

Twelve new character types for *Traveller*, including Rogues, Nobles, Scientists, and Hunters. This supplement includes character generation tables for all twelve new types, plus pre-generated examples of each type.

Ideal for casual non-player characters, and random encounters in *Traveller*.

Be sure to look for Supplement 1, 1001 Characters, for more pre-generated characters for *Traveller*.

Supplement 4 *Citizens of the Imperium*

TRAVELLER[®]

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

502

Supplement 4
Citizens of the Imperium

TRAVELLER[®]
Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

Citizens
TRAVELLER, Supplement 4

Copyright ©1979, by Game Designers' Workshop, Inc.
All Rights Reserved. Printed in the United States of America.
No part of this book may be reproduced in any form, or
by any means without permission in writing from the publisher.

10 11 12 13 14 15 16 17 18 19

This booklet is a supplement for Traveller,
GDW's science-fiction role-playing game set in the far future.

Game Designers' Workshop, Inc.
203 North Street
Normal, Illinois 61761

Table of Contents

| | |
|--|----|
| INTRODUCTION | 1 |
| Player Characters | 1 |
| Heroes and Villains | 1 |
| CHARACTER GENERATION | 2 |
| Initial Character Generation | 2 |
| Acquiring Skills and Expertise | 2 |
| Retirement | 4 |
| Mustering Out | 4 |
| Aging | 4 |
| The Character Types | 5 |
| A Note on Gender and Race | 5 |
| Skills and Benefits | 10 |
| BOW WEAPONS | 16 |
| PIRATES | 18 |
| BELTERS | 20 |
| SURFACE NAVY | 22 |
| DIPLOMATS | 24 |
| DOCTORS | 26 |
| FLYERS | 28 |
| BARBARIANS | 30 |
| BUREAUCRATS | 32 |
| ROGUES | 34 |
| NOBLES | 36 |
| SCIENTISTS | 38 |
| HUNTERS | 40 |
| HEROES AND VILLAINS | 42 |

Introduction

In the course of *Traveller* adventures, both players and referees constantly need additional characters for use in patron or random encounters, or to fill specific campaign game needs. While the character generation tables provided in *Traveller* Book 1, as well as the expanded character generation systems of *Mercenary* Book 4 and *High Guard* Book 5, provide methods for producing military and merchant characters, there exists no specific set of tables for character generation in other pursuits. This supplement is intended to fill that void.

This booklet contains character generation instructions and tables for twelve distinct character types; some, such as the maritime forces (the wet navy) and the orbital forces, expand on military force structure, while others provide individuals from various civilian occupations. Complete information is provided for character generation, including explanations of skills not dealt with in other books in the *Traveller* series, and descriptions of special mustering out benefits.

In addition, twelve separate chapters each contain forty pre-generated examples of the characters; these listings allow random, fast selection of such characters for patron or other encounters where necessary in *Traveller* situations. Each listing indicates service rank, age, cash balance, skills, and mustering out benefits. Each character is numbered consecutively within the chapter to allow random selection using die rolls. A typical listing within this booklet is shown below:

(Consecutive Number)

(Service Rank)

7 Captain

Rifle-1, Pistol-1 (Skills)

(UPP)

7776B6

Age 26 2 terms

(Credit Balance)

Cr9,000

(Muster Out Benefits) Travellers'

The UPP is the *Universal Personality Profile* as described in *Traveller* Book 1, page 8. It uses the letters A through F to represent the numbers 10 through 15. Terms indicates the number of full terms the character has served in his or her career. Age equals (with some exceptions) the terms of service times four, plus the basic 18 year starting age; for randomly selected individuals for encounters, the referee may add 1 - 6 (on one die) years to that age. Skills are drawn from the pool of available skills; specific weapons skills assigned to each character are somewhat arbitrary, and may be used as indicated, or other, more appropriate weapons substituted as the referee decides.

PLAYER CHARACTERS

The characters and their generation systems given here are also suitable for use as player-characters should the referee and the players decide. They are used in just the same manner as regular characters.

HEROES AND VILLAINS

One chapter in this booklet is devoted to quantifying in *Traveller* terms major characters from science-fiction. See page 42.

Character Generation

Characters are the foundation of *Traveller*; they are the alter-egos of the players and all action is centered around them. This section provides complete instructions for the generation of twelve distinct types of characters.

INITIAL CHARACTER GENERATION

Characters are generated initially through a series of six double dice rolls which determine the basic characteristics affecting abilities and reactions. These six characteristics are:

Strength: A general evaluation of the character's physical ability and a specific measure of the force which may be applied in combat situations.

Dexterity: A measure of physical coordination.

Endurance: A measure of physical stamina and determination.

Intelligence: A measure of IQ.

Education: A measure of schooling and training.

Social Standing: A measure of social class and an indication of the level of society from which the character comes.

Values for characteristics range from 2 to 12 initially; 7 is the average value. As a result of modifications occurring during the career process, these values may ultimately range from 1 to 15. Characteristics (for player-characters) may never exceed 15; they do not go below 1 except in the case of aging or injury.

Age: Characters are generated at age 18; they begin their career process at that age. As an exception, belter and barbarian characters begin their careers earlier, at age 14.

Rank: Characters who receive ranks while in the career process may retain the rank as part of their names after ending the career process.

Titles: *Traveller* Book 3 indicates the noble titles associated with social standing values of B through F. Such titles may be used as part of the character's name.

ACQUIRING SKILLS AND EXPERTISE

A newly generated character is singularly unequipped to deal with the adventuring universe, having neither the expertise, nor the experience necessary for the active life. In order to acquire some experience, it is possible for the character to begin a career.

Enlistment: A character may select any of the twelve career types in this booklet. Enlistment is the term used for beginning a career in a military service; the same term is used when referring to beginning a career in a civilian occupation. The prior service table gives the throw required to enlist; successfully rolling the number or higher on two dice allows enlistment. DMs (die roll modifications) are allowed on the throw if the individual has certain stated characteristics or higher. If both stated characteristics are present at the required level, the die modification is cumulative.

Enlistment is for a term of service lasting four years. This adds four years to the character's age. If the character re-enlists, it is for another term of four years.

Rejection: Should an individual fail to make the enlistment throw, he or she must find another career to follow. Attempts at enlistment in other careers should be made.

Survival: Each term of service involves some danger; during the term, a character must successfully roll the career's survival number or greater to avoid death in the line of duty. Each career also lists DMs which may apply. Failure to achieve the survival throw results in death; a new character must be generated.

Positions and Promotions: An individual may attain a position of responsibility in his or her chosen career, and may later be promoted to higher and higher positions. In military careers, this position is a commission as an officer; in other careers, this position has various meanings. Each career has a position number; in order to achieve a position, the character must throw the stated number or greater on two dice. DMs may apply. If the individual is successful in attaining a position, he or she receives rank 1 for the career. A character may attempt to achieve position once per term of service until successful.

In the same term of service in which a character achieves position, and in each subsequent term of service, a character may attempt to be promoted. Each career has a promotion number, and DMs which apply. If a promotion is achieved, the character advances to the next higher rank in his or her career. A character is eligible for one promotion per term of service, beginning with the term of service in which position is achieved.

Skills and Training: During each term of service, a character has the opportunity to acquire personal skills and expertise. Provision is made for the acquisition of new skills based on time served, position, promotion, and duty.

Skills are acquired by rolling on the acquired skills table once for each skill allowed, using one die. There are four tables, each containing different types of skills. One of the tables is chosen before the die is rolled, and the single die roll indicates the specific skill the character acquires.

Of the four skill tables, the first three may always be used by any character. The fourth is available only to characters having an education characteristic of 8 or greater.

During a character's initial term of service, he or she is eligible for two skills; during each additional term of service, he or she becomes eligible for one skill. Upon achieving position, he or she is eligible for one skill. Upon being promoted, he or she is eligible for one skill. For example, a character joins the maritime forces, achieves position and is then promoted during her initial term of service. Total eligibility for the term is four skills. The same character, in the next term of service but not receiving a promotion, is eligible for one skill.

Some skills automatically accrue to a character (without using eligibility) by virtue of rank or service. There are also exceptions to the basic eligibility based on specific careers. These exceptions are covered under each individual career.

Re-enlistment: Generally, a character is free to leave a career, or to remain for another term, depending on personal desires and goals. There is some chance that other considerations may force the person out, or keep the person in the specific career for another term. Each career has a re-enlistment number; in order to undertake a subsequent term of service, a character must throw that number or

greater (no DMs allowed). If the throw is not made, the individual must leave the career, and character generation ends. If the throw is 12 (exactly), then the individual must remain in the career for one more term of service. The re-enlistment throw must be made during each term of service.

RETIREMENT

A character may serve up to seven terms voluntarily, and retire at any time after the end of the fifth term. Retirement grants the person an annual retirement pay in addition to any mustering out benefits: rates of retirement pay are based on time of service and type of career. Service beyond the seventh term is normally impossible, and retirement is mandatory. However, persons who throw 12 (exactly) on the re-enlistment roll must serve an additional term, and may thus avoid retirement for a period.

MUSTERING OUT

When a character leaves his or her career (for any reason), mustering out benefits become available. The two mustering out tables indicate the nature of these benefits: table 1 provides travel, education, and material benefits, while table 2 provides cash severance pay. Each table is matrixed by career and a single die roll. When mustering out, the character is allowed to consult these tables based on total terms of service and on final rank.

One benefit roll is allowed for each four-year term of service served. Additionally, a character who has received rank 1 or 2 receives one extra roll. A character who has achieved rank 3 or 4 receives two extra rolls. A character who has achieved rank 5 or 6 is allowed two extra rolls, and may add 1 to the die roll when consulting table 1. Any character who has received any gambling skill may add 1 to the die roll when consulting table 2.

A character is free to choose whether table 1 or table 2 is consulted, or both, and in what proportion, but in no case is a character allowed to consult table 2 more than three times.

For example, a character who has not achieved position while serving four terms of service is eligible for four mustering out benefits. He may roll a total of four times, distributing the rolls as he desires between table 1 and table 2, so long as he rolls no more than three times on table 2. The character must designate the table before the die is rolled.

AGING

As each term of service is four years in length, a character can potentially age 20 years or more before he or she ventures into the travelling portion of the game. This aging may have a detrimental effect on a character's strength, dexterity, endurance, and intelligence.

There is a possibility of detrimental aging effects when a character reaches the age of 34, and in four year increments thereafter. When a character reaches age 34 (when adventuring during the game, or at the end of the fourth term of service), he or she is subject to a possible reduction in characteristic values. The aging table indicates the potential reduction and the saving throw required to avoid the reduction.

