simply uses fuel stored in large tanks on board the ship. Replacing this fuel can often be one of the largest expenses faced by a ship's captain.

Power plants use hydrogen fuel cells which can power the ship for up to one year. These cells must be replaced each year at a starport of class A, B or C. While it is possible that some D-class ports may have the proper tools and equipment, this is most often not the case.

Replacement fuel cells will vary in cost according to several local factors. The price of fuel cell can be determined by the following formula:

$$P = 12,000 \times W \times S \times B$$

P = Price of fuel cell in credits/tonne

W = 1 (if the mainworld has a hydrographic code of 2+) or 2 (if the mainworld has a hydrographic code of less than 2)

S = Starport Type.

Class of Port	Value of S
A	0.5
B	0.75
C	1

B = 1 (if the system is not a "bridge world") or 2 (if the system is a "bridge world")

Replenished fuel cells can also be purchased in these same locations. However, such cells have a higher rate of failure and can damage the power plant if such a failure occurs. Replenished fuel cells carry a base cost of 10,500 credits.

Fuel to power the Zimm drive can be obtained in several ways and is most often purchased at a system's starport or refueling station. This fuel is usually refined and can be used by the engineering crew of the ship immediately

to power the vessel. Refined fuel can be obtained at any port rated A, B, or C-class. D and E-class ports will have unrefined fuel available.

Fuel is priced differently in each system. The difference in price is most often due to how difficult it is for the system to obtain large amounts of hydrogen gas. To determine the cost of fuel within a system, the following formulas should be used:

$$P = (500/G) \times W \times S \times B$$

P = Price of fuel in credits/tonne

G = 1 (if a gas giant is present in system) or 2 (if a gas giant is not present)

W = 1 (if the mainworld has a hydrographic code of 2+) or 2 (if the mainworld has a hydrographic code of less than 2)

S = Starport Type.

Class of Port	Value of S
A	0.5
B	0.75
C	1
D	1.5
E	2

B = 1 (if the system is not a "bridge world") or 3 (if the system is a "bridge world")

In systems where there are no such facilities, vessels can often obtain enough amounts of hydrogen by skimming the atmosphere of a gas giant or by taking in water or ice. This is often referred to as "frontier refueling". The legality of such actions is determined by the system government. Most governments not only do little to discourage the practice but also lack the ability to prevent it. In systems with large navies or system defense forces, the local government may use those forces

to attempt to prevent such refueling or charge a fee to the ship which does so. In this way, they encourage the ship to come to the port and spend money which will benefit their economy.

Obtaining fuel by skimming a gas giant's atmosphere requires the vessel to be streamlined and to be equipped with scoops. If the vessel meets these criteria, the pilot of the ship must attempt the following task:

*Piloting into a gas giant's atmosphere to obtain fuel:* Pilot, DEX, 1-6 hours, Difficult (-2)

It is also possible to take on water using hoses to pump the water into the ship and then refine the fuel. The vessel can either land near a source of water or land on the water itself. While some worlds have no problem with vessels doing this, other worlds will seek to stop crews from attempting to land on the water. While some see it as polluting the planet's oceans, others see it as a security risk. It is wise for captains to check local laws before attempting such an action. Trying a water landing will require the pilot to attempt the following task:

*Performing a water landing:* Pilot, DEX, 1-6 minutes, Difficult (-2)

Fuel obtained by frontier refueling is unrefined and not usable by the ship's power plant until it has been refined. Refining the fuel to make it usable requires the ship to have a refinery onboard and for the engineer to make the following task:

*Refining unrefined fuel:* Engineer, EDU, 1-6 hours, Average (+0)

Failures during any step during this process will result in consequences which can either be determined by the Referee or the refueling mishap charts on p.238 of the *Clement Sector Core Setting Book* may be consulted.

## SHIP OPERATIONS

Many worlds in Earth Sector do not have orbital starports. This requires the vessel to enter the planet's atmosphere (assuming it has one) and for the ship to land on the planet. If the planet has an atmosphere rated at 2 or higher, the ship will be required to have a streamlined hull to land.

If a ship does not have a streamlined hull, most worlds will require that the ship remain in orbit for safety reasons. This means that anyone who wants to go to the surface will need to have other means of transportation (such as a shuttle onboard the ship or employing a shuttle service). For the vessel to refuel, the crew will need to rely upon fuel shuttles to bring fuel up from the surface. This is often a costly procedure which will double the fuel costs (see p.244).

Unstreamlined ships suffer a -2 DM to any Pilot checks made in atmosphere while a ship with a Distributed hull suffers a -4 DM to any Pilot checks and is likely to take severe structural damage if it lands. Landing at a starport is a Routine (+2) task for most ships taking 1-6 minutes.

*Landing at a Downport:* Pilot, DEX, 1-6 minutes, Routine (+2)

Most ships have landing gear, allowing them to touch down 'in the wild', which requires an Average (+0), Difficult (-2), or even Very Difficult (-4) check, depending on local conditions. Non-distributed ships can also land on bodies of water without sinking. Failing a landing roll means that the ship has landed improperly or even crashed.

Docking at an orbital port is also a Routine task which takes 1-6 minutes. Many of the worlds with highports will force visiting vessels to stop at the highport before continuing to the planet. This will often require that the crew have a visa or other permission to continue to the planet.

In some cases, the planetary government will not allow visiting ships to land on the planet at all.

In the Earth Sector setting, traveling by Zimm Drive is the only practical way to travel



between star systems and is often used to quickly move through a star system once there. This requires a vessel to have a Zimm Drive and the correct amount of fuel for the Zimm Drive to burn in the creation of a Z-bubble and the maintenance of it to ensure that ship maintains this bubble while in ZimmSPACE. When operating from the correct Zimm Point, the creation of this bubble around the ship will then cause the ship to transit to the corresponding Zimm Point.

ZimmSPACE is another universe which sits parallel to our own. It had been known since the late 20<sup>th</sup> century that particles displayed a property called “quantum entanglement” and that some particles could show entanglement over huge distances. Johann Zimm’s studies showed that this entanglement was possible using a field that which extended across a smaller distance within this extradimensional space to bridge longer distances in what he termed “normal space”. Within this space, the laws of physics worked in a very different manner. Zimm theorized that, like the particles themselves, if one could reach this parallel universe, then one might travel huge distances in normal space while traveling a much shorter distance in this other universe.

After several years, Zimm was able to build a working prototype and the ship was used to travel to Sedna within a matter of minutes. Zimm developed a method of tracking these entanglement fields into what he now called “ZimmSPACE”. Using the entanglement fields as “tracks”, ships were now able to locate entanglement fields which they could follow into ZimmSPACE and lead them to another destination. This allowed a ship to cover great distances within the solar system in a very small amount of time.

Zimm later discovered that entanglement, using ZimmSPACE, could allow faster travel to the stars as well. A Z-ship successfully made it to Proxima Centauri using this theory and interstellar travel for humans was made a reality. However, particles which are entangled to other particles in other star systems are quite rare. The entangled particle was marked so that others could easily find it using their navigation computers and the first “Zimm Point” was created. Later advances

allowed for the Zimm Points to be utilized by ships within 500 kilometers of the particle and thus all Zimm Points have a radius of 500 km and are centered on the proper entangled particle.

Zimm Points allow for travel to and from a certain system. For instance, if you wish to travel from the Earth system to the Debakel system, you must travel to the specific Zimm Point leading from Earth to Debakel. Ships traveling to Hansata Roka must use the Zimm Point going to Hansata Roka.

Each system hex and empty space hex on the map has established destinations where a ship may attempt to transit. Each system and each area designated on a starmap as a “hex” will have at least one Zimm Point which an astrogator can use to plot a course from one system to another. Zimm Points are marked on system maps rather than the starmap. Zimm Points which are incoming from another system are marked “IZP” and outgoing to other systems are marked “OZP”.

Established Zimm Points are usually kept clear of local traffic, sometimes by buoys and often using system defense vessels. Once a ship has emerged from ZimmSPACE into normal space, the vessel is asked to clear the area as quickly as possible to avoid collisions. Most Zimm Points are well-known and are included in starmaps of the region. To plot a course through ZimmSPACE to a Zimm Point requires a skill check by the astrogator of the vessel.

*Plotting a Zimm Drive Course to another star system:* Astrogation, EDU, 1-6 minutes, Difficult (-2)

Following the use of a Zimm Drive, the drive must then reset. This process takes a minimum of one hour to perform with older drives and those which have not received regular maintenance taking up to three times that long. Ships generally use this time to progress to an insystem Zimm Point using their maneuver drives but some captains, once clear of the Zimm Point, will choose to sit in place until the Zimm Drive has been completely reset.

Once the Zimm Drive is reset, the astrogator is often tasked with located one of the

numerous insystem Zimm Points leading to the main world. In civilized systems, these points are well-marked but, in frontier systems, this will require an Astrogation roll at Difficult (-2).

*Plotting a Zimm Drive course to a location within the same star system:* Astrogation, EDU, 1-6 minutes, Difficult (-2)

Once the ship has arrived at the main world, this visit often involves going to the mainworld or port to refuel, drop off passengers and cargo, and to give the crew some rest and relaxation time. For those captains who intend to refuel by scooping gas from a gas giant, most will attempt to transit to the gas giant to refuel or, if a Zimm Point has been established near the gas giant, simply transit to that point rather than the one nearest the mainworld. Once refueling is complete, the captain will usually transit to a Zimm Point nearest the mainworld and proceed to the port.

Unfortunately, travel with a Zimm Drive is not entirely safe. Transiting mishaps can occur which can place vessels far from their intended destination. Larger vessels can face the danger of their Zimm Bubble collapsing. Debris can be pulled along with a ship into ZimmSPACE that then collides with the ship when the transit is over. In rare instances, collisions can occur.

For a vessel to enter or leave ZimmSPACE, a skill check is required of the engineer.

*Moving a Ship into ZimmSPACE:* Engineer, EDU, 1-6 minutes, Difficult (-2)

Using a Zimm Point, the Zimm Drive can cover a distance of 1 light year in 26 hours. It will take 84 hours (3.5 standard days) to travel one parsec and 168 hours (7 standard days) to cover two parsecs. The Zimm Drive can also be used for insystem travel allowing a ship to cover 1 AU in 1.44 seconds.

The following chart will give travel times for several distances for a quick reference:

Distance Covered	Time Spent in ZimmSPACE
1 AU	1.44 seconds
10 AU (often the distance to a nearby gas giant to refuel)	14.40 seconds
77 AU (often the distance to the outer reaches of the system)	1.85 minutes
1 light year	26 hours (1.08 standard days)
1 parsec (or 1 hex on a starmap)	84 hours or 3.5 standard days
2 parsecs (or 2 hexes on a starmap)	168 hours or 7 standard days

The amount of fuel expended by a starship's Zimm Drive to create the Z-bubble is also relative to the amount of distance the ship wishes to travel. This is also relative to the size of the Z-bubble which is being created. This can be calculated as 0.1 X the tonnage of the ship per parsec. For instance, a ship which is 400 tons will require 40 tons of fuel to create the Zimm Bubble which will allow the ship to travel one parsec. If the ship is traveling two parsecs, the multiplier becomes 0.2. So, using the same ship for an example, two parsecs of travel will require this same vessel to expend 80 tons of fuel (or 0.2 X 400).

The following table will give the fuel multiplier to be used for several popularly traveled distances. For example, a ship of 2000 tons would require 0.000094 tons of fuel to travel 1 AU. That same vessel would require 0.00094 tons of fuel to travel 10 AU, 0.007238 tons of fuel to travel 77 AU, 60 tons of fuel to travel 1 light year, 200 tons to travel 1 parsec and 400 tons to travel 2 parsecs.

Distance Covered	Fuel Multiplier
1 AU	0.000000047
10 AU (often the distance to a nearby gas giant to refuel)	0.000000047
77 AU (often the distance to the outer reaches of the system)	0.000003619
1 light year	0.03
1 parsec (or 1 hex on a starmap)	0.1
2 parsecs (or 2 hexes on a starmap)	0.2

### STANDARD TIME

Each local government has its own way of keeping the local time. This is often derived from the rotation period and orbital period of the main world in the system, though this is not always the case. This can cause confusion for space travelers who travel from one system to the next.

To solve this, the accepted practice has been for starships, spaceships, and highports to use a system referred to as Standard Time. Standard Time is based on Greenwich Mean Time on Earth. Most ports will feature several prominent clocks in high traffic areas within the station that have both the local time and that of Standard Time. Some nations will also have their own calendars which they will enforce on their colonies.