If, as a result of aging, a characteristic is reduced to zero, the character is con-

sidered to be ill. A basic saving throw of 8+ applies; if the character survives, the career ends, and re-enlistment is not allowed.

AGING TABLE

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

Note: Terms of service refers to the end of that numbered term. Age refers to the first day of the personal (physiological, not chronological) year. The negative number shown is the potential reduction in characteristic if the saving throw (in parentheses) is not made. Saving throws use two dice.

THE CHARACTER TYPES

The twelve character types contained in this booklet are:

Pirates: Individuals crewing interplanetary or interstellar vessels, who make their living by attacking, hijacking, or plundering commerce.

Belters: Individuals who prospect and mine asteroid belts in search of mineral deposits, artifacts, or salvage materials.

Sailors: Members of the Nautical Force Command (the wet navy) of a world.

Diplomats: Members of the Foreign Service of a government.

Doctors: Trained individuals conducting medical practice.

Flyers: Members of the Close Orbit and Airspace Control Command (the air force) of a world.

Barbarians: Rugged individuals from primitive planets accustomed to hardship and well-trained in wilderness and survival situations.

Bureaucrats: Individuals serving a government or organization in management or executive capacities.

Rogues: Criminal elements familiar with the rougher or more illegal methods of accomplishing tasks.

Nobles: Individuals of the upper classes who perform little consistent function, but often have large amounts of ready money.

Scientists: Individuals trained in technological or research sciences who conduct scientific investigations into materials, situations, and phenomena.

Hunters: Individuals who track and hunt animals of varying sizes and types for profit or enjoyment.

A NOTE ON GENDER AND RACE

Nowhere in these rules is there a specific requirement established that any character (player or non-player) be of a specific race or gender. Any character is potentially of any race and of either sex.

PRIOR SERVICE TABLE

| | <i>Pirates</i> | <i>Belters</i> | <i>Sailors</i> | <i>Diplomats</i> | <i>Doctors</i> | <i>Flyers</i> |
|------------|----------------|----------------|----------------|------------------|----------------|---------------|
| Enlistment | 7+ | 8+ | 6+ | 8+ | 9+ | 6+ |
| DM +1 if | Soc 7 - | Dext 9+ | Endur 10+ | Educ 8+ | Intel 8+ | Stren 7+ |
| DM +2 if | Endur 9+ | Intel 6+ | Stren 8+ | Soc 9+ | Dext 9+ | Dext 9+ |
| Survival | 6+ | 9+ | 5+ | 3+ | 3+ | 5+ |
| DM +2 if | Intel 8+ | (terms) | Endur 8+ | Educ 9+ | Intel 8+ | Dext 8+ |
| Position | 9+ | — | 5+ | 5+ | — | 5+ |
| DM +1 if | Stren 10+ | — | Intel 9+ | Intel 8+ | — | Educ 6+ |
| Promotion | 8+ | — | 6+ | 10+ | — | 8+ |
| DM +1 if | Intel 9+ | — | Educ 8+ | Soc 10+ | — | Educ 8+ |
| Re-enlist | 7+ | 7+ | 6+ | 5+ | 4+ | 6+ |

Belters receive a variable DM for survival based on terms served; in the first term of service, the DM is +1; in the second term, the DM is +2, in the seventh term, the DM is +7.

TABLE OF RANKS

| | | | | | | |
|--------|------------|---|------------|---------------|---|---------------|
| Rank 1 | Henchman | — | Ensign | 3d Secretary | — | Pilot |
| Rank 2 | Corporal | — | Lieutenant | 2d Secretary | — | Flight Leader |
| Rank 3 | Sergeant | — | Lt Cmdr | 1st Secretary | — | Sqdrn Leader |
| Rank 4 | Lieutenant | — | Commander | Counselor | — | Staff Major |
| Rank 5 | Leader | — | Captain | Minister | — | Group Leader |
| Rank 6 | — | — | Admiral | Ambassador | — | Air Marshal |

BENEFITS TABLES

| | | | | | | | |
|-----------------|---|------------|-------------|-----------|-------------|-------------|-----------|
| Table 1 | 1 | Low Psg | Low Psg | Low Psg | Low Psg | Low Psg | Low Psg |
| Material | 2 | +1 Intel | +1 Intel | +1 Educ | +1 Intel | +1 Educ | +1 Educ |
| Benefits | 3 | Weapon | Weapon | Weapon | +2 Educ | +1 Educ | +1 Educ |
| | 4 | — | High Psg | Weapon | Weapon | Weapon | Weapon |
| | 5 | - 1 Social | Travellers' | High Psg | +1 Social | Instruments | High Psg |
| | 6 | Mid Psg | Seeker | High Psg | High Psg | Mid Psg | Mid Psg |
| | 7 | Corsair | — | +1 Social | Travellers' | — | +1 Social |

The first occurrence of a weapon benefit is taken as one physical example of any personal weapon stated in *Traveller* Book 1; it must be taken immediately. Additional occurrences of weapon may be declared as skill in the weapon previously taken. Characters with rank 5 or 6 may add +1 to their rolls on this table. Corsair allows possession of a pirate ship as described in the benefits section; seeker allows possession of a prospecting ship as described in the benefits section. Second and subsequent occurrences of corsair, seeker, and Travellers' are treated as no benefit.

| | | | | | | | |
|-----------------|---|-------|--------|-------|-------|--------|-------|
| Table 2 | 1 | — | — | 2000 | 10000 | 20000 | 2000 |
| Cash | 2 | — | — | 5000 | 10000 | 20000 | 5000 |
| Benefits | 3 | 1000 | 1000 | 10000 | 10000 | 20000 | 10000 |
| | 4 | 10000 | 10000 | 10000 | 20000 | 30000 | 10000 |
| | 5 | 50000 | 100000 | 10000 | 50000 | 40000 | 10000 |
| | 6 | 50000 | 100000 | 20000 | 60000 | 60000 | 20000 |
| | 7 | 50000 | 100000 | 30000 | 70000 | 100000 | 30000 |

A maximum of three rolls on table 2 are allowed per character; all remaining rolls must be made on table 1. Individuals with gambling skill or who have retired are allowed a DM of +1 on table 2 (the DM is not cumulative).

ACQUIRED SKILLS TABLE

Personal Development Table

| | <i>Pirate</i> | <i>Belter</i> | <i>Sailor</i> | <i>Diplomat</i> | <i>Doctor</i> | <i>Flyer</i> |
|---|---------------|---------------|---------------|-----------------|---------------|--------------|
| 1 | +1 Stren | +1 Stren | +1 Stren | +1 Stren | +1 Stren | +1 Stren |
| 2 | +1 Dext | +1 Dext | +1 Dext | +1 Educ | +1 Dext | +1 Dext |
| 3 | +1 Endur | +1 Endur | +1 Endur | +1 Intel | +1 Endur | +1 Endur |
| 4 | Gambling | Gambling | Gambling | Blade Cbt | +1 Intel | Gambling |
| 5 | Brawling | Brawling | Brawling | Gun Cbt | +1 Educ | Brawling |
| 6 | Blade Cbt | Vacc Suit | Carousing | Carousing | +1 Social | Carousing |

Service Skills Table

| | <i>Pirate</i> | <i>Belter</i> | <i>Sailor</i> | <i>Diplomat</i> | <i>Doctor</i> | <i>Flyer</i> |
|---|---------------|---------------|---------------|-----------------|---------------|--------------|
| 1 | Blade Cbt | Vacc Suit | Gun Cbt | +1 Intel | +1 Dext | Brawling |
| 2 | Vacc Suit | Vacc Suit | Commo | Vacc Suit | Electronic | Vacc Suit |
| 3 | Gun Cbt | Prospecting | Fwd Obsv | Vehicle | Medical | Gun Cbt |
| 4 | Gunnery | Fwd Obsv | Vehicle | Vehicle | Streetwise | Vehicle |
| 5 | Zero-G Cbt | Prospecting | Vehicle | Gambling | Medical | Vehicle |
| 6 | Gun Cbt | Ship's Boat | Battle Dress | Computer | Blade Cbt | Vehicle |

Advanced Education Table

| | <i>Pirate</i> | <i>Belter</i> | <i>Sailor</i> | <i>Diplomat</i> | <i>Doctor</i> | <i>Flyer</i> |
|---|---------------|---------------|---------------|-----------------|---------------|--------------|
| 1 | Streetwise | Ship's Boat | Water Craft | Forgery | Medical | Air Craft |
| 2 | Gunnery | Electronic | Electronic | Streetwise | Medical | Mechanical |
| 3 | Engnrrng | Prospecting | Mechanical | Interrogation | Mechanical | Electronic |
| 4 | Ship Tactic | Mechanical | Gravitics | Recruiting | Electronic | Gravitics |
| 5 | Tactics | Prospecting | Navigation | Instruction | Computer | Gun Cbt |
| 6 | Mechanical | Instruction | Demolition | Admin | Admin | Survival |

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

| | <i>Pirate</i> | <i>Belter</i> | <i>Sailor</i> | <i>Diplomat</i> | <i>Doctor</i> | <i>Flyer</i> |
|---|---------------|---------------|---------------|-----------------|---------------|--------------|
| 1 | Navigation | Navigation | Medical | Liaison | Medical | Medical |
| 2 | Pilot | Medical | Vehicle | Liaison | Medical | Leader |
| 3 | Forgery | Pilot | Streetwise | Admin | Admin | Pilot |
| 4 | Computer | Computer | Computer | Computer | Computer | Computer |
| 5 | Leader | Engnrrng | Admin | +1 Social | +1 Intel | Admin |
| 6 | Electronic | Jack-o-T | Jack-o-T | Jack-o-T | +1 Educ | Jack-o-T |

Characters consult this set of tables during each term of service. A character must have an education characteristic of 8 or greater before using the fourth table.

Blade combat, gun combat, air craft and vehicle call for additional specification by the character immediately.

AUTOMATIC SKILLS

| | | |
|-------------------|-------|-------------|
| Belter | | Vacc Suit-1 |
| Pirate | | Brawling-1 |
| Pirate Lieutenant | | Pilot-1 |
| Doctor | | Medical-1 |
| Diplomat | | Liaison-1 |
| Flyer | | Air Craft-1 |

PRIOR SERVICE TABLE

| | <i>Barbarian</i> | <i>Bureaucrat</i> | <i>Rogue</i> | <i>Noble</i> | <i>Scientist</i> | <i>Hunter</i> |
|------------|------------------|-------------------|--------------|--------------|------------------|---------------|
| Enlistment | 5+ | 5+ | 6+ | (special) | 6+ | 9+ |
| DM +1 if | Endur 9+ | Educ 8+ | Social 8 - | — | Intel 9+ | Dext 10+ |
| DM +2 if | Stren 10+ | Stren 8 - | Endur 7+ | — | Educ 10+ | Endur 9+ |
| Survival | 6+ | 4+ | 6+ | 3+ | 5+ | 6+ |
| DM +2 if | Stren 8+ | Educ 10+ | Intel 9+ | — | Educ 9+ | Stren 10+ |
| Position | 6+ | 6+ | — | 5+ | — | — |
| DM +1 if | Stren 10+ | Soc 9+ | — | Educ 9+ | — | — |
| Promotion | 9+ | 7+ | — | 12+ | — | — |
| DM +1 if | Intel 6+ | Intel 9+ | — | Intel 10+ | — | — |
| Re-enlist | 6+ | 3+ * | 5+ | 4+ | 5+ | 5+ |

The noble career is open only (and automatically) to persons with Social 10+. Rank corresponds to noble rank (taken from Social Standing) once position is achieved.

Bureaucrats must throw re-enlistment or higher to leave the service before retirement.

TABLE OF RANKS

| | | | | | | |
|--------|---------|--------------|---|-----------|---|---|
| Rank 1 | — | Clerk | — | B Knight | — | — |
| Rank 2 | Warrior | Supervisor | — | C Baron | — | — |
| Rank 3 | — | Asst Manager | — | D Marquis | — | — |
| Rank 4 | — | Manager | — | E Count | — | — |
| Rank 5 | Chief | Executive | — | F Duke | — | — |
| Rank 6 | — | Director | — | — | — | — |

BENEFITS TABLES

| | | | | | | | |
|-----------------|---|----------|-----------|-------------|-------------|----------|-------------|
| Table 1 | 1 | Low Psg | Low Psg | Low Psg | High Psg | Low Psg | Low Psg |
| Material | 2 | Blade | Mid Psg | +1 Soc | High Psg | Mid Psg | High Psg |
| Benefits | 3 | Blade | — | Gun | Gun | High Psg | Weapon |
| | 4 | Blade | Watch | Blade | Blade | +1 Soc | Weapon |
| | 5 | — | — | High Psg | Travellers' | Gun | Weapon |
| | 6 | High Psg | High Psg | Travellers' | Yacht | Lab Ship | Safari Ship |
| | 7 | High Psg | +1 Social | — | — | — | — |

The first occurrence of a weapon benefit is taken as one physical example of any personal weapon stated in *Traveller* Book 1; it must be taken immediately. Additional occurrences of weapon may be declared as skill in the weapon previously taken. Characters with rank 5 or 6 may add +1 to their rolls on this table. Yacht, Lab ship and Safari ship each allow possession of the appropriate ship as described in the benefits section. Second and subsequent occurrences of ships and Travellers' are treated as no benefit.

| | | | | | | | |
|-----------------|---|------|-------|--------|--------|-------|--------|
| Table 2 | 1 | — | — | — | 10000 | 1000 | 1000 |
| Cash | 2 | — | — | — | 50000 | 2000 | 1000 |
| Benefits | 3 | 1000 | 10000 | 10000 | 50000 | 5000 | 5000 |
| | 4 | 2000 | 10000 | 10000 | 100000 | 10000 | 5000 |
| | 5 | 3000 | 40000 | 50000 | 100000 | 20000 | 10000 |
| | 6 | 4000 | 40000 | 100000 | 100000 | 30000 | 100000 |
| | 7 | 5000 | 80000 | 100000 | 200000 | 40000 | 100000 |

A maximum of three rolls on table 2 are allowed per character; all remaining rolls must be made on table 1. Individuals with gambling skill or who have retired are allowed a DM of +1 on table 2 (the DM is not cumulative). Barbarians cannot retire.

ACQUIRED SKILLS TABLE

Personal Development Table

| | <i>Barbarian</i> | <i>Bureaucrat</i> | <i>Rogue</i> | <i>Noble</i> | <i>Scientist</i> | <i>Hunter</i> |
|---|------------------|-------------------|--------------|--------------|------------------|---------------|
| 1 | +1 Stren | +1 Endur | +1 Stren | +1 Stren | +1 Stren | +1 Stren |
| 2 | +2 Stren | +1 Educ | +1 Dext | +1 Dext | +1 Dext | +1 Dext |
| 3 | +1 Stren | +1 Intel | +1 Endur | +1 Endur | +1 Endur | +1 Endur |
| 4 | Carousing | Brawling | +1 Intel | +1 Intel | +1 Intel | +1 Intel |
| 5 | +1 Dext | Carousing | Brawling | Carousing | +1 Educ | Gun Cbt |
| 6 | +1 Endur | +1 Dext | Carousing | Brawling | Carousing | Blade Cbt |

Service Skills Table

| | <i>Barbarian</i> | <i>Bureaucrat</i> | <i>Rogue</i> | <i>Noble</i> | <i>Scientist</i> | <i>Hunter</i> |
|---|------------------|-------------------|--------------|--------------|------------------|---------------|
| 1 | Brawling | Gun Cbt | Blade Cbt | Gun Cbt | Gun Cbt | Gun Cbt |
| 2 | Blade Cbt | Vehicle | Gun Cbt | Blade Cbt | Blade Cbt | Blade Cbt |
| 3 | Blade Cbt | Blade Cbt | Demolition | Hunting | Vehicle | Survival |
| 4 | Bow Cbt | Instruction | Vehicle | Vehicle | Jack-o-T | Hunting |
| 5 | Bow Cbt | Vehicle | +1 Educ | Bribery | Navigation | Vehicle |
| 6 | Gun Cbt | +1 Educ | Vehicle | +1 Dext | Survival | Hunting |

Advanced Education Table

| | <i>Barbarian</i> | <i>Bureaucrat</i> | <i>Rogue</i> | <i>Noble</i> | <i>Scientist</i> | <i>Hunter</i> |
|---|------------------|-------------------|--------------|--------------|------------------|---------------|
| 1 | Blade Cbt | Recruiting | Streetwise | Pilot | Mechanical | Mechanical |
| 2 | Mechanical | Vehicle | Forgery | Ship's Boat | Electronic | Electronic |
| 3 | Survival | Liaison | Bribery | Vehicle | Gravitics | Gravitics |
| 4 | Recon | Interrogation | Carousing | Navigation | Computer | Computer |
| 5 | Streetwise | Admin | Liaison | Engrng | +1 Intel | Hunting |
| 6 | Bow Cbt | Admin | Ship Tactics | Leader | +1 Educ | Admin |

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

| | <i>Barbarian</i> | <i>Bureaucrat</i> | <i>Rogue</i> | <i>Noble</i> | <i>Scientist</i> | <i>Hunter</i> |
|---|------------------|-------------------|--------------|--------------|------------------|---------------|
| 1 | Medical | Admin | Medical | Medical | Medical | Medical |
| 2 | Interrogation | Admin | Bribery | Computer | Computer | Computer |
| 3 | Tactics | Computer | Forgery | Admin | Admin | Hunting |
| 4 | Leader | Admin | Computer | Liaison | Leader | Leader |
| 5 | Instruction | Jack-o-T | Leader | Leader | +1 Intel | Survival |
| 6 | Jack-o-T | Leader | Jack-o-T | Jack-o-T | Jack-o-T | Admin |

Characters consult this set of tables during each term of service. A character must have an education characteristics of 8 or greater before using the fourth table.

Blade combat, gun combat, and vehicle call for additional specification by the character immediately.

AUTOMATIC SKILLS

| | |
|---------------------------|----------------|
| Barbarian..... | Sword-1 |
| Barbarian Warrior | Blade Combat-1 |
| Barbarian Chief..... | Leader-1 |
| Rogue..... | Streetwise-1 |
| Scientist..... | Computer-1 |
| Hunter..... | Hunting-1 |

SKILLS AND BENEFITS

The skills and benefits which a character can acquire during the course of a term are of diverse types and values. They form an integral part of the player's character, assisting the referee (and the player) in determining general ability as well as the specific probability of performing certain tasks.

There are only a finite number of skills available, and it is possible that a character may acquire the same skill more than once; in such a case, the second acquisition of the skill increases the character's expertise in that skill. When a skill is first received, the player writes the skill name, followed by a dash, and the number 1 (for example, Navigation-1). The second time the same skill is received, the number is increased to show the greater level of expertise (for example, Navigation-2). Further acquisitions of the same skill increase this skill level in the same manner.

Skills are of three basic types: *characteristic alterations* (such as +1 strength), *weapon expertise* (such as Gun Combat), and *basic skill* (such as Navigation). These are each explained below:

Characteristic Alteration: Expressed as an addition to a character's ability. Characteristic alterations are applied immediately, increasing the character's current ability, and require no further attention.

Weapon Expertise: Expressed as a general trait, such as Brawling, Blade Combat, or Gunnery. When acquired, the acquisition is noted as a skill by the character. In the case of Blade Combat, Gun Combat, or Bow Combat, (not Brawling or Gunnery), the character must immediately select a weapon within the category as the specific weapon of expertise.

Most characters have a natural weapon expertise (in all gun and blade weapons listed below) of one-half; exceptions are noted. Acquisition of expertise in a weapon boosts this to level-1. Additional acquisitions of expertise in the same weapon increase the current level by one each time.

Brawling: Brawling is a general skill for hand-to-hand fighting. It includes the use of hands, clubs, bottles, and similar weapons.

Blade Combat: Blade Combat is a specific skill in the use of blades and polearms. The character must immediately choose one blade or polearm weapon in which the skill is received (a different weapon may be selected each time that skill is acquired). The blades and polearms table indicates the weapons available under this skill.

All characters have a natural expertise of one-half in all blades and polearms; initial receipt of blade combat boosts the skill in the selected weapon to level-1. Selection of a specific blade or polearm should be a discriminating decision; the table shows the disadvantaged and advantaged strength levels for each weapon. When using the weapon in combat, a character with a strength equal to or greater than the advantaged value receives favorable DMs, while one with a strength

BLADES AND POLEARMS

| Weapon | + DM | - DM | Wounds |
|------------|------|------|--------|
| Dagger | 8+ | 3 - | 2D |
| Blade | 9+ | 4 - | 2D |
| Foil | 10+ | 4 - | 1D |
| Sword | 10+ | 5 - | 2D |
| Cutlass | 11+ | 7 - | 3D |
| Broadsword | 12+ | 7 - | 4D |
| Bayonet | 9+ | 4 - | 3D |
| Spear | 9+ | 4 - | 2D |
| Halberd | 10+ | 5 - | 3D |
| Pike | 10+ | 6 - | 3D |
| Cudgel | 8+ | 4 - | 2D |

of the disadvantaged value or less receives unfavorable DMs.