Standard Time also includes the Standard Calendar. The date and year of the Standard Calendar are based on the Gregorian calendar. To prevent confusion, most ports will have the Standard Calendar and Local Calendar prominently displayed. In addition, handcomps, mindcomps, and other communications will feature methods of conversion from one clock or calendar to another.

### TRADE

Trade between the worlds is vital to the existence of colonies and independent worlds of Earth Sector. While there are many worlds which are self-sufficient, there are many which survive only through trade. Raw materials to be used in production of goods can be traded from worlds with a lack of food growing areas. More agriculturally based worlds may have a need for the goods created with those raw materials.

For this reason, there is a constant flow of goods from world to world. From the large corporations to the independent trader, many people's livelihoods come from the exchange of goods from system to system. Unfortunately for the independent trader, much of the system's cargo and passengers are often carried by large shipping firms. Some of these shipping firms can handle the shipping for hundreds of companies and many different systems and their governments. In addition, many of the large corporations also operate shipping fleets of their own which handle the movement of their merchandise.

This often leaves smaller companies with cargoes which are more unusual than those carried by the large corporations. Sometimes this means carrying novelty items, dangerous items or even items which might be illegal on some worlds. While these sorts of cargo can occasionally be lucrative, it is often difficult for an independent trader to be profitable without accepting "odd jobs" or "side jobs". These sorts of jobs can include everything from illegal acts to helping a person in need.

For those willing to take larger risks, some captains will choose to purchase items in one system that he/she feels will be in demand on another system. Of course, in many cases, the larger corporations will already be handling such important items such as water being transported to a vacuum world. So, these sorts of purchasing can often lead to disaster. However, if a ship captain can anticipate an oncoming trend, this too can be quite lucrative.

Another profitable venture for ship captains is the carrying of information. While

most message delivery is also handled by large shipping concerns and most governments maintain their own couriers, there will be times when special information will require special handling. Ship captains with a known reputation for discretion may find that carrying a few holocubes for a special client will go a long way toward paying the bills.

Most starports will have a trade department where ship captains may meet to find cargoes and “odd jobs”. Some worlds will have a simple kiosk while others may have a massive complex devoted to moving these sorts of cargoes. Still others may only use the worldnet to distribute this sort of information.

If one is a member of The Captain’s Guild, visiting the local Guildhouse can also be a source of information and potential deals. The Guildhouse Purser often acts as an agent for those unwilling to seek out an independent trader on their own. Most Guildhouse Pursers will be actively searching for potential clients for their members’ services.

## ***VESSEL REGISTRATION AND INSPECTIONS***

Vessels are usually registered with the nation in which they originate or where the vessel was purchased. If the owners of the vessel still owe money to a bank, the ship will usually be registered in the bank’s nation or world. Ships registered as merchant vessels will be assigned the prefix “MV” while vessels which primarily carry passengers will be given the prefix “PV”.

Each ship is fitted with a transponder which identifies the ship and the world with which it is registered. When ships enter space controlled by a nation in which they are not registered, they will likely be required to register within that nation as well. The procedure here varies from system to system. Some systems may only require first-time

visitors to their colony to register with the government when they land at the main world. Other systems may have a system defense boat or customs cutter intercept the incoming ship and require an inspection. This process is often referred to as being “identified and cleared”. In most systems, this will place the ship on an “identified as friendly” list and the procedure will not be repeated. In other systems, ships may be “re-identified” each time they enter the system.

If the ship’s captain is a member of the Captain’s Guild (see p.293), then the ship will be entered into a list which the Guild shares with the governments in which the Guild has an office. This will often spare the ship’s crew the process of being identified and cleared by the system government.

Some systems are more dedicated to inspections than others. While some systems will subject every vessel coming out of Zimmspace into their system to a customs inspection, other systems may rarely conduct such inspections. Still other systems may only have their system defense boats respond to emergencies and attacks. Rules concerning inspections will usually be known to most ship captains and information concerning each system is usually uploaded to the ship’s library system. Updates to the system rules can usually be purchased at starports and members of the Captain’s Guild will have their library data updated for free upon request.



## INTERSTELLAR RELATIONS

*“Nations lie to each other all the time. You’d be appalled to find out just how many lies I’ve told in the course of my career. I lie more often than an unfaithful spouse.” – Ambassador Randolph Durant, ambassador from Canada to the Republic of Texas, August 18, 2344 (standard)*

The following section shows the current state of affairs between the nations of Earth, their colonies, and the two interstellar polities in the Sector. This section uses the statistics, characteristics, and relationship matrix from our *Balancing Act: Interstellar Relations in Clement Sector*. While you may be able to gather information from this section without that book, we highly recommend that you use that book and the details that the two together will provide.



**BRAZIL**

Nation	Relationship	Nation	Relationship
Nigeria	Cordial	United States	Neutral
Australia	Neutral	Russia	Neutral
Mexico	Cordial	Japan	Neutral
Poland	Cordial	France	Neutral
Argentina	Antagonistic	Kenya	Neutral
Suriname	Neutral	Guyana	Neutral
Venezuela	Antagonistic	Colombia	Cordial
Ecuador	Neutral	Peru	Cordial
Bolivia	Cordial	Paraguay	Cordial
Uruguay	Neutral	Chile	Antagonistic

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Brazil	9	10	8	8	8	720/13.8	Brazil (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Rimbaud (Mercury)	10	5	8	8	2	100/1.92	Brazil (Rule-100)
Alhandra (Ast)	7	7	8	8	2	98/1.88	Brazil (Rule-100)
Almeida (Ast)	7	7	8	8	2	98/1.88	Brazil (Rule-100)
Azevedo (Ast)	8	7	8	8	2	112/2.15	Brazil (Rule-100)
Baptista (Ast)	7	8	8	8	2	112/2.15	Brazil (Rule-100)
Calanzan (Ast)	8	8	8	8	2	128/2.46	Brazil (Rule-100)
Correia (Ast)	6	7	8	8	3	126/2.42	Brazil (Rule-70)
Ferraz (Ast)	7	7	8	8	2	98/1.88	Brazil (Rule-90)
Gama (Ast)	7	7	8	8	2	98/1.88	Brazil (Rule-100)
Gimenez (Ast)	6	7	8	8	2	84/1.62	Brazil (Rule-75)
Machado (Ast)	7	7	8	8	2	98/1.88	Brazil (Rule-100)
Mendea (Ast)	9	8	8	8	2	144/2.77	Brazil (Rule-100)
Pasos (Ast)	8	8	8	8	2	128/2.46	Brazil (Rule-100)
Ribeiro (Ast)	8	6	8	8	2	96/1.85	Brazil (Rule-100)
Soares (Ast)	10	4	8	8	2	80/1.54	Brazil (Rule-100)
Viegas (Ast)	9	8	8	8	2	144/2.77	Brazil (Rule-100)



# EARTH SECTOR

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Afastado (Earth 0408)	9	6	8	8	4	216/4.15	Brazil (Rule-100)
Vão (Amaterasu 0601)	9	2	8	8	3	54/1.04	Brazil (Rule-100)
Pontes (Amaterasu 0603)	9	3	8	8	5	135/2.60	Brazil (Rule-100)
Bela Casa (Amaterasu 0703)	9	2	8	8	4	72/1.38	Brazil (Rule-100)
Tristeza (Amaterasu 0704)	9	1	8	8	3	27/0.52	Brazil (Rule-100)
Tiomno (Ixchel 0104)	9	9	8	8	6	486/9.35	Brazil (Rule-100)

Nation	Total GPP/WA
Brazil	3454/66.42

## NIGERIA

Nation	Relationship	Nation	Relationship
Brazil	Cordial	Germany	Neutral
United States	Neutral	Australia	Cordial
Russia	Neutral	Japan	Cordial
India	Neutral	Mexico	Neutral
Israel	Neutral	Philippines	Neutral
South Africa	Cordial	Everidge Corp	Neutral
Pan-Islamic Caliphate	Antagonistic	Ghana	Allied
Benin	Allied	Togo	Allied
Cameroon	Cordial	Central African Rep	Cordial
China	Antagonistic	Southern Alliance	Cordial
Kenya	Neutral		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Nigeria	8	10	8	8	8	640/12.3	Nigeria (Rule-80), Pan-Islamic Caliphate (Faction-10)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Gori Crater (Luna)	9	7	8	8	4	252/4.85	Nigeria (Rule-100)
Ifedapo (Mars)	9	7	8	8	4	252/4.85	Nigeria (Rule-100)
Dayo (Mars)	9	6	8	8	4	216/4.15	Nigeria (Rule-100)
Teniayo (Mars)	9	7	8	8	3	189/3.63	Nigeria (Rule-100)
Olanrewaju (Ast)	8	7	8	8	2	112/21.5	Nigeria (Rule-100)
Olabode (Ast)	8	7	8	8	2	112/21.5	Nigeria (Rule-100)
Temitope (Ast)	8	8	8	8	2	128/2.46	Nigeria (Rule-100)
Kolawole (Ast)	8	6	8	8	2	96/1.85	Nigeria (Rule-100)
Teleola (Ast)	8	6	8	8	2	96/1.85	Nigeria (Rule-100)

# EARTH SECTOR

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Ti Nsan Oke (Earth 0108)	8	8	8	8	5	320/6.15	Nigeria (Rule-100)
Beral (Earth 0508)	9	2	8	8	3	54/1.04	Nigeria (Rule-100)
Lawan (Mazu 0809)	8	3	8	8	5	120/2.31	Nigeria (Rule-100)
Teniayo (Ashima 0510)	8	4	8	8	6	192/3.69	Nigeria (Rule-100)
Adesanya (Ilythia 0305)	9	3	8	8	4	108/2.08	Nigeria (Rule-100)
Mayowa (Ilythia 0403)	8	3	8	8	3	72/1.38	Nigeria (Rule-100)
Oluwassun (Ilythia 0406)	8	2	8	8	4	64/1.23	Nigeria (Rule-100)
Abimbola (Ilythia 0407)	8	6	8	8	4	192/3.69	Nigeria (Rule-100)
Ade (Ilythia 0502)	9	7	8	8	5	315/6.06	Nigeria (Rule-100)
Folami (Ilythia 0505)	9	3	8	8	4	108/2.08	Nigeria (Rule-100)
Oluwole (Ilythia 0507)	9	3	8	8	3	81/1.56	Nigeria (Rule-100)
Monifa (Ilythia 0509)	9	2	8	8	3	54/1.04	Nigeria (Rule-100)
Moro Unkola (Ilythia 0706)	9	6	8	8	4	216/4.15	Nigeria (Rule-100)

Nation	Total GPP/WA
Nigeria	3989/76.71

**INDIA**

Nation	Relationship	Nation	Relationship
China	Antagonistic	Pan-Islamic Caliphate	Antagonistic
Argentina	Neutral	United States	Neutral
New Zealand	Allied	Japan	Cordial
Nigeria	Cordial	Germany	Neutral
Australia	Cordial	Malaysia	Neutral
Indonesia	Neutral	Korea	Neutral
Philippines	Neutral	Russia	Neutral
United Kingdom	Neutral	France	Neutral
Iran	Cordial	Nepal	Allied

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
India	9	9	8	8	8	648/12.46	India (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Chakravorty (Luna)	8	6	8	8	4	192/3.69	India (Rule-100)
Bachchan (Luna)	8	5	8	8	4	160/3.08	India (Rule-100)
Majumdar (Saturn)	9	7	8	8	4	252/4.85	India (Rule-100)
Dobariya (Venus)	9	5	8	8	4	180/3.46	India (Rule-100)
Odedra (Venus)	9	6	8	8	4	216/4.15	India (Rule-100)
Vyas (Venus)	9	5	8	8	4	180/3.46	India (Rule-100)
Trivedi (Venus)	8	5	8	8	4	160/3.08	India (Rule-100)
Visariya (Venus)	9	5	8	8	4	180/3.46	India (Rule-100)
Kapadia (Venus)	9	5	8	8	3	135/2.60	India (Rule-100)
Solanki (Mars)	8	6	8	8	4	192/3.69	India (Rule-100)
Panchal (Mars)	9	6	8	8	4	216/4.15	India (Rule-100)
Bhakta (Mars)	9	5	8	8	4	180/3.46	India (Rule-100)
Sutaria (Mars)	9	7	8	8	4	252/4.85	India (Rule-100)
Baporda (Mars)	9	6	8	8	4	216/4.15	India (Rule-100)
Kagalwala (Jupiter)	9	7	8	8	4	252/4.85	India (Rule-100)
Kamdar (Ast)	8	7	8	8	3	168/3.23	India (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Odisha (Mazu 0503)	9	3	8	8	2	54/1.04	India (Rule-100)
Meghalaya (Mazu 0602)	9	3	8	8	4	108/2.08	India (Rule-100)
Acharya (Mazu 0705)	9	4	8	8	4	144/2.77	India (Rule-100)
Bairat (Mazu 0706)	9	3	8	8	3	81/1.56	India (Rule-100)
Sariska (Mazu 0802)	9	7	8	8	7	441/8.48	India (Rule-100)
Aishana ko Arama (Earth 0105)	9	7	8	8	6	378/7.27	India (Rule-100)