Gun Combat: Gun Combat is a specific skill in the use of firearms. The character must immediately choose one firearm from the guns table; a different gun may be selected each time that the skill is received. The guns table indicates the firearms which are available for selection. Most characters have a natural expertise in all guns listed; receipt of skill initially boosts this expertise to level-1. However, barbarians, bureaucrats, and doctors do not have a natural expertise in guns; they are treated as totally unskilled in guns (per *Traveller* Book 1, page 30—DM -5 when attacking).

Selection of gun expertise should be based on the character's dexterity; the guns table indicates the level of dexterity which will result in an unfavorable DM as well as the level of dexterity which will result in a favorable DM in combat. The guns table also indicates the wounding which a gun can inflict.

Bow Combat: Bow Combat is a specific skill in the use of bow weapons. The character must immediately select one bow weapon in which the skill is received.

BOW WEAPONS

The bow weapons table indicates the weapons available under this skill. Only barbarians have any skill whatsoever in bow weapons; all other characters are treated as being totally unskilled (Book 1, page 30). While blades require strength for advantage, and guns require dexterity for advantage, bow weapons require both strength and dexterity for advantage. The bow weapons table indicates the required levels of both strength and dexterity for favorable and unfavorable DMs.

Gunnery: Gunnery is a general skill in the use of weapons mounted aboard spacecraft. Possession of this skill entitles the character to the job-title Gunner. Gunnery skill allows an individual to operate any turret mounted weapons aboard a ship; these include lasers, sandcasters, energy weapons (plasma and fusion guns in mounts), missiles, and particle accelerators. Use of this skill is governed by the space combat systems in Book 2 and Book 5. This skill is necessary for hiring on as a gunner on any ship. Untrained individuals do not have any skill in this field.

Basic Skills: Expressed as a general ability, such as Navigation or Engineering. Each skill is further defined in various *Traveller* Booklets, or below. The listing below enumerates each skill, and notes those booklets where it is defined. Book 1 is *Characters and Combat*, included in the basic set; Book 4 is *Mercenary*; Book 5 is *High Guard*. Where information is given here, it supersedes the skill data in other booklets for characters generated using this booklet.

The skills listed on the following pages are called for using the generation systems in this booklet:

General Description

Air Craft: The individual is a trained aircraft pilot.

Admin: Discussed in Book 1.
Battle Dress: Discussed in Book 4.
Blade Combat: Discussed above on pages 10 and 11.
Bow Combat: Discussed above on page 11, and later in this supplement on pages 15 to 17.
Brawling: Discussed above on page 10.
Bribery: Discussed in Book 1.
Carousing: Discussed in Book 5.
Communications: Discussed in Book 5.
Computer: Discussed in Book 1.
Demolition: Discussed in Book 4.
Electronics: Discussed in Book 1.
Engineering: Discussed in Book 1.
Forgery: Discussed in Book 1.
Forward Observer: Discussed in Book 1.
Gambling: Discussed in Book 1.
Gravitics: Discussed in Book 5.
Gun Combat: Discussed above on page 11.
Gunnery: Discussed above on page 11.

Hunting: The individual is skilled in tracking and hunting animals.

Instruction: Discussed in Book 4 and Book 5. Book 4 should govern.
Interrogation: Discussed in Book 4 and Book 5. Book 5 should govern.
Jack-of all Trades: Discussed in Book 1.
Leader: Discussed in Book 1.
Liaison: Discussed in Book 5.
Mechanical: Discussed in Book 1.
Medical: Discussed in Book 1.
Navigation: Discussed in Book 1.
Pilot: Discussed in Book 1.

Prospecting: The individual is experienced in searching out mineral deposits on world surfaces, and in deep space.

Specific Game Effects

Upon receipt of this skill, the individual must immediately select one of four categories in which to take this skill: Propeller-driven Fixed Wing Aircraft, Jet-Propelled Fixed Wing Aircraft, Helicopters, or Grav Vehicles. In each case, the skill allows the individual to pilot that type of aircraft. Grav Vehicle is also discussed in Book 4 and is the equivalent of Air/Raft skill in Book 1.

In animal encounter situations, this skill is used to enhance the chance of encountering any specific type of animal, of achieving surprise on such animals, and of surviving such encounters.

DMs based on specific situations should be generated, and hunting skill should be used as a favorable DM.

Hunting skill is also useful for jobs as guides for expeditions or tours.

This skill allows an individual greater likelihood of discovering mineral deposits. In any situation calling for such a search, this skill allows a favorable DM for success.

This skill alone is not sufficient for the discovery of vast mineral wealth; but it does provide greater probability of an individual discovering what is there.

General Description

Recon: Discussed in Book 4.
Recruiting: Discussed in Book 4.
Ship Tactics: Discussed in Book 5.
Ship's Boat: Discussed in Book 1.
Streetwise: Discussed in Book 1.
Survival: Discussed in Book 4.
Tactics: Discussed in Book 1.
Vehicle: The individual is a trained vehicle operator.

Water Craft: The individual is a trained operator of water craft.

Vacc Suit: Discussed in Book 1.
Zero-G Combat: Discussed in Book 4.

Benefits: Mustering-out benefits may be characteristics alterations (page 10), or some physical object. Membership in the Travellers' Aid Society is possible, and subsequent receipts of gun, blade, or weapon benefits may be taken as skill levels instead.

Instruments: A doctor may receive a complete set of medical instruments, suitable for treatment of individuals suffering from all manner of injuries and illnesses. The set includes surgeons instruments, diagnostic tools, and a set of drugs for most purposes. Basic value of the set is Cr5,000.

Watch: Bureaucrats may receive a watch from their fellow workers or their employers, as a token of esteem or respect. Typically, this item has a value of approximately Cr50; on a throw of 7+, it will have a value of from Cr200 to Cr1200 (2D times Cr100).

Weapon: Many individuals may receive a weapon as a mustering-out benefit. If specified as a weapon, it may be taken as either a blade weapon or a gun weapon. If specified as a blade, it must be taken as a blade; if specified as a gun, it must be taken as a gun. In any case, the allowed range is any weapon discussed in Book 1. Once a weapon is taken as a benefit, additional receipts of the weapon may be taken as skill in that weapon instead. An individual is always free to take additional physical examples of the weapons if so desired.

Specific Game Effects

Immediately upon receipt of this skill, the individual must specify one of the following vehicles as the type in which skill is received.

Wheeled (tech level 5 - 15): This skill is the equivalent of ATV skill.

Tracked (tech level 6 - 9): This skill is primarily of military usefulness, such as in Mercenary, Book 4.

Grav (tech level 6 - 15): This skill is the equivalent of Air/Raft skill (not Air Craft skill).

Vehicle skill, as specified in this supplement, is different from Vehicle skill discussed in Book 5.

Upon receipt of this skill, the individual must immediately select one of the following types of water craft in which to take the expertise.

Hovercraft (tech level 7 - 9): Governs the use of air cushion craft capable of traversing land and water.

Small Water Craft (tech level 1 - 8): Governs all small craft under 50 tons displacement, including sailing craft and submersibles.

Passages: High, middle, and low passages may be received as benefits. They are discussed in Book 1.

Travellers': Membership in the Travellers' Aid Society may be received as a benefit. This benefit is discussed in Book 1.

Ships: A variety of starships may be received as benefits.

Safari Ship (Type K): Built on a type 200 hull, the type K is equipped with 1G constant acceleration insystem. There are 11 total staterooms for the crew of six, and eight passengers. Note that the crew (pilot, engineer, steward, medic, gunner, and tour guide) all hold double occupancy during operations. Fuel tankage is 50 tons, and two tons are held in reserve for cargo. The bridge is equipped with a Model/1bis computer with standard software package, and an additional one ton is committed near the bridge for fire control. The hull has one hardpoint mounting a double turret, although no weapons are installed as the ship comes from the factory. Inside the streamlined hull, a life boat and air/raft are stored for use in emergencies, and for expeditions.

Being a safari styled ship, the type K has some basic features. For customers wanting only to capture their animals, two separate caging areas are present. One is 10 tons in size, and able to reproduce any atmosphere natural for its occupants. The second is a 13 ton marine caging area, all in a single tank, which may be set for any pressure or simulated depth. There is also a 10 ton trophy room and lounge where holographs of all the crew's major kills are available for display.

Base price for the Type K is Cr69,307,000.

Scientist characters may receive a laboratory ship as a benefit. This ship must be assumed to be provided by some scientific foundation, and cannot be sold or disposed of.

Lab Ship (Type L): Based on a 400 ton hull, the Type L Lab ship is equipped with jump drive-D, maneuver drive-C and power plant-C; it is capable of jump-2 and 1G acceleration. Twenty staterooms provide quarters for the crew of five (pilot, navigator, medic, and two engineers), plus scientific and research personnel as necessary. Fuel tankage is 90 tons, and the computer is a Model/2. The lab ship is not streamlined, but does carry a single pinnacle, with provision for landing either an ATV or an air/raft to a planetary surface; no ATV or air/raft is initially provided. The ship has two hardpoints specified, but no turrets or weaponry. One hundred tons of laboratory space is designated, with provisions for a wide variety of equipment and research; most equipment in the labs is common and easily purchased, and little unique equipment is present. Twenty-four tons of cargo space is provided.

Base price for the type L lab ship is Cr161,000,000.

Pirate characters may receive a corsair: an armed raiding ship. The referee may specify if the ship has a crew, or if it needs one.

Corsair (Type P): Based on the type 400 hull, the corsair is fitted out with jump drive-D, maneuver drive-F, and power plant-F, giving it a capability for jump-2 and 3G acceleration. A Model/2 computer installed, and contains a standard software package. Most important to this ship are the three triple turrets, although each turret is equipped with only one beam laser. Ten staterooms

serve as quarters for the crew (pilot, navigator, three engineers, and assorted thugs and cutthroats numbering up to five more); twenty low berths are available for emergency use, or to hold captives. The ship is not streamlined, and there are no ship's vehicles or boats. Fuel capacity is 120 tons, and cargo capacity is 160 tons.

Notable features on the corsair are large cargo doors and variable identification features. The large clamshell doors can open to reveal the entire cargo bay; the ship can accept a 100 ton ship into its cargo bay. The ship has several centrally controlled identification features which can alter the shape and configuration of the ship at a moment's notice; fins retract or extend, modules appear or disappear, and radio emissions alter frequency and content. The ship's transponders can be altered to identify the vessel as having any of a variety of missions and identities.

The approximate value of the corsair is Cr180,000,000, but this price would be difficult to obtain on the open market, as the ship is of a non-commercial type, and its lineage and paperwork are of uncertain origin. It could probably bring about one-quarter its value.

The yacht called for as a benefit is discussed fully in Book 1.

Belters may receive as a benefit a seeker: a small asteroid mining or prospecting ship.