# EARTH SECTOR

Aisa Durghatana (Earth 0304)	8	4	8	8	4	128/2.46	India (Rule-100)
Inama (Earth 0401)	8	5	8	8	3	120/2.31	India (Rule-100)
Hansata Roka (Earth 0403)	8	3	8	8	5	120/2.31	India (Rule-100)

Nation	Total GPP/WA
India	5353/102.94

## GERMANY

Nation	Relationship	Nation	Relationship
China	Cordial	India	Neutral
Nigeria	Neutral	Pan-Islamic Caliphate	Neutral
Southern Alliance	Cordial	United States	Neutral
Australia	Neutral	Brazil	Neutral
Texas	Neutral	Russia	Antagonistic
France	Cordial	United Kingdom	Cordial
Scandinavian Union	Cordial	Poland	Neutral
Netherlands	Cordial	Belgium	Cordial
Czechia	Cordial	Slovakia	Neutral
Austria	Cordial	Switzerland	Cordial
Italy	Neutral	Greece	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Germany	9	8	7	8	8	576/11.08	Germany (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Tsander Crater (Luna)	9	6	7	8	5	270/5.19	Germany (Rule-100)
Michelson Crater (Luna)	9	5	7	8	4	180/3.46	Germany (Rule-100)
Kruckenbergl (Mars)	9	6	7	8	5	270/5.19	Germany (Rule-100)
Dellinger (Mars)	9	6	7	8	4	216/4.15	Germany (Rule-100)
Pfitzner (Mars)	9	6	7	8	4	216/4.15	Germany (Rule-100)
Kresge (Mars)	9	6	7	8	4	216/4.15	Germany (Rule-100)
Hudel (Mars)	9	7	7	8	4	252/4.85	Germany (Rule-100)
Mayer (Mars)	9	5	7	8	4	252/4.85	Germany (Rule-100)
Achleitner (Ast)	8	5	7	8	3	120/2.31	Germany (Rule-100)
Brauer (Ast)	8	4	7	8	3	96/1.85	Germany (Rule-100)
Brahm (Jupiter)	9	7	7	8	4	252/4.85	Germany (Rule-100)
Prager (Jupiter)	9	7	7	8	4	252/4.85	Germany (Rule-100)
Rauschenbergl (Saturn)	9	6	7	8	3	162/3.12	Germany (Rule-100)
Kogler (Saturn)	9	6	7	8	3	162/3.12	Germany (Rule-100)
Voigt (Uranus)	9	5	7	8	3	135/2.60	Germany (Rule-100)
Saxer (Neptune)	8	5	7	8	3	120/2.31	Germany (Rule-100)

## EARTH SECTOR

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Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Neu Berlin (Earth 0608)	9	9	7	8	8	648/12.46	Germany (Rule-90)
Debakel (Earth 0604)	9	2	7	8	7	126/2.42	Germany (Rule-100)
Hagelkorner (Earth 0707)	9	8	7	8	6	432/8.31	Germany (Rule-100)
Hundebett (Earth 0708)	9	8	7	8	6	432/8.31	Germany (Rule-100)
Eisstrom (Earth 0805)	9	7	7	8	6	378/7.27	Germany (Rule-100)
Dietrichsruhe (Artemis 0104)	9	4	7	8	6	216/4.15	Germany (Rule-100)
Barbarossa (Artemis 0106)	9	3	7	8	4	108/2.08	Germany (Rule-100)

Nation	Total GPP/WA
Germany	6087/117.06

**PAN-ISLAMIC CALIPHATE**

Nation	Relationship	Nation	Relationship
Germany	Neutral	Southern Alliance	Neutral
Texas	Neutral	Indonesia	Cordial
China	Antagonistic	United States	Neutral
Russia	Antagonistic	Nigeria	Antagonistic
India	Antagonistic	Israel	Antagonistic
Iran	Antagonistic	United Kingdom	Neutral
France	Neutral	Spain	Cordial
Portugal	Neutral	Malaysia	Cordial
Australia	Neutral	Korea	Neutral
Philippines	Cordial	Japan	Neutral
New Zealand	Neutral	Scandinavian Union	Neutral
Kenya	Antagonistic	Greece	Antagonistic

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Pan-Islamic Caliphate	9	9	8	7	9	729/14.02	PIC (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Aibtidayiy (Luna)	8	5	8	7	3	120/2.31	PIC (Rule-100)
Taj (Luna)	8	5	8	7	3	120/2.31	PIC (Rule-100)
Ghabar (Mars)	7	6	8	7	4	168/3.23	PIC (Rule-90)
Ramal (Mars)	7	6	8	7	4	168/3.23	PIC (Rule-90)
Easifa (Mars)	8	6	8	7	4	192/3.69	PIC (Rule-100)
Jamila (Mars)	8	6	8	7	3	144/2.77	PIC (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Quneitra (Earth 0807)	8	3	8	7	3	72/1.38	PIC (Rule-100)
Zahreddine (Earth 0807)	8	4	8	7	4	128/2.46	PIC (Rule-100)
Karitha (Artemis 0109)	8	5	8	7	5	200/3.85	PIC (Rule-100)
Yakhib (Artemis 0206)	8	3	8	7	4	96/1.85	PIC (Rule-100)
Khatar (Artemis 0406)	9	2	8	7	3	54/1.04	PIC (Rule-100)
Maleab (Artemis 0407)	8	6	8	7	5	240/4.62	PIC (Rule-100)
Sahar (Artemis 0607)	8	4	8	7	5	160/3.08	PIC (Rule-100)

Nation	Total GPP/WA
Pan-Islamic Caliphate	2591/49.85



**CHINA**

Nation	Relationship	Nation	Relationship
Antiochian Union	Antagonistic	Italy	Neutral
United Kingdom	Neutral	Argentina	Neutral
New Zealand	Neutral	India	Antagonistic
Scandinavian Union	Neutral	Canada	Neutral
Germany	Neutral	Southern Alliance	Neutral
Texas	Neutral	Pan-Islamic Caliphate	Antagonistic
United States	Antagonistic	Russia	Antagonistic
Indonesia	Neutral	Spain	Neutral
France	Neutral	Australia	Antagonistic
Japan	Antagonistic	Korea	Cordial
Mongolia	Neutral	Vietnam	Neutral
Laos	Neutral	Thailand	Neutral
Nepal	Antagonistic	Iran	Cordial
Indonesia	Cordial	Philippines	Antagonistic
Israel	Neutral	Nigeria	Antagonistic
Kenya	Cordial		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
China	7	9	6	9	10	630/12.12	China (Rule-90)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Meili (Luna)	7	7	6	9	4	196/3.77	China (Rule-90)
Kaishi (Luna)	7	7	6	9	4	196/3.77	China (Rule-90)
Chonggao (Luna)	8	6	6	9	4	192/3.69	China (Rule-95)
Chongfen (Luna)	8	6	6	9	4	192/3.69	China (Rule-95)
Mao Cun (Luna)	7	6	6	9	4	168/3.23	China (Rule-90)
Gao (Venus)	7	6	6	9	3	126/2.42	China (Rule-90)
Feixing (Venus)	7	6	6	9	3	126/2.42	China (Rule-90)
Qiqiu (Venus)	7	5	6	9	3	105/2.02	China (Rule-90)
Chongqi (Venus)	7	5	6	9	3	105/2.02	China (Rule-90)
Aoxiang (Venus)	6	5	6	9	3	90/1.73	China (Rule-75)
Huichen (Mars)	7	7	6	9	5	245/4.71	China (Rule-90)
Zang (Mars)	7	6	6	9	4	168/3.23	China (Rule-90)
Jiyuan (Mars)	7	6	6	9	4	168/3.23	China (Rule-90)
Lengfeng (Mars)	7	6	6	9	4	168/3.23	China (Rule-90)
Richu (Mars)	7	5	6	9	4	140/2.69	China (Rule-90)
Guer (Mars)	7	5	6	9	4	140/2.69	China (Rule-90)
Pigu (Mars)	5	5	6	9	4	100/1.92	China (Rule-60)
Sha (Mars)	5	5	6	9	4	100/1.92	China (Rule-60)
Feiteng (Mercury)	9	5	6	9	3	135/2.60	China (Rule-100)
Caifu (Ast)	8	8	6	9	3	192/3.69	China (Rule-100)
Shenghuo (Jupiter)	8	8	6	9	3	192/3.69	China (Rule-100)
Siji (Saturn)	8	7	6	9	3	168/3.23	China (Rule-95)
Juren (Saturn)	8	6	6	9	3	144/2.77	China (Rule-100)

# EARTH SECTOR

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Fangun Shi (Earth 0301)	9	2	6	9	4	72/1.38	China (Rule-100)
Hongse Shamo (Earth 0501)	9	2	6	9	3	54/1.04	China (Rule-100)
Xi Oizaguetu (Earth 0602)	9	2	6	9	3	54/1.04	China (Rule-100)
Xiaoxue (Earth 0604)	9	2	6	9	3	54/1.04	China (Rule-100)
Bingxue Shijie (Earth 0704)	9	8	6	9	6	432/8.31	China (Rule-100)
Zuryuan (Gansu 0307)	8	3	6	9	4	96/1.85	China (Rule-100)
Yaoyuan (Gansu 0406)	8	7	6	9	5	280/5.38	China (Rule-95)
Yuancheng (Gansu 0407)	8	3	6	9	3	72/1.38	China (Rule-90)
Lei (Gansu 0508)	8	3	6	9	2	48/0.92	China (Rule-95)
Juexin (Gansu 0608)	8	1	6	9	2	16/0.31	China (Rule-100)
Jianjue (Gansu 0708)	8	1	6	9	3	24/0.46	China (Rule-100)
Jiandan (Gansu 0809)	8	3	6	9	3	72/1.38	China (Rule-95)
Daoda (Gansu 0810)	8	5	6	9	5	200/3.85	China (Rule-90)
Cuiruo (Durga 0107)	7	3	6	9	3	63/1.21	China (Rule-80)
Youxi Ban (Durga 0206)	7	1	6	9	2	14/0.27	China (Rule-80)
Pingdan (Durga 0208)	7	3	6	9	3	63/1.21	China (Rule-80)
Xinjia (Durga 0305)	7	3	6	9	2	42/0.81	China (Rule-80)
Xiangtang (Durga 0306)	7	7	6	9	5	245/4.71	China (Rule-85)
Jingyan (Durga 0308)	7	3	6	9	4	84/1.62	China (Rule-80)
Yingxiong (Durga 0409)	7	1	6	9	3	21/0.40	China (Rule-85)
Huailang (Durga 0410)	7	2	6	9	2	28/0.54	China (Rule-85)
Diyn (Durga 0508)	7	2	6	9	3	42/0.81	China (Rule-85)
Nan (Durga 0608)	7	4	6	9	4	112/2.15	China (Rule-80)
Wangjile (Durga 0707)	7	4	6	9	6	168/3.23	China (Rule-85)
Diushi (Mazu 0701)	7	3	6	9	3	63/1.21	China (Rule-80)
Zhanshi (Artemis 0210)	8	2	6	9	3	48/0.92	China (Rule-90)
Qingtie (Ixchel 0801)	8	7	6	9	5	280/5.38	China (Rule-90)
Mingyun (Ixchel 0802)	8	4	6	9	3	96/1.85	China (Rule-90)
Yukuai (Beyla 0101)	9	4	6	9	6	216/4.15	China (Rule-100)
Tansuo (Prithvi 0406)	9	2	6	9	3	54/1.04	China (Rule-100)