Seeker (Type J): Based on the type 100 hull, the Seeker is a modified Type S Scout/Courier, more fully discussed in Book 1. Alterations in the ship include installation of a mining laser in a single turret and increased cargo space. The ship has had cargo doors installed allowing carriage of ore or refined material in the ship interior, at the cost of less recreation room. The mining laser operates as a pulse laser-1 in combat situations. Jump-2 and 1G capabilities are retained.

The general price range for seekers is approximately Cr20,000,000, based on age and detrimental effects of the alterations.

Bow Weapons

Bow weapons are primitive devices which fling or propel arrows or bolts to some distance. Because bow weapons combine the range effects of guns with the strength effects of blades, they have minimum and advantageous requirements expressed for both strength and dexterity.

The following weapons are considered bow weapons.

Sling: A simple loop of cord used to propel a stone or pellet over a relatively short distance. It is always assumed to be aimed at the head or similar vulnerable part or the body, which explains its similar results against nearly all forms of armor. Sling weight is negligible. Reloading is automatic; one shot per round is allowed. Pellets weigh 100 grams each.

Short Bow: A simple bow consisting of a bow and a string. The bow measures 800mm and the arrow measures 300

| | | | | | | |
|--|-----------------|-----------------|---------------------|-----------|---------------|--|
| mm. Bow weight is | | | | | | |
| 500 grams, and | <i>Weapon</i> | <i>Required</i> | <i>Advantageous</i> | | | |
| arrows weigh 100 | Sling | <i>Level DM</i> | <i>Level</i> | <i>DM</i> | <i>Wounds</i> | |
| grams each. A qui- | Short Bow | 3 - -2 | 11+ | +1 | 2D | |
| ver, to hold 10 | Long Bow | 5 - -2 | 10+ | +1 | 1D | |
| arrows, attached to | Sporting Cross | 7 - -3 | 11+ | +2 | 2D | |
| the shoulder or the | Military Cross | 4 - -2 | 9+ | +1 | 2D | |
| belt, weighs 1500 | Repeating Cross | 6 - -2 | 11+ | +1 | 3D | |
| grams. Reloading a | | 8 - -2 | 12+ | +1 | 2D | |
| short bow is automatic; one shot per round is allowed. | | | | | | |

Long Bow: A long bow is designed for longer ranges than a short bow; it is 1500 mm in length and weighs 1000 grams. Arrows (identical to short bow arrows) weigh 100 grams. Reloading a long bow is automatic; one shot per round is allowed.

Sporting Crossbow: A small crossbow designed for hunting; it is cocked by a level along its side which then draws back the string to a catch activated by the trigger. The crossbow weighs 3000 grams and measures 900mm along the bow and 800mm along the stock. Bolts (arrows) weigh 100 grams each, but are not interchangeable with any other type. Cocking and reloading the sporting crossbow requires one full turn, during which the individual is treated as evading. One shot is allowed per round.

Military Crossbow: A large crossbow intended for battle. It measures 1000mm along the bow and 900mm along the stock. Its heavy steel bow is cocked by a geared cranequin which pulls the string back as the lever is wound. The cranequin is normally carried on the belt, and weighs 3000 grams, measuring 300mm by 300mm. The crossbow weighs 6000 grams. Bolts (arrows) weigh 100 grams each, and are 300mm in length. They are not interchangeable with any other type of arrow. Reloading the military crossbow requires one round; two if the individual is treated as evading. One shot is allowed per round.

Repeating Crossbow: A crossbow with a lighter bow than the military version, and a magazine holding 10 bolts. A simple lever (much like the sporting crossbow)

cocks the string and places a new bolt in position for firing. Dimensions are identical to the sporting crossbow. It weighs 4000 grams (unloaded) and each bolt weighs 100 grams while measuring 200mm in length. It may fire one bolt per round; reloading ten bolts into the magazine requires one round, or two if the individual is treated as evading.

RANGE MATRIX

| Attacker's Weapon | Range | | | | | Wound Inflicted |
|--------------------|-------|-------|--------|------|-----------|-----------------|
| | Close | Short | Medium | Long | Very Long | |
| Sling | -1 | +3 | 0 | - | - | 2D |
| Short Bow | -3 | +2 | +1 | -5 | - | 1D |
| Long Bow | -5 | +1 | +1 | -4 | - | 2D |
| Sporting Crossbow | -4 | 0 | -1 | -8 | - | 2D |
| Military Crossbow | -4 | 0 | -1 | -8 | - | 3D |
| Repeating Crossbow | 0 | -2 | 0 | -10 | - | 2D |

WEAPONS MATRIX

| Attacker's | Defender's Armor | | | | | | |
|-----------------|------------------|------|------|-------|--------|-------|--------|
| Weapon | Nothing | Jack | Mesh | Cloth | Reflec | Ablat | Battle |
| Sling | - 2 | - 2 | - 2 | - 2 | - 2 | - 2 | - 9 |
| Short Bow | - 1 | - 2 | - 6 | - 6 | - 1 | - 3 | - 7 |
| Long Bow | +1 | 0 | - 3 | - 3 | +1 | + 1 | - 5 |
| Sport Crossbow | +3 | +3 | +1 | 0 | +3 | +1 | - 4 |
| Military Cross | +3 | +3 | +2 | 0 | +3 | +2 | - 4 |
| Repeating Cross | +3 | +3 | +1 | 0 | +3 | +1 | - 4 |

WEAPONS AND EQUIPMENT WEIGHTS

| Item | Base Weight | Arrow Weight | Width Overall | Length Overall | Base Price | Ammo Price |
|--------------------|-------------|--------------|---------------|----------------|------------|------------|
| Sling | - | 100 | - | 1000 | 1 | - |
| Short Bow | 500 | 100 | - | 800 | 50 | 2 |
| Long Bow | 1000 | 100 | - | 1500 | 75 | 2 |
| Sporting Crossbow | 3000 | 100 | 900 | 800 | 150 | 2 |
| Military Crossbow | 6000 | 100 | 1000 | 900 | 250 | 2 |
| Cranequin | 3000 | - | 300 | 300 | 100 | - |
| Repeating Crossbow | 4000 | 100 | 900 | 800 | 200 | 2 |

Pirates

Pirate characters are produced in accordance with the character generation tables given on pages 6 and 7 of this supplement. Each is assumed to have undergone the mustering-out procedure, although the referee may elect to still use them as if they were working as pirates. Mustering-out benefits have been specified, but can be altered quite easily to suit the whim or need of the referee or the situation.

Some suggestions for the use of these characters include groups looking to shanghai crews, potential hijackers, simple ruffians in bars or dives, and nefarious individuals for unsavory situations.

| | | | | | |
|----|---|--------|--------|-----------------------------|-----------|
| 1 | Pirate | 569AA9 | Age 22 | 1 term | Cr0 |
| | Brawling-1, Vacc-1 | | | | |
| 2 | Pirate Corporal | C5ABA6 | Age 30 | 3 terms | Cr50,000 |
| | Brawling-2, Zero-G Cbt-1, Gun Cbt-1, Navig-2 | | | gun, mid psg | |
| 3 | Pirate | 8889AA | Age 26 | 2 terms | Cr1,000 |
| | Brawling-1, Pilot-1, Navig-1, Ship Tactic-1 | | | two low psg | |
| 4 | Pirate Henchman | 486BA7 | Age 30 | 3 terms | Cr100,000 |
| | Brawling-1, Mech-1, Gambling-1, Vacc-1 | | | gun, mid psg | |
| 5 | Pirate Sergeant | 649768 | Age 26 | 2 terms | Cr150,000 |
| | Brawling-1, Tactics-1, Engineering-1, Blade Cbt-1 | | | low psg | |
| 6 | Pirate | 9796A5 | Age 22 | 1 term | Cr1,000 |
| | Brawling-1, Engineering-1 | | | | |
| 7 | Pirate Leader | 486BC8 | Age 46 | 7 terms | Cr150,000 |
| | Brawling-3, Gun Cbt-2, Blade Cbt-1, Pilot-3 | | | three mid psg, gun, corsair | |
| 8 | Pirate | 7ABB5C | Age 22 | 1 term | Cr10,000 |
| | Brawling-1, Blade Cbt-1 | | | | |
| 9 | Pirate Lieutenant | 5B5A89 | Age 46 | 7 terms | Cr110,000 |
| | Brawling-1, Pilot-2, Navig-4, Gun Cbt-2, Gambling-1 | | | three mid psg | |
| 10 | Pirate Sergeant | 987975 | Age 26 | 2 terms | Cr2,000 |
| | Brawling-1, Streetwise-2, Engineering-2, Gun Cbt-1 | | | gun | |
| 11 | Pirate | 646788 | Age 22 | 1 term | Cr10,000 |
| | Brawling-1, Gambling-1, Blade Cbt-1 | | | mid psg | |
| 12 | Pirate | C92788 | Age 26 | 2 terms | Cr0 |
| | Brawling-2, Blade Cbt-1 | | | mid psg, low psg | |
| 13 | Pirate Corporal | 4A688A | Age 22 | 1 term | Cr10,000 |
| | Brawling-1, Gun Cbt-1, Zero-G Cbt-1 | | | gun, mid psg | |
| 14 | Pirate | 876A7B | Age 30 | 3 terms | Cr50,000 |
| | Brawling-1, Vacc-1, Engineering-1 | | | gun | |
| 15 | Pirate | 77AB8B | Age 22 | 1 term | Cr10,000 |
| | Brawling-1, Pilot-1 | | | | |
| 16 | Pirate Lieutenant | 6768B7 | Age 34 | 4 terms | Cr50,000 |
| | Brawling-2, Pilot-2, Navig-2, Gun Cbt-3, Streetwise-1 | | | four mid psg | |

| | | | | | |
|----|--|--------|--------|-------------------------|-----------|
| 17 | Pirate | 4A8ABA | Age 26 | 2 terms | Cr10,000 |
| | Brawling-1, Leader-1, Gunnery-1 | | | low psg | |
| 18 | Pirate Corporal | 577437 | Age 22 | 1 term | Cr1,000 |
| | Brawling-1, Engineering-2, Vacc-2 | | | gun | |
| 19 | Pirate Henchman | 7A6797 | Age 26 | 2 terms | Cr50,000 |
| | Brawling-1, Computer-1, Electronics-1, Forgery-1 | | | low psg, mid psg | |
| 20 | Pirate | AA73A7 | Age 22 | 1 term | Cr10,000 |
| | Brawling-1, Mechanical-1, Gunnery-1 | | | low psg, gun | |
| 21 | Pirate Corporal | A78385 | Age 26 | 2 terms | Cr1,000 |
| | Brawling-1, Vacc-2, Gun Cbt-2 | | | gun, low psg | |
| 22 | Pirate Henchman | 798A47 | Age 26 | 2 terms | Cr11,000 |
| | Brawling-1, Gun Cbt-1, Vacc-1, Mechanical-1 | | | gun, mid psg | |
| 23 | Pirate | 7B2886 | Age 22 | 1 term | Cr1,000 |
| | Brawling-1, Gun Cbt-1 | | | | |
| 24 | Pirate | 475489 | Age 30 | 3 terms | Cr3,000 |
| | Brawling-2, Forgery-1, Blade Cbt-1, Engineering-1 | | | blade, low psg | |
| 25 | Pirate Leader | 968B83 | Age 34 | 4 terms | Cr150,000 |
| | Brawling-4, Gun Cbt-1, Blade Cbt-1, Leader-1 | | | gun, blade, corsair | |
| 26 | Pirate | 57865B | Age 22 | 1 term | Cr10,000 |
| | Brawling-1, Gunnery-1 | | | | |
| 27 | Pirate Lieutenant | 748896 | Age 34 | 4 terms | Cr10,000 |
| | Brawling-1, Gunnery-1, Gun Cbt-1, Vacc-1, Tactics-1 | | | two guns | |
| 28 | Pirate | 797894 | Age 26 | 2 terms | Cr2,000 |
| | Brawling-1, Vacc-1, Streetwise-1 | | | mid psg | |
| 29 | Pirate Henchman | 798A33 | Age 22 | 1 term | Cr1,000 |
| | Brawling-3 | | | | |
| 30 | Pirate | 87B777 | Age 34 | 4 terms | Cr100,000 |
| | Brawling-1, Vacc-1, Engineering-1, Mech-1 | | | low psg | |
| 31 | Pirate Leader | 474A95 | Age 42 | 5 terms | Cr101,000 |
| | Brawling-1, Pilot-1, Navig-1, Computer-1, Blade Cbt-1 | | | corsair | |
| 32 | Pirate | 76A856 | Age 22 | 1 term | Cr1,000 |
| | Brawling-1, Vacc-1 | | | | |
| 33 | Pirate | 7B3886 | Age 26 | 2 terms | Cr0 |
| | Brawling-1, Computer-1, Forgery-1 | | | blade | |
| 34 | Pirate Sergeant | B4B877 | Age 34 | 4 terms | Cr100,000 |
| | Brawling-2, Blade Cbt-1, Vacc-1, Engineering-1 | | | blade, low psg, mid psg | |
| 35 | Pirate Leader | 555982 | Age 46 | 7 terms | Cr10,000 |
| | Brawling-1, Gun Cbt-3, Zero-G Cbt-2, Leader-1, Pilot-1 | | | corsair | |
| 36 | Pirate | A56435 | Age 22 | 1 term | Cr10,000 |
| | Brawling-1, unnery-1 | | | | |
| 37 | Pirate Lieutenant | 954884 | Age 30 | 3 terms | Cr100,000 |
| | Brawling-1, Pilot-1, Computer-1, Gun Cbt-1 | | | gun, low psg | |
| 38 | Pirate | 578B96 | Age 42 | 6 terms | Cr1,000 |
| | Brawling-1, Forgery-1, Gun Cbt-1, Computer-2 | | | gun, low psg | |
| 39 | Pirate | 86A6A5 | Age 22 | 1 term | Cr10,000 |
| | Brawling-2 | | | | |
| 40 | Pirate | 4B4467 | Age 26 | 2 terms | Cr10,000 |
| | Brawling-1, Gunnery-1 | | | low psg | |

Belters

Belter characters are produced in accordance with the character generation tables given on pages 6 and 7 of this supplement. Each is assumed to have undergone the mustering-out procedure, although the referee may elect to use them as if they are still in the prospecting business. Mustering-out benefits have been specified, but can be altered quite easily to suit the whim of the referee or the needs of a specific situation.

Some suggestions for the use of these characters include miners looking for workers, prospectors looking for a grubstake, and workers in need of assistance.

| | | | | | |
|----|--|--------|--------|---------|---|
| 1 | Belter Vacc-1, Prospecting-1 | 47B745 | Age 22 | 1 term | Cr0 seeker |
| 2 | Belter Vacc-1, Instruction-1, Prospecting-1, Pilot-1 | BC5595 | Age 38 | 5 terms | Cr200,000 Travellers' |
| 3 | Belter Vacc-1, Ship's Boat-1 | 586954 | Age 22 | 1 term | Cr10,000 |
| 4 | Belter Vacc-1, Gambling-1 | 356768 | Age 22 | 1 term | Cr100,000 |
| 5 | Belter Vacc-1, Prospecting-1, Mechanical-1 | BA7775 | Age 26 | 2 terms | Cr10,000 seeker |
| 6 | Belter Vacc-1, Pilot-1, Brawling-1 | 787995 | Age 26 | 2 terms | Cr0 high psg |
| 7 | Belter Vacc-1, Pilot-1, Computer-1, Medical-1 | 6546A3 | Age 34 | 4 terms | Cr10,000 seeker, high psg, Travellers' |
| 8 | Belter Vacc-1, Fwd Obsv-1 | 7A7547 | Age 26 | 2 terms | Cr11,000 |
| 9 | Belter Vacc-1, Ship's Boat-1 | 767986 | Age 22 | 1 term | Cr0 seeker |
| 10 | Belter Vacc-2, Brawling-1 | 84AD94 | Age 26 | 2 terms | Cr0 Travellers' |
| 11 | Belter Vacc-1, Prospecting-1 | 697459 | Age 22 | 1 term | Cr100,000 |
| 12 | Belter Vacc-1, Fwd Obsv-1, Prospecting-1, Ship's Boat-1 | A98747 | Age 34 | 4 terms | Cr200,000 seeker, Travellers' |
| 13 | Belter Vacc-1, Electronic-1 | 46A7AC | Age 22 | 1 term | Cr10,000 |
| 14 | Belter Vacc-1, Gun Cbt-1, Prospecting-2 | B36B57 | Age 34 | 4 terms | Cr1,000 gun |
| 15 | Belter Vacc-1, Prospecting-1 | 57A495 | Age 22 | 1 term | Cr10,000 |
| 16 | Belter Vacc-1, Gambling-1, Prospecting-1 | 539A44 | Age 26 | 2 terms | Cr10,000 seeker |

| | | | | | |
|----|---|--------|--------|---------|----------------------------------|
| 17 | Belter Vacc-1, Prospecting-1 | A82848 | Age 22 | 1 term | Cr0 Travellers' |
| 18 | Belter Vacc-1 | 5482C7 | Age 22 | 1 term | Cr100,000 |
| 19 | Belter Vacc-1, Prospecting-2 | 55597C | Age 30 | 3 terms | Cr0 seeker |
| 20 | Belter Vacc-2 | 48888C | Age 22 | 1 term | Cr100,000 |
| 21 | Belter Vacc-1, Prospecting-1, Gambling-1 | 7488B3 | Age 30 | 3 terms | Cr10,000 seeker |
| 22 | Belter Vacc-1, Ship's Boat-1 | 4668A6 | Age 26 | 2 terms | Cr0 seeker, Travellers' |
| 23 | Belter Vacc-2, Prospecting-1 | 5472A3 | Age 30 | 3 terms | Cr300,000 |
| 24 | Belter Vacc-1, Gambling-1 | 685B85 | Age 22 | 1 term | Cr0 seeker |
| 25 | Belter Vacc-2, Brawling-1 | 9CAD78 | Age 30 | 3 terms | Cr200,000 Travellers' |
| 26 | Belter Vacc-1, Prospecting-2, Mechanical-1 | 88476B | Age 34 | 4 terms | Cr300,000 high psg |
| 27 | Belter Vacc-1, Prospecting-1 | A69B78 | Age 22 | 1 term | Cr0 gun |
| 28 | Belter Vacc-1, Mechanical-1 | C99A26 | Age 26 | 2 terms | Cr10,000 Travellers' |
| 29 | Belter Vacc-1, Ship's Boat-1 | 589875 | Age 22 | 1 term | Cr0 seeker |
| 30 | Belter Vacc-2, Prospecting-1 | 652434 | Age 26 | 2 terms | Cr1,000 seeker |
| 31 | Belter Vacc-1, Pilot-1, Computer-1 | 66C898 | Age 26 | 2 terms | Cr10,000 seeker |
| 32 | Belter Vacc-1, Gambling-1, Prospecting-1 | 53A347 | Age 30 | 3 terms | Cr100,000 seeker, high psg |
| 33 | Belter Vacc-1, Prospecting-1, Brawling-1 | 493B79 | Age 26 | 2 terms | Cr10,000 high psg |
| 34 | Belter Vacc-1, Pilot-1 | 5668C4 | Age 22 | 1 term | Cr0 seeker |
| 35 | Belter Vacc-1, Electronic-1 | 65A728 | Age 26 | 2 terms | Cr100,000 Travellers' |
| 36 | Belter Vacc-1, Ship's Boat-1 | 589A66 | Age 30 | 3 terms | Cr200,000 high psg |
| 37 | Belter Vacc-1, Prospecting-2 | 427A59 | Age 22 | 1 term | Cr1,000 |
| 38 | Belter Vacc-1, Prospecting-3, Brawling-1, Gambling-1 | 96C985 | Age 46 | 7 terms | Cr300,000 seeker, Travellers' |
| 39 | Belter Vacc-3 | 5349B4 | Age 22 | 1 term | Cr10,000 |
| 40 | Belter Vacc-1, Ship's Boat-1 | BB8775 | Age 30 | 3 terms | Cr0 seeker, high psg |

Sailors

Members of the wet (planetary surface, or maritime) navy are generated in accordance with the tables given on pages 6 and 7 of this supplement. Each character is assumed to have undergone the mustering-out procedure, although the referee may elect to use them as if they were still employed in some form of maritime activity. Mustering-out benefits have been specified, but can be altered quite easily to suit the whim of the referee or the needs of a specific situation.