Nation	Total GPP/WA
China	7222/138.88

**UNION OF SCANDINAVIA**

Nation	Relationship	Nation	Relationship
United Kingdom	Neutral	Canada	Cordial
China	Neutral	Iran	Neutral
Portugal	Neutral	India	Neutral
United States	Neutral	Southern Alliance	Neutral
Russia	Antagonistic	Estonia	Cordial
Latvia	Cordial	Lithuania	Cordial
Poland	Neutral	Germany	Neutral
Netherlands	Cordial	Belgium	Neutral
France	Neutral	Spain	Neutral
Italy	Neutral	Portugal	Neutral
Pan-Islamic Caliphate	Neutral	Kenya	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Scandinavia	9	8	6	7	7	504/9.69	Scandinavia (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Bergstedt (Luna)	9	8	6	7	6	432/8.31	Scand (Rule-100)
Tornquist (Ast)	9	5	6	7	3	135/2.60	Scand (Rule-100)
Rikedom (Ast)	9	4	6	7	2	72/1.38	Scand (Rule-100)
Haumea (Haumea)	9	3	6	7	2	54/1.04	Scand (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Vanaheim (Durga 0705)	9	4	6	7	4	144/2.77	Scand (Rule-100)
Niflheim (Durga 0804)	9	3	6	7	2	54/1.04	Scand (Rule-100)
Giaever (Hecate 0104)	9	3	6	7	2	54/1.04	Scand (Rule-100)
Linnaeus (Hecate 0103)	9	4	6	7	4	144/2.77	Scand (Rule-100)
Skön (Durga 0504)	9	3	6	7	4	108/2.08	Scand (Rule-100)
Långt (Durga 0601)	9	8	6	7	5	360/6.92	Scand (Rule-100)
Dellingr (Durga 0602)	9	4	6	7	3	108/2.08	Scand (Rule-100)
Virvelvind (Durga 0701)	9	6	6	7	5	270/5.19	Scand (Rule-100)
Lettelse (Durga 0702)	9	3	6	7	5	135/2.60	Scand (Rule-100)
Solnedgang (Durga 0801)	9	1	6	7	3	27/0.52	Scand (Rule-100)
Fuglesang (Hecate 0102)	9	5	6	7	4	180/3.46	Scand (Rule-100)
Freuchen (Bergen 0610)	9	2	6	7	2	36/0.69	Scand (Rule-100)

Nation	Total GPP/WA
Union of Scandinavia	2817/54.17

**JAPAN**

Nation	Relationship	Nation	Relationship
Australia	Allied	Nigeria	Cordial
India	Cordial	Brazil	Neutral
New Zealand	Neutral	Philippines	Neutral
Russia	Neutral	China	Antagonistic
Mexico	Neutral	Argentina	Neutral
Korea	Cordial	United States	Neutral
Malaysia	Antagonistic	Thailand	Antagonistic
Laos	Neutral	Vietnam	Neutral
Indonesia	Antagonistic	Pan-Islamic Caliphate	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Japan	9	8	6	7	9	648/12.46	Japan (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Seika (Luna)	9	5	6	7	4	180/3.46	Japan (Rule-100)
Tomi (Ast)	9	5	6	7	3	135/2.60	Japan (Rule-100)
Gokana (Ast)	9	4	6	7	3	108/2.08	Japan (Rule-100)
Konya (Uranus)	9	6	6	7	3	162/3.12	Japan (Rule-100)
Hanazawa (Uranus)	9	5	6	7	3	135/2.60	Japan (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Reito Rokku (Earth 0106)	9	5	6	7	4	180/3.46	Japan (Rule-100)
Toku (Earth 0107)	9	1	6	7	2	18/0.35	Japan (Rule-100)
Uchiyama (Mazu 0309)	9	3	6	7	4	108/2.08	Japan (Rule-100)
Hoderi (Mazu 0508)	9	7	6	7	6	378/7.27	Japan (Rule-100)
Yami (Mazu 0509)	9	3	6	7	6	162/3.12	Japan (Rule-100)

Nation	Total GPP/WA
Japan	2214/42.58

**UNITED STATES**

Nation	Relationship	Nation	Relationship
Australia	Cordial	China	Antagonistic
Germany	Antagonistic	Brazil	Neutral
Nigeria	Neutral	Japan	Neutral
India	Neutral	New Zealand	Neutral
Mexico	Antagonistic	Canada	Cordial
Southern Alliance	Antagonistic	Texas	Antagonistic
United Kingdom	Neutral	Argentina	Neutral
Israel	Cordial	Italy	Neutral
France	Neutral	Spain	Neutral
Russia	Neutral	Union of Scandinavia	Neutral
Pan-Islamic Caliphate	Antagonistic	Indonesia	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
United States	7	8	8	8	9	504/9.69	United States (Rule-70), Southern Alliance (Faction-10), Texas (Faction-10)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Armstrong (Luna)	9	5	8	8	3	135/2.60	US (Rule-100)
Aldrin (Luna)	9	5	8	8	3	135/2.60	US (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Golddust (Earth 0509)	8	7	8	8	4	224/4.31	US (Rule-100)
Tanner (Earth 0609)	8	6	8	8	3	144/2.77	US (Rule-100)
Adams (Ixchel 0701)	8	4	8	8	4	128/2.46	US (Rule-100)
DeSantos (Artemis 0208)	9	6	8	8	5	270/5.19	US (Rule-100)
Apisi (Ashima 0715)	8	5	8	8	4	160/3.08	US (Rule-100)
Carter (Mazu 0106)	8	3	8	8	3	72/1.38	US (Rule-100)
Daydream (Mazu 0204)	8	2	8	8	4	64/1.23	US (Rule-100)
Grace (Mazu 0205)	8	4	8	8	4	128/2.46	US (Rule-100)
Palisade (Mazu 0307)	8	1	8	8	2	16/0.31	US (Rule-100)
Gillespie (Mazu 0404)	8	7	8	8	5	280/5.38	US (Rule-100)
Anyport (Mazu 0405)	8	7	8	8	4	224/4.31	US (Rule-100)
Feynman (Mazu 0406)	8	2	8	8	3	48/0.92	US (Rule-100)
Richter (Mazu 0504)	8	2	8	8	5	80/1.54	US (Rule-100)
New Seattle (Mazu 0508)	7	4	8	8	4	112/2.15	US (Rule-80)

Nation	Total GPP/WA
United States	2724/52.38

**SOUTHERN ALLIANCE**

Nation	Relationship	Nation	Relationship
Texas	Cordial	Mexico	Cordial
United States	Antagonistic	Canada	Neutral
China	Neutral	Germany	Cordial
Pan-Islamic Caliphate	Neutral	Portugal	Neutral
India	Neutral	Australia	Neutral
Japan	Neutral	Union of Scandinavia	Neutral
Russia	Neutral	Brazil	Cordial
Nigeria	Neutral	Kenya	Neutral
France	Neutral	Spain	Neutral
United Kingdom	Neutral	Israel	Cordial
Indonesia	Neutral	Iran	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Southern Alliance	9	8	7	7	8	576/11.08	Southern Alliance (Rule-80), US (Faction-10)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Bowers (Luna)	9	5	7	7	3	135/2.60	SA (Rule-100)
Sandy Springs (Mars)	9	6	7	7	4	216/4.15	SA (Rule-100)
Gettinbetter (Mars)	9	5	7	7	4	180/3.46	SA (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Liberty (Artemis 0102)	9	4	7	7	3	108/2.08	SA (Rule-100)
Fairplay (Artemis 0201)	9	6	7	7	4	216/4.15	SA (Rule-100)
Crockett (Artemis 0202)	9	6	7	7	5	270/5.19	SA (Rule-100)
Winder (Artemis 0402)	9	2	7	7	3	54/1.04	SA (Rule-100)
Bowie (Mekonnen 0404)	8	3	7	7	2	48/0.92	SA (Faction-50), Texas (Faction-50)

Nation	Total GPP/WA
Southern Alliance	1803/34.67



**RUSSIA**

Nation	Relationship	Nation	Relationship
United States	Neutral	Brazil	Neutral
Nigeria	Neutral	Mexico	Neutral
Japan	Neutral	Germany	Neutral
China	Antagonistic	Pan-Islamic Caliphate	Antagonistic
India	Neutral	Iran	Cordial
Israel	Cordial	Kenya	Neutral
France	Neutral	Poland	Antagonistic
Union of Scandinavia	Antagonistic	Estonia	Antagonistic
Latvia	Antagonistic	Lithuania	Antagonistic
Greece	Neutral	Italy	Neutral
Mongolia	Neutral	Korea	Cordial
Australia	Neutral	New Zealand	Neutral
Indonesia	Neutral	Thailand	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Russia	8	9	8	8	9	648/12.46	Russia (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Tereshkova (Luna)	8	5	8	8	4	160/3.08	Russia (Rule-100)
Cherenkov (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Reys (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Vozvyshennost (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Kurchatov (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Semyonov (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Prokhorov (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Zhukovsky (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Lukyanenko (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Karbainov (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Korzhev (Venus)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Zhdanov (Venus)	8	4	8	8	3	96/1.85	Russia (Rule-100)
Obukhov (Venus)	8	4	8	8	3	96/1.85	Russia (Rule-100)
Dolgorukov (Venus)	8	4	8	8	3	96/1.85	Russia (Rule-100)
Rybalkin (Venus)	8	4	8	8	3	96/1.85	Russia (Rule-100)
Arshavin (Venus)	8	4	8	8	3	96/1.85	Russia (Rule-100)
Pyl (Mars)	8	6	8	8	4	192/3.69	Russia (Rule-100)
Bogatstvo (Ast)	8	5	8	8	3	120/2.31	Russia (Rule-100)
Razocharovaniye (Ast)	8	5	8	8	3	120/2.31	Russia (Rule-100)

## EARTH SECTOR

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Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Menshikov (Earth 0409)	8	9	8	8	7	504/9.69	Russia (Rule-100)
Serebryanyy (Earth 0309)	8	7	8	8	4	224/4.31	Russia (Rule-100)
Ubezishche (Ixchel 0301)	8	5	8	8	4	160/3.08	Russia (Rule-100)
Priglasheniye (Ixchel 0303)	8	5	8	8	4	160/3.08	Russia (Rule-100)
Veseliye (Ixchel 0401)	8	1	8	8	4	32/.062	Russia (Rule-100)

Nation	Total GPP/WA
Russia	4000/76.92

**REPUBLIC OF TEXAS**

Nation	Relationship	Nation	Relationship
United States	Antagonistic	Southern Alliance	Cordial
Mexico	Cordial	Canada	Neutral
Pan-Islamic Caliphate	Neutral	Indonesia	Neutral
Germany	Neutral	China	Neutral
Russia	Neutral	Australia	Neutral
Japan	Neutral	Korea	Neutral
India	Neutral	Iran	Neutral
Nigeria	Neutral	Kenya	Neutral
United Kingdom	Neutral	France	Neutral
Spain	Neutral	Brazil	Neutral
Union of Scandinavia	Neutral	New Zealand	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Texas	9	8	6	9	7	504/9.69	Texas (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Edward H. White Base (Luna)	9	5	6	9	4	180/3.46	Texas (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Harris (Artemis 0304)	9	3	6	9	3	81/1.56	Texas (Rule-100)
Crippen (Artemis 0305)	9	6	6	9	4	216/4.15	Texas (Rule-100)
New Dallas (Artemis 0505)	9	5	6	9	5	225/4.33	Texas (Rule-100)
Forty Flights (Artemis 0605)	9	8	6	9	4	288/5.54	Texas (Rule-100)
Mitchell (Artemis 0704)	9	2	6	9	2	36/0.69	Texas (Rule-100)
Spindletop (Artemis 0705)	9	4	6	9	3	108/2.08	Texas (Rule-100)
Bowie (Mekonnen 0404)	9	3	6	9	2	54/1.04	Texas (Faction-50, Southern Alliance (Faction-50))

Nation	Total GPP/WA
Texas	1692/32.54

**AUSTRALIA**

Nation	Relationship	Nation	Relationship
Japan	Allied	United States	Cordial
Russia	Neutral	Germany	Neutral
United Kingdom	Cordial	Pan-Islamic Caliphate	Neutral
Mexico	Neutral	China	Antagonistic
Southern Alliance	Neutral	Texas	Neutral
Brazil	Neutral	Poland	Neutral
Nigeria	Cordial	Israel	Neutral
Kenya	Neutral	South Africa	Neutral
Philippines	Neutral	Greece	Neutral
New Zealand	Cordial	Papua New Guinea	Cordial
Indonesia	Antagonistic	Malaysia	Antagonistic
Thailand	Antagonistic	Vietnam	Cordial