Some suggestions for the use of these characters include (maritime) ship crews, tour or hunting guides, and local citizenry.

| | | | | | |
|----|---|--------|--------|---------|---------------|
| 1 | Lieutenant Commander | 676D75 | Age 26 | 2 terms | Cr10,000 |
| | Vehicle-2, Water Craft-1, Medical-1, Admin-1 | | | | high psg |
| 2 | Sailor-1 | 7497B5 | Age 22 | 1 term | Cr2,000 |
| | Gambling-1 | | | | |
| 3 | Sailor-1 | 547299 | Age 22 | 1 term | Cr0 |
| | Computer-1, Demolition-1 | | | | high psg |
| 4 | Lieutenant | AA8837 | Age 22 | 1 term | Cr0 |
| | Water Craft-1, Commo-1 | | | | gun |
| 5 | Lieutenant | 874776 | Age 22 | 1 term | Cr10,000 |
| | Vehicle-1, Streetwise-1, Carousing-1, Streetwise-1 | | | | high psg |
| 6 | Lieutenant | 699947 | Age 26 | 2 terms | Cr60,000 |
| | Water Craft-2, Jack-o-T-1 | | | | high psg |
| 7 | Sailor-1 | 454399 | Age 22 | 1 term | Cr10,000 |
| | Medic-1, Gravitics-1 | | | | |
| 8 | Lieutenant Commander | 577AA5 | Age 26 | 2 terms | Cr2,000 |
| | Medic-1, Computer-1, Admin-1, Brawling-1, Carousing-1 | | | | two high psg |
| 9 | Ensign | 3576B4 | Age 22 | 1 term | Cr0 |
| | Computer-1, Mechanical-1 | | | | high psg |
| 10 | Admiral | 588AAA | Age 46 | 7 terms | Cr60,000 |
| | Admin-1, Computer-3, Vehicle-2, Navigation-1 | | | | two high psg |
| 11 | Sailor-3 | 8B5694 | Age 30 | 3 terms | Cr10,000 |
| | Water Craft-1, Vehicle-1, Gravitics-1 | | | | high psg |
| 12 | Sailor-5 | 934B98 | Age 38 | 5 terms | Cr20,000 |
| | Vehicle-1, Streetwise-1, Gravitics-1, Electronics-1, Brawling-1 | | | | |
| 13 | Ensign | 349666 | Age 22 | 1 term | Cr0 |
| | Mechanical-1, Battle Dress-1, Carousing-1 | | | | high psg |
| 14 | Commander | 54789A | Age 34 | 4 terms | Cr10,000 |
| | Admin-1, Jack of all trades-1, Commo-1 | | | | high psg, gun |
| 15 | Sailor-2 | 577AA5 | Age 26 | 2 terms | Cr20,000 |
| | Computer-1, Battle Dress-1, Navigation-1 | | | | gun, high psg |
| 16 | Sailor-4 | ABCAB4 | Age 34 | 4 terms | Cr40,000 |
| | Computer-1, Vehicle-2, Gun Cbt-1 | | | | gun |

| | | | | | |
|----|---|--------|--------|---------|---------------|
| 17 | Sailor-2 | 8536C4 | Age 26 | 2 terms | Cr0 |
| | Admin-1, Computer-1, Vehicle-1 | | | | high psg, gun |
| 18 | Sailor-3 | 357B54 | Age 30 | 3 terms | Cr10,000 |
| | Battle Dress-2, Water Craft-1 | | | | gun, high psg |
| 19 | Captain | A7ADB6 | Age 38 | 5 terms | Cr20,000 |
| | Water Craft-2, Vehicle-1, Computer-1, Demolition-1 | | | | two high psg |
| 20 | Sailor-1 | 76398A | Age 22 | 1 term | Cr10,000 |
| | Vehicle-1 | | | | |
| 21 | Sailor-4 | 7B54B5 | Age 34 | 4 terms | Cr60,000 |
| | Gun Cbt-1, Battle Dress-1 | | | | gun |
| 22 | Ensign | 846C87 | Age 22 | 1 term | Cr10,000 |
| | Vehicle-1, Computer-2 | | | | high psg |
| 23 | Sailor-1 | 8535B5 | Age 22 | 1 term | Cr2,000 |
| | Electronic-1 | | | | |
| 24 | Lieutenant Commander | 737667 | Age 34 | 4 terms | Cr22,000 |
| | Gravitics-1, Mechanical-1, Electronics-1, Computer-1, Gun Cbt-1 | | | | gun |
| 25 | Sailor-5 | 94A797 | Age 38 | 5 terms | Cr10,000 |
| | Brawling-1, Gambling-1, Carousing-1, Admin-1 | | | | gun |
| 26 | Lieutenant | 677A45 | Age 22 | 1 term | Cr10,000 |
| | Battle Dress-1, Brawling-1 | | | | |
| 27 | Commander | 56396A | Age 30 | 3 terms | Cr2,000 |
| | Vehicle-1, Water Craft-1, Fwd Obsv-1, Commo-1 | | | | high psg |
| 28 | Sailor-1 | 945A45 | Age 22 | 1 term | Cr0 |
| | Battle Dress-1, Demo-1 | | | | gun |
| 29 | Sailor-1 | 349BB6 | Age 22 | 1 term | Cr0 |
| | Vehicle-1, Water Craft-1 | | | | gun |
| 30 | Ensign | 863A56 | Age 26 | 2 terms | Cr10,000 |
| | Vehicle-1, Demo-1, Commo-1 | | | | high psg |
| 31 | Sailor-3 | 7B54B7 | Age 30 | 3 terms | Cr20,000 |
| | Demo-1, Gun Cbt-1, Fwd Obsv-1 | | | | gun |
| 32 | Commander | 7BB763 | Age 46 | 7 terms | Cr60,000 |
| | Gambling-1, Water Craft-1, Vehicle-1, Gun Cbt-1 | | | | gun, high psg |
| 33 | Sailor-1 | 364578 | Age 22 | 1 term | Cr2,000 |
| | Brawling-1, Carousing-1 | | | | gun |
| 34 | Sailor-3 | 993928 | Age 30 | 3 terms | Cr7,000 |
| | Carousing-1, Gambling-1, Water Craft-1 | | | | high psg |
| 35 | Lieutenant | A33893 | Age 30 | 3 terms | Cr0 |
| | Demo-3, Gravitics-1 | | | | two high psg |
| 36 | Sailor-4 | 69A58A | Age 34 | 4 terms | Cr10,000 |
| | Gun Cbt-1, Battle Dress-1, Water Craft-1 | | | | gun, high psg |
| 37 | Sailor-1 | 928423 | Age 22 | 1 term | Cr20,000 |
| | Water Craft-1, Electronics-1 | | | | |
| 38 | Sailor-3 | 239567 | Age 30 | 3 terms | Cr10,000 |
| | Vehicle-2, Gravitics-1 | | | | high psg |
| 39 | Captain | 329349 | Age 38 | 5 terms | Cr20,000 |
| | Vehicle-2, Blade Cbt-1, Demo-1, Commo-1 | | | | high psg, gun |
| 40 | Sailor-7 | 585AB6 | Age 46 | 7 terms | Cr60,000 |
| | Water Craft-1, Electronics-1, Navigation-2, Computer-3 | | | | two high psg |

Diplomats

Members of the diplomatic corps are generated in accordance with the tables given on pages 6 and 7 of this supplement. Each character is assumed to have left the service of the diplomatic corps, and mustered-out, although the referee may elect to treat them as still employed as diplomats. Mustering-out benefits have been specified, but may easily be altered to suit the whim of the referee or the needs of a specific situation.

Some suggestions for use of these characters include representatives of various worlds or factions, or leaders of political groups.

| | | | | | |
|----|--|--------|--------|--------------------|-----------|
| 1 | 1st Secretary | 378966 | Age 50 | 8 terms | Cr140,000 |
| | Liaison-3, Vehicle-1, Recruiting-1, Carousing-1 | | | gun, two high psg | |
| 2 | Minister | 367987 | Age 42 | 6 terms | Cr80,000 |
| | Admin-1, Liaison-1, Computer-3, Vacc-1, Blade Cbt-1 | | | blade, Travellers' | |
| 3 | 3rd Secretary | B45BBB | Age 22 | 1 term | Cr10,000 |
| | Forgery-1, Interrogation-1, Computer-1 | | | | |
| 4 | Diplomat-1 | 435789 | Age 22 | 1 term | Cr0 |
| | Computer-1, Vehicle-1 | | | high psg | |
| 5 | Diplomat-3 | 662C78 | Age 30 | 3 terms | Cr20,000 |
| | Vehicle-1, Instruction-1, Streetwise-1 | | | gun | |
| 6 | 2nd Secretary | 46894B | Age 26 | 2 terms | Cr50,000 |
| | Carousing-2, Gun Cbt-1, Vacc-1 | | | gun | |
| 7 | Diplomat-5 | 585A6A | Age 38 | 5 terms | Cr100,000 |
| | Liaison-1, Admin-1, Computer-1, Jack of all trades-1 | | | high psg | |
| 8 | Ambassador | 8689AD | Age 46 | 7 terms | Cr200,000 |
| | Vehicle-3, Gun Cbt-1, Computer-1, Liaison-3 | | | gun, Travellers' | |
| 9 | Diplomat-1 | 3739A4 | Age 22 | 1 term | Cr10,000 |
| | Forgery-2 | | | high psg | |
| 10 | Counselor | 764BB7 | Age 34 | 4 terms | Cr20,000 |
| | Vehicle-2, Forgery-1, Recruiting-1, Computer-1, Vacc-1 | | | three high psg | |
| 11 | Diplomat-4 | B65949 | Age 34 | 4 terms | Cr100,000 |
| | Vehicle-1, Vacc-1, Liaison-1, Blade Cbt-1, Gun Cbt-1 | | | high psg | |
| 12 | 2nd Secretary | 94996A | Age 30 | 3 terms | Cr10,000 |
| | Vacc-1, Liaison-3, Gambling-1 | | | two high psg | |
| 13 | Diplomat-3 | 86BBB5 | Age 30 | 3 terms | Cr40,000 |
| | Admin-1, Jack of all trades-1, Carousing-1 | | | gun, high psg | |
| 14 | 3rd Secretary | 867452 | Age 26 | 2 terms | Cr20,000 |
| | Interrogation-1, Admin-1, Gambling-1 | | | high psg | |
| 15 | 1st Secretary | 6559A5 | Age 30 | 3 terms | Cr30,000 |
| | Computer-1, Vacc-1, Vehicle-1, Carousing-1 | | | high psg | |
| 16 | Minister | 37689C | Age 34 | 4 terms | Cr40,000 |
| | Forgery-3, Computer-1, Liaison-1 | | | Travellers' | |