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Australia	9	8	6	8	7	504/9.69	Australia (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Follett (Luna)	9	5	6	8	4	180/3.46	Australia (Rule-100)
Johnson Station (Mars)	9	6	6	8	4	216/4.15	Australia (Rule-100)
Warnestown (Mars)	9	6	6	8	4	216/4.15	Australia (Rule-100)
Tasman (Ast)	8	6	6	8	3	144/2.77	Australia (Rule-100)
Madjedbebe (Ast)	9	6	6	8	3	162/3.12	Australia (Rule-100)
Dampier (Ast)	9	6	6	8	3	162/3.12	Australia (Rule-100)
Lawson (Ast)	9	6	6	8	3	162/3.12	Australia (Rule-100)
Blaxland (Ast)	9	5	6	8	3	135/2.60	Australia (Rule-100)
Wentworth (Ast)	8	5	6	8	3	120/2.31	Australia (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Kookynie Crater (Earth 0509)	9	7	6	8	3	189/3.63	Australia (Rule-100)
Hinton (Amaterasu 0301)	9	7	6	8	6	378/7.27	Australia (Rule-100)
False Find (Mazu 0110)	9	3	6	8	5	135/2.60	Australia (Rule-100)
Grenfell (Amaterasu 0102)	9	2	6	8	3	54/1.04	Australia (Rule-100)
Hopetoun (Ashima 0710)	9	4	6	8	5	180/3.46	Australia (Rule-100)
Seymour (Ilythia 0703)	9	4	6	8	4	144/2.77	Australia (Rule-100)
Mundrabilla (Ilythia 0803)	9	4	6	8	5	180/3.46	Australia (Rule-100)

Nation	Total GPP/WA
Australia	3261/62.71

**FRANCE**

Nation	Relationship	Nation	Relationship
Nigeria	Cordial	Brazil	Neutral
United States	Neutral	Russia	Neutral
Mexico	Neutral	Kenya	Neutral
Greece	Neutral	Austria	Cordial
New Zealand	Neutral	Spain	Cordial
Korea	Neutral	China	Neutral
Indonesia	Neutral	India	Neutral
Portugal	Cordial	Switzerland	Cordial
Italy	Cordial	Luxembourg	Cordial
Belgium	Cordial	Netherlands	Neutral
Germany	Neutral	Pan-Islamic Caliphate	Neutral
United Kingdom	Neutral	Union of Scandinavia	Neutral
Southern Alliance	Neutral	Texas	Neutral
Poland	Neutral	Iran	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
France	9	7	6	6	7	441/8.48	France (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Pesquet (Luna)	9	5	6	6	4	180/3.46	France (Rule-100)
Haigneré (Makemake)	9	3	6	6	2	54/1.04	France (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Désolation (Ixchel 0305)	9	3	6	6	4	108/2.08	France (Rule-100)
Bosler (Ixchel 0404)	9	2	6	6	3	54/1.04	France (Rule-100)
Langevin (Ixchel 0605)	9	7	6	6	5	315/6.06	France (Rule-100)
Boue (Ixchel 0606)	9	5	6	6	4	180/3.46	France (Rule-100)
Brumeux (Ixchel 0706)	9	2	6	6	5	90/1.73	France (Rule-100)
Brachet (Ixchel 0707)	9	2	6	6	3	54/1.04	France (Rule-100)
Océania (Ixchel 0806)	9	9	6	6	6	486/9.35	France (Rule-100)

Nation	Total GPP/WA
France	1962/37.73

**MEXICO**

Nation	Relationship	Nation	Relationship
United States	Antagonistic	Southern Alliance	Neutral
Texas	Cordial	Canada	Cordial
Guatemala	Neutral	Belize	Cordial
Honduras	Neutral	El Salvador	Neutral
Nicaragua	Antagonistic	Costa Rica	Cordial
Panama	Cordial	Cuba	Neutral
Columbia	Neutral	Japan	Cordial
Nigeria	Neutral	Russia	Neutral
Brazil	Cordial	Australia	Neutral
Poland	Neutral	France	Neutral
China	Neutral	India	Neutral
Kenya	Neutral	Germany	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Mexico	8	7	6	6	8	448/8.62	Mexico (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Hernandez (Ast)	8	6	6	6	3	144/2.77	Mexico (Rule-100)
Olivas (Ast)	8	5	6	6	3	120/2.31	Mexico (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Chicxulub (Earth 0110)	8	8	6	6	4	256/4.92	Mexico (Rule-100)
Obregon (Amaterasu 0801)	8	4	6	6	4	128/2.46	Mexico (Rule-100)

Nation	Total GPP/WA
Mexico	1096/21.08



**UNITED KINGDOM**

Nation	Relationship	Nation	Relationship
Ireland	Antagonistic	Belgium	Neutral
France	Cordial	Germany	Neutral
Netherlands	Cordial	Union of Scandinavia	Neutral
Switzerland	Neutral	Australia	Neutral
Canada	Cordial	China	Neutral
Italy	Neutral	United States	Neutral
Southern Alliance	Neutral	Texas	Neutral
Iran	Neutral	Antiochian Union	Neutral
Pan-Islamic Caliphate	Neutral	Russia	Neutral
Poland	Neutral	India	Cordial
New Zealand	Cordial	Japan	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
United Kingdom	8	7	7	7	7	392/7.54	UK (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Hawking (Durga 0101)	8	4	7	7	4	224/4.31	UK (Rule-100)
New Windsor (Durga 0105)	8	9	7	7	6	432/8.31	UK (Rule-100)
Clarke (Durga 0202)	8	2	7	7	3	48/0.92	UK (Rule-100)
Folkestone (Durga 0203)	8	3	7	7	2	48/0.92	UK (Rule-100)
Agamemnon (Gansu 0804)	8	7	7	7	5	280/5.38	UK (Rule-100)
New Bristol (Gansu 0802)	8	9	7	7	5	360/6.92	UK (Rule-100)
Warren (Gansu 0702)	8	3	7	7	3	72/1.38	UK (Rule-100)

Nation	Total GPP/WA
UK	1856/35.69

**CANADA**

Nation	Relationship	Nation	Relationship
United States	Cordial	Southern Alliance	Neutral
Mexico	Cordial	Texas	Neutral
Russia	Neutral	United Kingdom	Cordial
Union of Scandinavia	Neutral	Iran	Neutral
Portugal	Neutral	China	Neutral
India	Neutral	France	Cordial
Germany	Neutral	Brazil	Neutral
Pan-Islamic Caliphate	Neutral	Indonesia	Neutral
Australia	Neutral	New Zealand	Neutral
Nigeria	Cordial	Kenya	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Canada	9	8	5	5	7	504/9.69	Canada (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Bondar (Durga 0810)	9	4	5	5	4	144/2.77	Canada (Rule-100)
Hadfield (Hecate 0209)	9	4	5	5	4	144/2.77	Canada (Rule-100)
Misikinepikwa (Hecate 0308)	9	4	5	5	4	144/2.77	Canada (Rule-100)
Augustus (Hecate 0306)	9	7	5	5	6	378/7.27	Canada (Rule-100)

Nation	Total GPP/WA
Canada	1314/25.27

**ARGENTINA**

Nation	Relationship	Nation	Relationship
Brazil	Antagonistic	Venezuela	Cordial
Colombia	Antagonistic	Peru	Antagonistic
Bolivia	Neutral	Uruguay	Cordial
Paraguay	Neutral	Chile	Cordial
United Kingdom	Antagonistic	China	Neutral
Italy	Neutral	United States	Neutral
India	Neutral	New Zealand	Neutral
Israel	Neutral	Japan	Neutral
Nigeria	Neutral	Mexico	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Argentina	8	8	7	7	7	448/8.62	Argentina (Rule-90)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Arasy (Luna)	8	5	7	7	3	120/2.31	Argentina (Rule-100)
Salamanca (Luna)	8	5	7	7	3	120/2.31	Argentina (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Ezcurra (Mazu 0202)	8	3	7	7	3	72/1.38	Argentina (Rule-100)
Sanquillo (Mazu 0402)	8	8	7	7	4	256/4.92	Argentina (Rule-100)
Estéril (Mazu 0502)	8	2	7	7	4	64/1.23	Argentina (Rule-100)
Montoya (Ashima 0802)	8	4	7	7	3	96/1.85	Argentina (Rule-100)

Nation	Total GPP/WA
Argentina	1176/22.62

**ITALY**

Nation	Relationship	Nation	Relationship
Switzerland	Neutral	Slovenia	Neutral
Croatia	Neutral	Bosnia/Herzegovina	Neutral
Serbia	Neutral	Montenegro	Neutral
Kosovo	Neutral	Albania	Antagonistic
Greece	Cordial	Union of Scandinavia	Neutral
Austria	Antagonistic	France	Cordial
Spain	Neutral	Pan-Islamic Caliphate	Antagonistic
China	Neutral	United Kingdom	Neutral
Argentina	Neutral	India	Neutral
Germany	Neutral	United States	Neutral
New Zealand	Neutral		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Italy	8	6	6	6	7	336/6.46	Italy (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Armonia (Gansu 0106)	8	3	6	6	2	48/0.92	Italy (Rule-100)
Bellezza (Gansu 0108)	8	6	6	6	3	144/2.77	Italy (Rule-100)
Abbondanza (Gansu 0109)	8	3	6	6	3	48/0.92	Italy (Rule-100)
Pace (Gansu 0209)	8	3	6	6	4	96/1.85	Italy (Rule-100)
Forza (Gansu 0309)	8	2	6	6	4	64/1.23	Italy (Rule-100)

Nation	Total GPP/WA
Italy	736/14.15

**IRAN**

Nation	Relationship	Nation	Relationship
Pan-Islamic Caliphate	Antagonistic	India	Cordial
China	Cordial	United States	Neutral
Union of Scandinavia	Neutral	Canada	Cordial
Portugal	Neutral	Southern Alliance	Neutral
Germany	Neutral	Texas	Neutral
United Kingdom	Neutral	Israel	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Iran	7	7	6	6	7	343/6.60	Iran (Rule-80), Pan-Islamic Caliphate (Faction-20)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Arash (Hecate 0403)	8	8	6	6	6	384/7.38	Iran (Rule-100)
Tistrya (Hecate 0503)	8	2	6	6	2	32/0.62	Iran (Rule-100)
Ansari (Hecate 0504)	8	2	6	6	4	64/1.23	Iran (Rule-100)
Aufi (Hecate 0505)	8	3	6	6	4	96/1.85	Iran (Rule-100)

Nation	Total GPP/WA
Iran	919/17.67

**PORTUGAL**

Nation	Relationship	Nation	Relationship
Spain	Cordial	France	Cordial
Pan-Islamic Caliphate	Neutral	United Kingdom	Neutral
Iran	Neutral	Canada	Cordial
Union of Scandinavia	Neutral	China	Neutral
India	Neutral	Southern Alliance	Neutral
Texas	Neutral	India	Neutral
Germany	Neutral		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Portugal	9	6	5	5	7	378/7.27	Portugal (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Cabral (Hecate 0508)	9	5	5	5	4	180/3.46	Portugal (Rule-100)
Escobar (Hecate 0510)	9	2	5	5	4	72/1.38	Portugal (Rule-100)

Nation	Total GPP/WA
Portugal	630/12.12



**INDONESIA**

Nation	Relationship	Nation	Relationship
India	Neutral	Pan-Islamic Caliphate	Cordial
China	Neutral	Japan	Antagonistic
United States	Neutral	Southern Alliance	Neutral
Russia	Neutral	Texas	Neutral
Australia	Antagonistic	France	Neutral
Canada	Neutral	Philippines	Cordial
Brunei	Cordial	Malaysia	Antagonistic
Thailand	Cordial	New Zealand	Neutral
Papua New Guinea	Antagonistic	Vietnam	Neutral
Cambodia	Neutral	Laos	Neutral
Spain	Neutral	Korea	Cordial

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Indonesia	8	7	6	6	8	448/8.62	Indonesia (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Tandus (Artemis 0409)	8	2	6	6	2	32/0.62	Indonesia (Rule-100)
Gersang (Artemis 0509)	8	5	6	6	4	160/3.08	Indonesia (Rule-100)
Kehampaan (Beyla 0501)	8	2	6	6	3	48/0.92	Indonesia (Rule-100)
Silaban (Beyla 0602)	8	3	6	6	3	72/1.38	Indonesia (Rule-100)
Surapranata (Beyla 0701)	8	4	6	6	5	160/3.08	Indonesia (Rule-100)

Nation	Total GPP/WA
Indonesia	920/17.69

**ISRAEL**

Nation	Relationship	Nation	Relationship
Nigeria	Neutral	Pan-Islamic Caliphate	Antagonistic
China	Neutral	United States	Cordial
Southern Alliance	Cordial	Russia	Cordial
Australia	Neutral	Argentina	Neutral
Iran	Neutral	Japan	Neutral
India	Neutral		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Israel	9	6	6	8	7	378/7.27	Israel (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Kadmoni (Ashima 0208)	9	4	6	8	4	144/2.77	Israel (Rule-100)
Bekenstein (Ashima 0308)	9	1	6	8	2	18/0.35	Israel (Rule-100)
Peres (Ashima 0309)	9	3	6	8	2	54/1.04	Israel (Rule-100)
Talmi (Ashima 0507)	9	4	6	8	3	108/2.08	Israel (Rule-100)

Nation	Total GPP/WA
Israel	702/13.5

**NEW ZEALAND**

Nation	Relationship	Nation	Relationship
India	Allied	Pan-Islamic Caliphate	Neutral
China	Neutral	Japan	Neutral
Australia	Cordial	Russia	Neutral
Texas	Neutral	Mexico	Neutral
United Kingdom	Cordial	Canada	Neutral
Argentina	Neutral	Italy	Neutral
Indonesia	Neutral	Everidge Corp	Neutral
Greece	Cordial	Austria	Cordial
Kenya	Neutral	South Africa	Neutral
France	Neutral	Brazil	Neutral
Poland	Neutral	Spain	Neutral
Philippines	Neutral		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
New Zealand	9	5	5	5	6	270/5.19	NZ (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Sone ke Amsu (Earth 0104)	9	8	5	5	4	288/5.54	NZ (Rule-90), India (Faction-10)
Hobson (Varuni 0201)	9	3	5	5	3	81/1.56	NZ (Rule-100)
Auahi Paowa (Varuni 0302)	9	4	5	5	3	108/2.08	NZ (Rule-100)
Wahi Tawhiti (Varuni 0402)	9	2	5	5	2	36/0.69	NZ (Rule-100)

Nation	Total GPP/WA
New Zealand	783/15.06

**POLAND**

Nation	Relationship	Nation	Relationship
Brazil	Cordial	Germany	Neutral
Union of Scandinavia	Neutral	Russia	Antagonistic
Australia	Neutral	France	Neutral
Mexico	Neutral	United Kingdom	Neutral
Philippines	Neutral	South Africa	Neutral
Greece	Cordial	Everidge Corp	Neutral
Estonia	Cordial	Latvia	Cordial
Lithuania	Cordial	Czechia	Cordial
Slovakia	Cordial	Austria	Neutral
Hungary	Cordial	Romania	Neutral
Switzerland	Neutral	Netherlands	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Poland	9	6	5	6	7	378/7.27	Poland (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Potop (Amaterasu 0204)	9	6	5	6	4	216/4.15	Poland (Rule-100)
Bezuzyteczny (Amaterasu 0205)	9	2	5	6	3	54/1.04	Poland (Rule-100)
Proch (Amaterasu 0304)	9	3	5	6	4	108/2.08	Poland (Rule-100)
Śmierć (Amaterasu 0306)	9	3	5	6	3	81/1.56	Poland (Rule-100)
Wilmanski (Amaterasu 0404)	9	3	5	6	3	81/1.56	Poland (Rule-100)
Rudnicki (Amaterasu 0405)	9	6	5	6	5	270/5.19	Poland (Rule-100)
Pustynia (Amaterasu 0506)	9	4	5	6	3	108/2.08	Poland (Rule-100)

Nation	Total GPP/WA
Poland	1296/24.92

**PHILIPPINES**

Nation	Relationship	Nation	Relationship
Nigeria	Neutral	India	Neutral
Pan-Islamic Caliphate	Cordial	China	Antagonistic
Japan	Neutral	Australia	Neutral
Indonesia	Cordial	New Zealand	Neutral
Vietnam	Cordial	Cambodia	Neutral
Laos	Neutral	Brunei	Cordial
Malaysia	Neutral	Thailand	Cordial
Papua New Guinea	Neutral	South Africa	Cordial
Poland	Neutral	Greece	Neutral
Kenya	Neutral	Everidge Corp	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Philippines	8	6	4	5	8	384/7.38	Philippines (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Madilim (Ilythia 0708)	8	2	4	5	4	64/1.23	Philippines (Rule-100)
Marikit (Ilythia 0709)	8	7	4	5	6	336/6.46	Philippines (Rule-100)

Nation	Total GPP/WA
Philippines	784/15.08

**KENYA**

Nation	Relationship	Nation	Relationship
Brazil	Neutral	Nigeria	Neutral
Pan-Islamic Caliphate	Antagonistic	China	Cordial
Union of Scandinavia	Neutral	Russia	Neutral
Texas	Neutral	Australia	Neutral
France	Neutral	Mexico	Neutral
Canada	Neutral	New Zealand	Neutral
Philippines	Neutral	Poland	Neutral
Greece	Cordial	Everidge Corp	Cordial
Mexico	Neutral	Austria	Neutral
South Africa	Antagonistic	Ethiopia	Cordial
Uganda	Neutral	Tanzania	Neutral
Rwanda	Neutral	Burundi	Neutral
Congo	Neutral	Madagascar	Neutral
Malawi	Neutral	Mozambique	Neutral
Zambia	Neutral	Angola	Neutral
Zimbabwe	Neutral	Botswana	Neutral
Namibia	Neutral		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Kenya	9	7	5	5	7	441/8.48	Kenya (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Apiyo (Amaterasu 0508)	9	2	5	5	2	36/0.69	Kenya (Rule-100)
Mrembo (Amaterasu 0606)	9	10	5	5	6	540/10.38	Kenya (Rule-100)
Huzuni (Amaterasu 0706)	9	3	5	5	3	81/1.56	Kenya (Rule-100)
Ukungu (Amaterasu 0708)	9	3	5	5	7	189/3.63	Kenya (Rule-100)
Hama Maana (Amaterasu 0710)	9	2	5	5	4	72/1.38	Kenya (Rule-100)

Nation	Total GPP/WA
Kenya	1359/26.13



**GREECE**

Nation	Relationship	Nation	Relationship
Germany	Neutral	Pan-Islamic Caliphate	Antagonistic
Russia	Neutral	Australia	Neutral
France	Neutral	Italy	Cordial
New Zealand	Cordial	Poland	Cordial
Philippines	Neutral	Kenya	Cordial
Albania	Neutral	Spain	Neutral
Bulgaria	Cordial	Serbia	Neutral
Kosovo	Neutral	Romania	Neutral
Everidge Corp	Cordial	Austria	Neutral
Brazil	Neutral	South Africa	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Greece	8	4	5	7	7	224/4.31	Greece (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Almyrós (Ixchel 0109)	8	4	5	7	4	128/2.46	Greece (Rule-100)
Antoniadi (Ixchel 0209)	8	4	5	7	4	128/2.46	Greece (Rule-100)

Nation	Total GPP/WA
Greece	480/9.23

**SOUTH AFRICA**

Nation	Relationship	Nation	Relationship
Nigeria	Cordial	Australia	Neutral
New Zealand	Neutral	Poland	Neutral
Everidge Corp	Cordial	Philippines	Cordial
Kenya	Antagonistic	Greece	Neutral
Botswana	Neutral	Namibia	Antagonistic
Mozambique	Antagonistic	Zimbabwe	Neutral
Zambia	Neutral	Angola	Neutral
Malawi	Neutral	Congo	Antagonistic
Tanzania	Antagonistic		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
South Africa	7	9	5	5	7	441/8.48	S Africa (Rule-90)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Droë Meer (Amaterasu 0107)	8	2	5	5	3	48/0.92	S Africa (Rule-100)
Inkundu (Amaterasu 0108)	8	3	5	5	3	72/1.38	S Africa (Rule-100)
Ekhaya (Amaterasu 0109)	8	3	5	5	2	48/0.92	S Africa (Rule-100)

Nation	Total GPP/WA
South Africa	609/11.71

**AUSTRIA**

Nation	Relationship	Nation	Relationship
Germany	Cordial	France	Cordial
Italy	Antagonistic	New Zealand	Cordial
Poland	Neutral	Kenya	Neutral
Greece	Neutral	Korea	Neutral
Spain	Neutral	Switzerland	Neutral
Slovenia	Neutral	Hungary	Cordial
Croatia	Neutral	Czechia	Cordial
Slovakia	Neutral	Serbia	Neutral
Romania	Neutral	Albania	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Austria	8	6	5	5	6	288/5.54	Austria (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Schrödinger (Ixchel 0608)	8	5	5	5	4	160/3.08	Austria (Rule-100)
Inutile (Ixchel 0409)	8	2	5	5	3	48/0.92	Austria (Rule-100)

Nation	Total GPP/WA
Austria	496/9.54

**SPAIN**

Nation	Relationship	Nation	Relationship
Austria	Neutral	Pan-Islamic Caliphate	Cordial
China	Neutral	Union of Scandinavia	Neutral
United States	Neutral	Southern Alliance	Neutral
Russia	Neutral	Brazil	Neutral
Texas	Neutral	France	Cordial
Mexico	Neutral	United Kingdom	Neutral
Italy	Neutral	Portugal	Cordial
Indonesia	Neutral	New Zealand	Neutral
Poland	Neutral	Greece	Neutral
Korea	Cordial	Indonesia	Neutral

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Spain	7	6	6	6	7	294/5.65	Spain (Rule-80)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Espejo (Beyla 0105)	8	3	6	6	3	72/1.38	Spain (Rule-100)
Ferrando (Beyla 0203)	8	2	6	6	4	64/1.23	Spain (Rule-100)
Jardin (Beyla 0403)	8	7	6	6	4	224/4.31	Spain (Rule-100)
Moreiras (Beyla 0405)	8	3	6	6	4	96/1.85	Spain (Rule-100)

Nation	Total GPP/WA
Spain	750/14.42

**KOREA**

Nation	Relationship	Nation	Relationship
Spain	Cordial	Austria	Neutral
India	Neutral	Pan-Islamic Caliphate	Neutral
China	Cordial	Japan	Cordial
Russia	Cordial	Texas	Neutral
Australia	Neutral	France	Neutral
Indonesia	Cordial	New Zealand	Neutral
Philippines	Neutral		

Nation	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Korea	8	6	5	5	7	336/6.46	Korea (Rule-100)

Solar Colonies	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Memaleun (Luna)	8	5	5	5	3	120/2.31	Korea (Rule-100)

Extrasolar Colony	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Jang (Beyla 0207)	8	2	5	5	3	48/0.92	Korea (Rule-100)
Damheon (Beyla 0308)	8	2	5	5	4	64/1.23	Korea (Rule-100)
Aleumdaun (Beyla 0508)	8	9	5	5	6	432/8.31	Korea (Rule-100)
Silmang (Beyla 0602)	8	1	5	5	3	24/0.46	Korea (Rule-100)

Nation	Total GPP/WA
Korea	1024/19.69

**ANTIOCHIAN UNION**

Nation	Relationship	Nation	Relationship
China	Antagonistic	United Kingdom	Neutral

Worlds	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Saint Albans (Adroanzi 0303)	9	9	3	7	6	486/9.35	AntUn (Rule-100)
Vanderbilt (Adroanzi 0304)	9	5	2	2	4	180/3.46	AntUn (Rule-100)
Magnum Opus (Adroanzi 0305)	9	5	2	2	4	180/3.46	AntUn (Rule-100)
Eurydice (Adroanzi 0306)	9	5	2	2	3	135/2.60	AntUn (Rule-100)
Antioch (Adroanzi 0404)	9	9	3	7	6	486/9.35	AntUn (Rule-100)

Nation	Total GPP/WA
Antiochian Union	1467/28.21

**SELEUCID CONFEDERATION**

Nation	Relationship	Nation	Relationship
Everidge Corp	Enemy		

Worlds	SOL	WLT	EXP	MGT	POP	GPP/WA	Controls
Cucuteni (Tamfana 0308)	9	6	4	6	6	324/6.23	SC (Rule-100)
Mangazeya (Tamfana 0408)	9	5	2	6	2	90/1.73	SC (Rule-100)
Seleucus (Tamfana 0509)	9	8	4	6	5	360/6.92	SC (Rule-100)

Nation	Total GPP/WA
Seleucid Confederation	774/14.88



**CORPORATIONS AND ORGANIZATIONS**

**FORMAN GENETIC SOLUTIONS**



Forman Genetic Solutions (FGS) of Kansas City, Missouri, in the United States is a pharmaceutical company dedicated to finding cures to genetic diseases which have plagued humanity. FGS is credited with helping to cure several types of cancer as well as end Apert Syndrome, Down Syndrome, Hoshimoto's Thyroiditis, Klinefelter Syndrome, and Williams Syndrome. Perhaps even more than their work in curing and ending genetic diseases, the company is best known for the uplifting of several animal species including several breeds of dogs, several types of bears, and for working with the US Government to create the Achilles type altrant.

Founded by Dr. Alana Forman in 2110, the company began with the intention of improving on Seidel Pharmaceutical's anti-aging process but quickly shifted to attempt to begin work on several genetic diseases which had been plaguing mankind for centuries. Following Seidel's cures for cystic fibrosis and Huntington's Disease, the corporation began to focus on cures for other conditions. FGS was instrumental in finding the correct method for genetic editing to end several autoimmune disorders.

The company was able to continue funding these breakthroughs through several projects including producing the first Class 1 Cats, creating a medication that would decrease stored fat in obese persons, and creating Class 1 Horses. This last, however, resulted in a lawsuit brought by Kentucky Raising, a corporation in the Southern Alliance which believed that FGS had stolen trade secrets from them. Despite Kentucky Raising being from the Southern Alliance, the US-based court found FGS guilty of the accusation and fined them \$52 million in 2295. This damaged the corporation, but the new uplifted Dog breeds soon brought the company back to prominence.

Forman Genetic Services continue to be one of the largest and most powerful corporations in the United States. Their headquarters are located in Kansas City, Missouri and they have offices in several major American cities including Chicago, New York, and Los Angeles.

*SOUVENIR CLONE CORPORATION*



Founded in 2300 in Paris, France, the Société Clone Souvenir (Souvenir Clone Corporation) was originally started to provide cloned body parts as replacements for people who had been injured or who suffered a degradation of some sort of their internal organs. In 2340, the corporation began offering full body cloning and the ability to have a person's brain or their consciousness moved from their old body to a healthier version of the same body.

For a payment of a billion credits followed by monthly charges of 100,000 credits, Souvenir will keep a body with an apparent age of twenty years in cold storage until such time as the body is required by the user. Additional bodies may be kept as backups for an additional 75,000 per body. Souvenir currently only has offices and storage facilities on Earth but, while their main offices are in Paris, they also have facilities in Sao Paulo, Lagos, Mumbai, Baghdad, Beijing, New York, Atlanta, and Sydney.

So far, the main customers of their services have been the elite members of society. Powerful politicians, businesspeople, and members of wealthy families are, for the most part, the only people who can afford such a service. There have been discussions of the price being lowered as more people become involved in the service, but this has so far not become a reality.

***VOLUNTEER GENETIC SERVICES***



Founded in 2232 in Knoxville, Tennessee, in the Southern Alliance, Volunteer Genetic Services was founded as a medical corporation of doctors dedicated to increasing human age spans beyond that of what was achieved by Seidel Pharmaceuticals. As they continued this work, they began to fund the company by offering new and improved ways to both print and clone body parts for replacement in humans. They also began to market products and treatments designed for cosmetic changes to a human body that would replace dangerous plastic surgery alternatives. The company was the first to offer what was called “the beauty upgrade” where a person’s entire body could be changed to match what they felt their best and most attractive self.

In 2240, they took a contract with the Southern Alliance government in Atlanta to begin working on an Achilles variant (see *Tree of Life: Altrants in Clement Sector*, p.23) for the Alliance military. After completing this contract, the company began creating altrants for both the Alliance government and several Alliance based corporations. In the 2250s, they also began creating uplifts for many of the same clients.

Perhaps best-known today for their altrants and uplifts, particularly the Class 2 Bobcat and the Class 2 Raccoon, the company continues its original mission statement to extend human lifespans. The company provides major hospitals around Earth and beyond into the colonies with replacement parts and cosmetic alterations.

***AZIKIWE TRANSPORT CORPORATION***



Azikiwe Transport Corporation began as an auto parts retailer in Abuja, Nigeria, on February 13, 1978 (standard) by Vincent Anyaegbu. In the 1980s, the company began offering transportation for customers who needed parts for their vehicles and, by the early 1990s, transporting passengers had become a more profitable business than auto parts. In 1998, the company added freight transport and, in 2005, the company ceased the auto parts business altogether in favor of becoming a transport corporation.

By the mid-21<sup>st</sup> century, the company had become the leading transport company in Nigeria and began expanding their corporation's holdings in other nations in Africa. Anyaegbu's grandson, Chidi, further broadened the business to include overseas shipping both on the sea and in the air. By the beginning of the 2100s, Azikiwe had become one of the largest corporations in the world and was the second largest private shipping company.

In 2139, Azikiwe teamed with the Nigerian and Cameroon governments to build a space elevator to move freight and passengers into orbit efficiently. The space elevator was completed in 2146 and made the Mambilla Downport into the largest and busiest downport on Earth. Many nations began moving materials to and from orbit using Azikiwe's space elevator.

As mankind moved into the solar system, Azikiwe continued to expand with transport vessels moving throughout the solar system to colonies owned by all nations as well as by Nigeria. The company established offices in Nigeria's Gori Crater colony on the moon, Dayo on Mars, and their own corporate station in orbit around Saturn. As the Zimm Drive made moving through the solar system easier, Azikiwe was quick to take advantage of the technology and began outfitting their ships with Z-Drives.

As Nigeria and other nations began moving into Earth Sector, Azikiwe was right alongside them. Azikiwe would establish offices in all of the Nigerian colonies as they were established as well as any other national colony (such as those placed by the Southern Alliance, France, and Canada). When the Conduit opened Clement Sector to colonization in the 2230s, Azikiwe opened offices on Hub (Hub 0405) and Sophronius (Hub 0408). However, the company mainly concentrated their efforts in Earth Sector and, when the Conduit collapsed in 2331, they lost little compared to their Earth Sector holdings.

As of 2350, Azikiwe is the largest and most successful transport corporation in Earth Sector. The company continues to be run by the Anyaegbu family, and their roots are firmly in the nation in which they grew and thrived.

**EVERIDGE CORPORATION**



The Everidge Corporation is a mining company founded in 1987 in the state of Kentucky which, at the time, was part of the United States. The company started mining coal in the eastern part of the state and, as coal use began to be phased out in the 21<sup>st</sup> century, the company moved into mining other materials such as bauxite and copper. Moving into these industries proved difficult as other corporations had already cornered the markets in these materials.

In the early years of the 22<sup>nd</sup> century, the company was struggling to stay afloat. Company president Jonathan Everidge took a gamble and began working with Nigerian company, Azikiwe Transport, to mine asteroids. In concert with transport provided by Azikiwe in the early years of the company and, later, by the company's own transport ships, Everidge began expanding mining colonies on rogue asteroids, asteroids in the Earth system's asteroid belt, and then further into the Kuiper Belt. As mankind moved into the stars, so too did the Everidge Corporation.

In the 2170s, the corporation moved their corporate headquarters out of the Southern Alliance to a base which they had built for themselves on Earth's moon. Declaring themselves as a corporation which was not tied to one nation or another, they were able to gain contracts with nations such as the United States which would have been impossible for other Southern Alliance companies to obtain. This resulted in Everidge being able to establish mining colonies in the Golddust asteroid belt which was controlled by the US and Australian governments.

The company took an even larger step when they moved from their base on Luna to establish rule over a world in the Tamfana Subsector. Called Avalon Station (Tamfana 0601), this has become the company's corporate headquarters as well as the foundation of their rule over this world and another which they have named Shangri-La Station. These worlds not only have mining as their chief industry but also have Everidge as their ruling government.

The company continues to thrive and is fully expected to move on to controlling other worlds in the rimward regions of Earth Sector.

# THE CAPTAIN'S GUILD



The Captain's Guild is an organization designed to meet the needs of the merchant captain. Whether you are an independent trader or the captain of a corporate freighter, you can become a member of the guild.

Membership in the guild comes with many privileges. One of the best known is the Guildhouse. The Guildhouse provides information, lodging, meals, and camaraderie. There is a Guildhouse located on every A or B class port and on some C-class ports.

The Guildhouse features luxury accommodations for members only. Each Guildhouse has exactly 250 suites available without charge to members. Members can remain in the Guildhouse for up to 21 standard days. Suites are first-come, first-serve and no reservations are accepted.

Each Guildhouse features an exceptional restaurant which provides sumptuous meals to members and up to three guests. Meals for both members and guests are provided at no charge. Local foods are featured on the menu if possible.

The Guildhouse also features a lounge area where members can meet and greet their fellow captains. Lounges are tastefully decorated with dark wood panels and leather seating.

Guildhouses are staffed by some of the finest professionals in their fields. One of the most visible is the Purser. The Purser is stationed at the front desk and is available to answer questions from members. Guild members are expected to take a moment and inform the Purser of certain information. This can include, but is not limited to, their previous port of call, their next planned port of call, and difficulties they may have faced at their previous locations. In this way, the Purser can remain informed and be able to share this information with other members.

Membership in the guild costs 625,000 credits per standard year. At no point will the Guild ever ask for more money from you for any of their services until it is time to renew your membership. All memberships must be paid in full.

Along with the membership holocard comes several vouchers for lessened fuel prices at all participating ports of call. Members may also exchange currency at the Guildhouse without an exchange fee.



## ADVENTURES AND CAMPAIGNS

Characters in an Earth Sector campaign are generally the sorts of folks who are looking for adventure. They will seek out experiences and exploits, reveling in the thrill and excitement that comes from the pursuit of their goals. Earth Sector adventures encompass the potential for adventure that can be found in classic era science fiction. The opportunities are virtually limitless, restricted only by the circumstances of the scenario and the capabilities of the characters. The Referee generates and adjudicates encounters that make up the building blocks of these adventures. As the characters move from one adventure to the next, the stories create a campaign, set against a universe of the Referee's creation. Therein lays the core of a great roleplaying game experience.

### Conflict

Stories are about conflict. Conflict doesn't have to be violent, but without a struggle of some kind, there is no story, and without a story, there is no true sense of adventure. The key to a great adventure is conflict. As a Referee, you should make sure you have conflict, and that the player characters are directly involved in that conflict. If there isn't any conflict, you lose the impetus for action. If the player characters aren't directly involved, they are just watching a story, which

sounds more like a movie or a play than a roleplaying game.

Conflict doesn't have to be physical combat. It could just as easily be political or corporate intrigue, achieving a specific goal before the protagonist can either get there first or stop the characters from succeeding, handling courtly issues of a noble or legal nature, negotiating a diplomatic resolution to a larger conflict, and much more.

### The Plot

The plot of the adventure is essentially the synopsis of the events that will transpire over the course of the adventure. You should be able to sum up the plot of your adventure in one sentence. Knowing your plot before you begin creating the adventure provides focus and direction and creates context for the scenes you will create for your adventure.

If you have problems in coming up with a plot for your adventure, you might look into Polti's "The Thirty-Six Dramatic Situations." It's an extensive list of basic plots that you can use as the basis for your own stories and adventures.

In addition, Independence Games publishes our *21 Plots* series which gives you ready-made stories with six possible endings.

**COMMON THEMES**

Theme	Description
<b>Colonial</b>	The characters are located in the frontier areas of Earth Sector where they are tasked with the establishment or continuation of a colony. These sorts of campaigns allow for the players to establish a world of their own through their characters.
<b>Commerce</b>	The characters live aboard a merchant ship, making a living through the transport of freight, passengers, speculative cargo, and the occasional odd job. These campaigns heavily explore the trade and commerce rules.
<b>Drifter</b>	The characters constantly move from place to place, without any fixed home or job, seeking employment through “odd jobs” as they explore Earth Sector or the universe that the Referee has created. These campaigns are sometimes called "Sandbox Campaigns" because they explore an area that has been previously created and populated by the Referee.
<b>Espionage</b>	The characters all belong to the same government or corporate intelligence agency and make a living by going on spy missions against their enemies. These campaigns tend to be more episodic than other common campaign themes.
<b>Exploration</b>	The characters serve aboard a survey vessel, making a living moving through previously uncharted regions of space, exploring strange new worlds, and seeking out new life and new civilizations as they boldly go where no other human has gone before. These campaigns make heavy use of the rules for generating worlds.
<b>Mercenary</b>	The characters all belong to the same mercenary unit, making a living by participating in military actions in the hire of an interested party to the conflict. These campaigns make significant use of the personal combat rules, with a particular focus on large-scale military scenarios.
<b>Military</b>	The characters all belong to the same military unit or are the crew of a military vessel. They are called upon to handle guard duties, patrols, and military actions. These campaigns will make use of the personal combat rules as well as the starship combat rules.
<b>Political</b>	The characters are heavily involved in the social and political arena of a government within Earth Sector. They will find themselves dealing with diplomats, politicians, and other factions with vested interests in controlling aspects of the government. These campaigns tend to focus on diplomacy and political intrigue.
<b>Rebellion</b>	The characters are involved in a blossoming civil war, seeking either to preserve or overthrow the current government. These campaigns typically start with intrigue and end with action.

## ***RUMORS AND TRUTHS***

*“Reports that say that something hasn't happened are always interesting to me, because as we know, there are known knowns; there are things we know we know. We also know there are known unknowns; that is to say we know there are some things we do not know. But there are also unknown unknowns—the ones we don't know we don't know.” – Donald Rumsfeld, US Secretary of Defense during a press briefing, February 12, 2002 (standard)*

### **ALIEN RACES**

While it had always been expected that alien races might be found when humans left Earth for the stars, that was not immediately the case. Humans explored through Earth Sector and then into Clement Sector and found no aliens. Ruins were discovered and evidence that alien life had once lived in these places was abundant. In Clement Sector, hard evidence was found on Fairfax (Cascadia 0105) and Tal'Kalares (Franklin 0105) of past alien civilizations. Similar finds were made in Earth Sector, but no living alien was found until 2334 when Nigerian explorers found the Monikira.

After the Monikira were discovered, this changed everything. At that point, many started to once again believe that aliens were everywhere and hiding behind every corner. The concept was celebrated and scientific consensus that had previously held that all alien civilizations that would be found would be extinct shifted to the original idea that aliens should be abundant. The finding of the Porangi seemed to support that claim. However, no further aliens were found in Earth Sector or on the limited explorations into the neighboring sectors.

Additional alien ruins had been found as well. While rumors persist that the Israelis found remnants of an alien civilization on Kadmoni (Ashima 0208), there has never been any confirmation of this. Israeli authorities deny it but there are some areas of the planet which are off-limits to non-government personnel and this has fueled rumors that the government is hiding something. Most dismiss this as a rumor.

The finding of alien ruins on the Spanish colony of Jardin (Beyla 0403) is not merely a rumor. The Spanish colonists who arrived there

found obvious evidence of an extensive planetwide civilization which had been destroyed. Archaeologists working there have pieced together a story which seems to indicate that the civilization destroyed itself in some sort of all-out war which left ruins across the planet. Scientists date this war to happening in the 1945-1947 (standard) time range. While writing has been found, no one has been able to decipher the writing. Most of the civilization's information is believed to have been stored on some sort of technology but, so far, none has been found that is operational or that anyone has been able to use or understand.

Bodies have been found with skeletons indicating that the aliens were short, had large heads, and spindly limbs. This has given rise to popular theories that Jardin is Zeta Reticuli, the legendary home of the “gray aliens” from 20<sup>th</sup> and 21<sup>st</sup> century conspiracy theories. While this does seem to fit much of the lore around the “gray aliens” (such as the aliens were looking for a new home due to the destruction of their own), there is no hard evidence for this being the case.

Perhaps the most popular rumor or “spacer's legend” which gets passed around in modern Earth Sector is that the Chinese have met and are now communicating with an intelligent, starfaring race from Ubuntu Sector. This legend states the Chinese explorers working from Tamsuo (Prithvi 0406) sent ships into Ubuntu Sector looking for suitable locations for colonies. They were then met by large alien spacecraft which forced the Chinese to allow them to board. These aliens then threatened the Chinese and told them to withdraw their ships from the region. If the humans did not withdraw, so the legend states, these aliens would declare war on all humans and

eradicate them. The name given to these aliens in the legends is The Eling.

The legend seems to explain why the Chinese have not continued their explorations into Ubuntu Sector and why other nations do not seem to be doing so either. While there are legitimate economic and political considerations which are much more likely the cause of lessened exploration and colonization, fear of the Eling has become a popular notion among spacers and many in the general public. Since then, the Eling have been blamed for a wide variety of incidents from the disappearance of ships to the collapse of the Conduit.

The Chinese government dismisses all of this as rumor and states that they simply did not see the need for further exploration at this time. Other governments, when asked, will either deny these legends or state that they have no idea what the Chinese government might have discovered or their motivations concerning exploration toward Ubuntu.

## **THE CONDUIT COLLAPSE**

Currently, no one really knows why the Conduit collapsed. The current scientific consensus is that something failed with the energy field being exerted by the framing network that expanded the Conduit and allowed for ships to cross. At present, this is believed by most scientists to be a natural disaster rather than something caused by an outside source. Attempts to locate the wormhole and expand it again have been not succeeded and this has led most scientists to believe that the wormhole simply no longer exists.

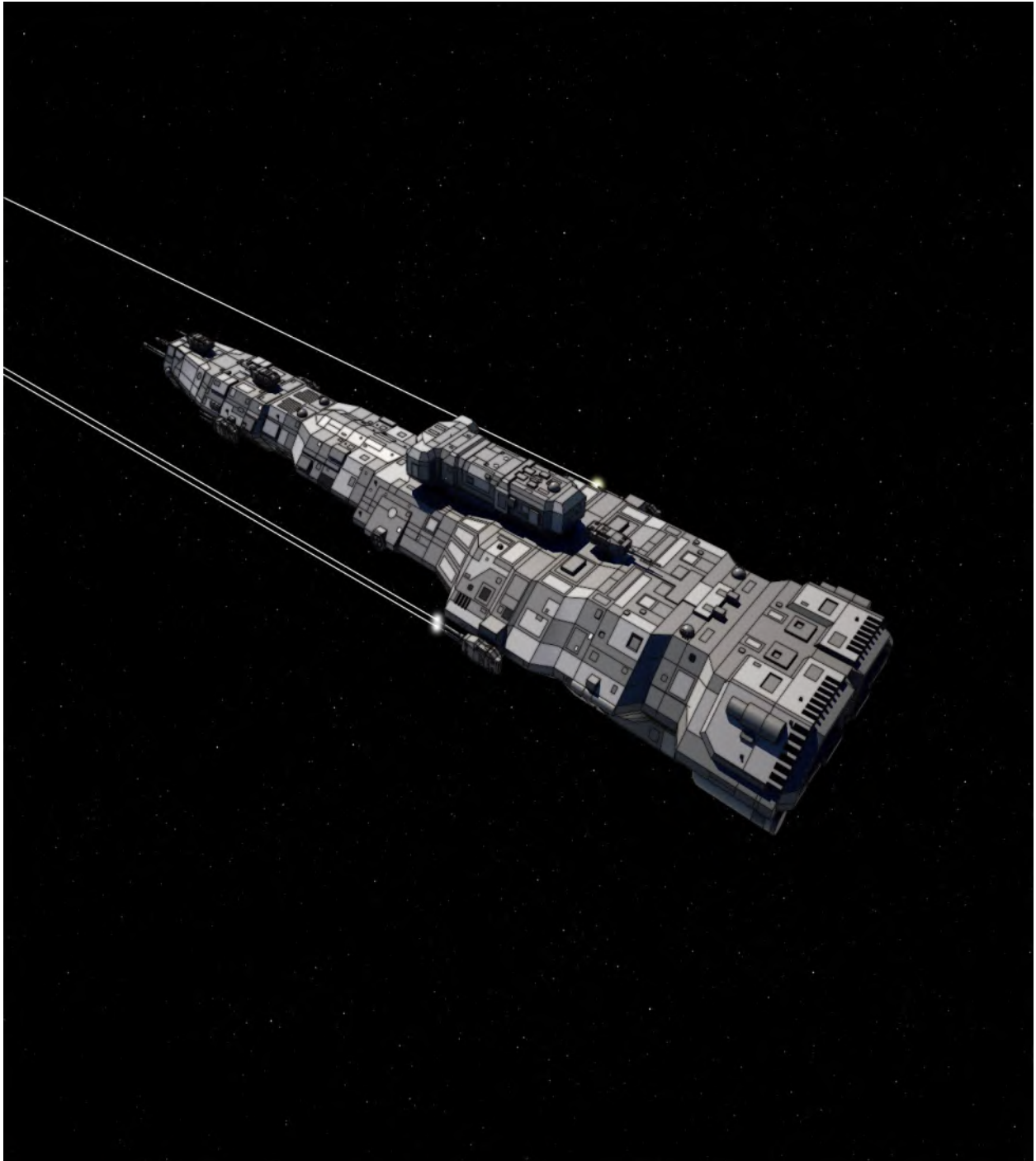
Many theories as to what happened to the Conduit have arisen through the media and spacer's legends. These theories range from the plausible to the fanciful and most seem to originate from fertile imaginations rather than any actual proof. Holovids explaining these theories

are among the most popular being sold and distributed and most of these seem to eschew the scientific consensus in favor of ever wilder tales of what might have happened.

One of these popular theories is that the Conduit was destroyed by separatists in Clement Sector. As separatist feeling has begun to permeate some areas of Earth Sector, the feeling that the independent worlds of Clement Sector might have wanted to cut themselves off from Earth has increased. There are many who now believe that these separatists (most often German or British in these tales) decided to destroy the Octagon on the Clement Sector side and, thus, destroy the Conduit. There is no evidence for any of this.

The newest theory, bolstered by the testimony of cargo loader Robert Jackson (see p.2) is that the Eling, the alien race which the Chinese supposedly met in Ubuntu Sector, is responsible for destroying the Conduit. Unfortunately, there is no evidence for this other than Jackson's testimony and no one else has reported to seeing anything even remotely similar. This lack of evidence has not stopped a great many people from believing this theory and Robert Jackson has since become a somewhat reluctant minor celebrity in the field of alien conspiracy theories.

Attempts to find another wormhole leading to Clement Sector or elsewhere have so far been fruitless. While this tends to play into the conspiracy theories surrounding the Collapse, scientists point out that it was largely luck and chance that led to the discovery of the wormhole in the first place. It is, they say, highly unlikely that another will be located.



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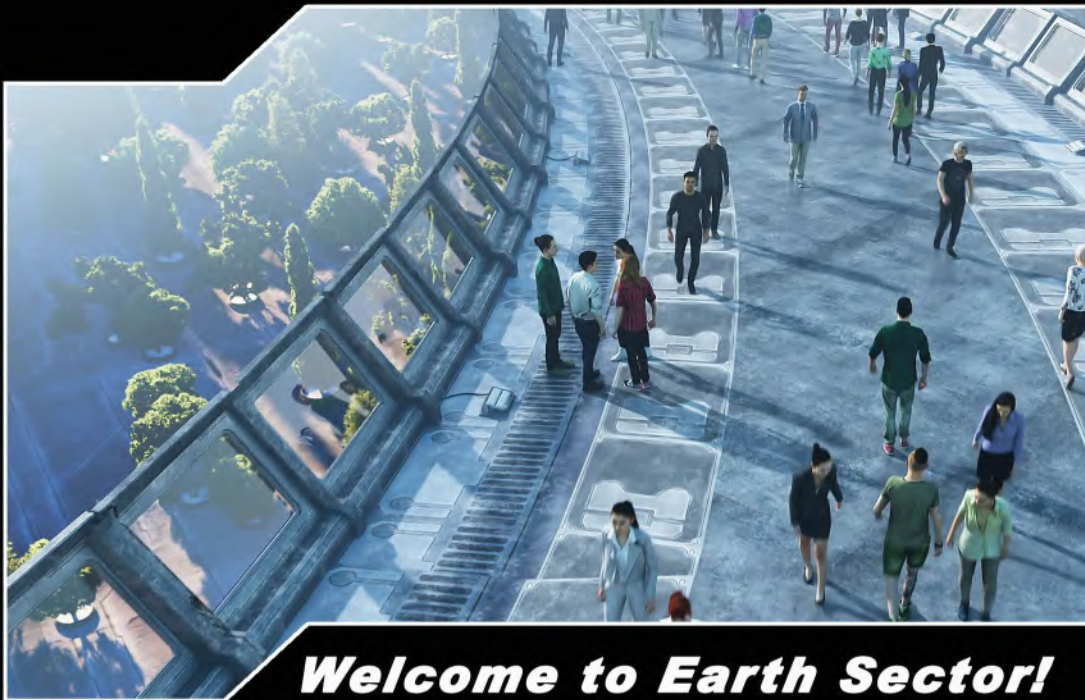
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## ***Welcome to Earth Sector!***

*Earth Sector is an extension of Independence Games' (formerly Gypsy Knights Games) Clement Sector setting. For those familiar with the Clement Sector setting, Earth Sector is set in Earth Sector after the Conduit Collapse in 2350. Earth Sector, while it can be played without knowledge of or familiarity with the Clement Sector setting, is best experienced if you are conversant with the full Clement Sector story.*

*Earth Sector is its own setting united with Clement Sector by the past background before 2331 and then branching off in a new direction afterward. This is the first book in that adventure.*

*Whereas Clement Sector was a collection of independent worlds, Earth Sector is a collection of worlds colonized by the nations of Earth and held by those nations. In some places, that hold is becoming tenuous, but they are still controlled by the home nation.*

*In Clement Sector, there are no living aliens. In Earth Sector, there are two low tech alien races which have been located and rumors of more aliens nearby.*

*It's a new adventure. Join us!*

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