| | | | | | |
|----|---|--------|--------|------------------|-----------|
| 17 | Diplomat-3 | 585AAB | Age 30 | 3 terms | Cr20,000 |
| | Liaison-1, Streetwise-1, Forgery-1, Vacc-1, Gun Cbt-1 | | | high psg | |
| 18 | 2nd Secretary | B5B789 | Age 34 | 4 terms | Cr30,000 |
| | Liaison-1, Vehicle-1, Carousing-1, Recruiting-1 | | | high psg | |
| 19 | Diplomat-2 | 483A99 | Age 26 | 2 terms | Cr10,000 |
| | Interrogation-1, Liaison-1, Admin-1, Computer-1 | | | high psg | |
| 20 | Minister | 948BDF | Age 38 | 5 terms | Cr40,000 |
| | Liaison-3, Vehicle-1, Carousing-1, Recruiting-1 | | | Travellers' | |
| 21 | Diplomat-5 | 354DCA | Age 38 | 5 terms | Cr60,000 |
| | Liaison-1, Vehicle-1, Blade Cbt-1, Instruction-1 | | | high psg | |
| 22 | Diplomat-2 | 243B67 | Age 26 | 2 terms | Cr10,000 |
| | Liaison-1, Computer-1, Instruction-1, Vacc-1 | | | high psg | |
| 23 | 3rd Secretary | 999999 | Age 26 | 2 terms | Cr20,000 |
| | Liaison-1, Recruiting-1, Gambling-1, Vacc-1 | | | | |
| 24 | 1st Secretary | 69A5BC | Age 30 | 3 terms | Cr50,000 |
| | Liaison-1, Carousing-1, Streetwise-1, Admin-1 | | | high psg | |
| 25 | Diplomat-4 | 927BBB | Age 34 | 4 terms | Cr30,000 |
| | Liaison-1, Vacc-1, Vehicle-1, Computer-1 | | | two high psg | |
| 26 | 1st Secretary | CC87B8 | Age 30 | 3 terms | Cr10,000 |
| | Liaison-1, Computer-1, Vehicle-1, Gun Cbt-1 | | | gun, high psg | |
| 27 | Diplomat-2 | 8B6578 | Age 26 | 2 terms | Cr20,000 |
| | Liaison-1, Computer-1, Admin-1 | | | gun, high psg | |
| 28 | Minister | 537BA8 | Age 34 | 4 terms | Cr40,000 |
| | Liaison-1, Computer-1, Vacc-1, Blade Cbt-1, Admin-1 | | | Travellers' | |
| 29 | Ambassador | 894CDB | Age 38 | 5 terms | Cr200,000 |
| | Liaison-3, Vehicle-1, Vacc-1, Gun Cbt-1, Admin-1 | | | gun, Travellers' | |
| 30 | Diplomat-6 | 479478 | Age 42 | 6 terms | Cr60,000 |
| | Liaison-1, Vehicle-1, Vacc-1, Carousing-1, Computer-1 | | | high psg | |
| 31 | Diplomat-2 | 9B4789 | Age 26 | 2 terms | Cr10,000 |
| | Liaison-1, Vehicle-1, Computer-1 | | | gun, high psg | |
| 32 | 2nd Secretary | 329994 | Age 30 | 3 terms | Cr20,000 |
| | Liaison-1, Admin-1, Streetwise-1, | | | | |
| 33 | Diplomat-2 | 69A839 | Age 26 | 2 terms | Cr0 |
| | Liaison-1, Gun Cbt-1, Blade Cbt-1, Vehicle-1 | | | two high psg | |
| 34 | 1st Secretary | 645B48 | Age 34 | 4 terms | Cr40,000 |
| | Liaison-1, Instruction-1, Streetwise-1, Carousing-1 | | | three high psg | |
| 35 | Ambassador | 835BCD | Age 42 | 6 terms | Cr130,000 |
| | Liaison-2, Instruction-1, Vacc-1, Forgery-1, Computer-3 | | | Travellers' | |
| 36 | Diplomat-3 | 253B67 | Age 30 | 3 terms | Cr10,000 |
| | Liaison-1, Vehicle-1, Vacc-1, Computer-1 | | | high psg | |
| 37 | Diplomat-1 | 8839A9 | Age 22 | 1 term | Cr0 |
| | Liaison-1, Computer-1 | | | | |
| 38 | 2nd Secretary | 656876 | Age 26 | 2 terms | Cr0 |
| | Liaison-1, Computer-1, Gun Cbt-1 | | | gun, high psg | |
| 39 | Diplomat-1 | A679B7 | Age 22 | 1 term | Cr10,000 |
| | Liaison-1, Vehicle-1, Computer-1 | | | | |
| 40 | Counselor | 69387B | Age 38 | 5 terms | Cr20,000 |
| | Liaison-1, Computer-1, Carousing-1, Streetwise-1 | | | | |

Doctors

Medical characters are generated in accordance with the character generation tables given on pages 6 and 7 of this supplement. Each is assumed to have undergone the mustering-out procedure, although all are considered to currently be in medical practice. In accordance with the medical skill description in book 1, characters with medical-3 or higher are termed Doctor, while individuals with dexterity of 8+ are termed Surgeon.

Individuals with less than medical-3 are considered to have some training in medicine, but should be treated as orderlies, paramedics, or nurses.

| | | | | | |
|----|--|--------|--------|---------|---------------------------------------|
| 1 | Doctor Medic-5, Electronic-1 | 378966 | Age 50 | 8 terms | Cr160,000 |
| 2 | Doctor Medic-4, Electronic-1, Computer-1 | 367987 | Age 42 | 6 terms | Cr40,000 instruments |
| 3 | Doctor Medic-3, Computer-1, Blade Cbt-1 | 746A97 | Age 50 | 8 terms | Cr160,000 three mid psg |
| 4 | Medic-2 | B45BB5 | Age 22 | 1 term | Cr20,000 instruments |
| 5 | Doctor Medic-2 | 877357 | Age 26 | 2 terms | Cr60,000 |
| 6 | Surgeon Medic-3, Electronic-1 | 995756 | Age 30 | 3 terms | Cr40,000 mid psg |
| 7 | Doctor Medic-4, Streetwise-1, Admin-1, Computer-1 | A21C7A | Age 50 | 8 terms | Cr60,000 instruments, mid psg |
| 8 | Surgeon Medic-3 | 6A5445 | Age 26 | 2 terms | Cr20,000 |
| 9 | Doctor Medic-4, Admin-1 | A75374 | Age 34 | 4 terms | Cr40,000 two mid psg |
| 10 | Doctor Medic-4, Streetwise-1, Computer-1, Admin-1 | 363987 | Age 46 | 7 terms | Cr260,000 instruments, two mid psg |
| 11 | Surgeon Medic-3 | 6977A5 | Age 26 | 2 terms | Cr20,000 instruments |
| 12 | Doctor Medic-4, Computer-1, Admin-1 | 663BB6 | Age 42 | 6 terms | Cr200,000 instruments, mid psg |
| 13 | Doctor Medic-3, Streetwise-2, Computer-1 | 4689B5 | Age 38 | 5 terms | Cr100,000 mid psg |
| 14 | Doctor Medic-4 | 965789 | Age 30 | 3 terms | Cr20,000 |
| 15 | Surgeon Medic-3, Computer-1 | 5946A8 | Age 30 | 3 terms | Cr40,000 mid psg |
| 16 | Surgeon Medic-3 | 9C6A69 | Age 22 | 1 term | Cr20,000 |

| | | | | | |
|----|---|--------|--------|---------|----------------------------------|
| 17 | Doctor Medic-3 | 645656 | Age 26 | 2 terms | Cr0 two mid psg |
| 18 | Medic-2, Computer-1 | 373B7B | Age 22 | 1 term | Cr20,000 |
| 19 | Surgeon Medic-3, Electronic-1 | 3B5756 | Age 30 | 3 terms | Cr40,000 mid psg |
| 20 | Surgeon Medic-3 | D98C6C | Age 26 | 2 terms | Cr60,000 instruments |
| 21 | Surgeon Medic-3, Mechanical-1 | 69A839 | Age 30 | 3 terms | Cr20,000 instruments, mid psg |
| 22 | Doctor Medic-3, Mechanical-1, Computer-1 | 757A59 | Age 30 | 3 terms | Cr30,000 mid psg |
| 23 | Doctor Medical-5, Electronic-1, Computer-1, Streetwise-1 | 22487A | Age 46 | 7 terms | Cr60,000 two mid psg |
| 24 | Surgeon Medical-4, Electronic-1, Admin-1 | AA4798 | Age 34 | 4 terms | Cr50,000 three mid psg |
| 25 | Doctor Medical-4, Admin-4 | 243B67 | Age 42 | 6 terms | Cr40,000 |
| 26 | Surgeon Medical-3, Streetwise-1, Blade Cbt-1 | 983996 | Age 34 | 4 terms | Cr120,000 mid psg |
| 27 | Surgeon Medical-3, Computer-2, Admin-1 | BA8789 | Age 34 | 4 terms | Cr100,000 |
| 28 | Medical-1, Blade Cbt-1 | 867A92 | Age 22 | 1 term | Cr20,000 |
| 29 | Doctor Medical-4, Computer-1, Mechanical-1, Electronic-1 | 731D86 | Age 46 | 7 terms | Cr30,000 mid psg |
| 30 | Doctor Medical-3, Computer-1, Blade-1 | 8448C9 | Age 30 | 3 terms | Cr20,000 mid psg |
| 31 | Doctor Medical-5 | 76A6A8 | Age 30 | 3 terms | Cr30,000 two mid psg |
| 32 | Surgeon Medical-3 | 999658 | Age 26 | 2 terms | Cr40,000 |
| 33 | Doctor Medical-3, Computer-1, Admin-1 | 447637 | Age 30 | 3 terms | Cr50,000 mid psg |
| 34 | Surgeon Medical-5, Electronic-1, Mechanical-1 | 585ABC | Age 50 | 8 terms | Cr40,000 three mid psg |
| 35 | Doctor Medical-5, Streetwise-1, Electronic-1 | 62565A | Age 42 | 6 terms | Cr100,000 mid psg |
| 36 | Doctor Medical-3, Admin-1 | 868883 | Age 26 | 2 terms | Cr20,000 |
| 37 | Surgeon Medical-3, Electronics-1 | 9897B8 | Age 26 | 2 terms | Cr40,000 mid psg |
| 38 | Medical-2, Computer-1 | 77786A | Age 26 | 2 terms | Cr20,000 |
| 39 | Doctor Medical-3, Admin-1, Blade Cbt-1 | 578AA8 | Age 30 | 3 terms | Cr40,000 mid psg |
| 40 | Doctor Medical-3, Streetwise-1 | 879BB9 | Age 30 | 3 terms | Cr50,000 instruments |

Flyers

Members of the planetary air force are generated in accordance with the tables given on pages 6 and 7 of this supplement. Each character is assumed to have undergone the mustering-out procedure, although the referee may elect to use them as if they are still employed in some form of flight activity. Mustering-out benefits have been specified, but can be easily altered to suit the whim of the referee or the needs of a specific situation.

Some suggestions for the use of these characters include patron encounters, mercenary air support, and private air vehicle drivers or pilots.

| | | | | | |
|----|---|--------|--------|---------|------------------|
| 1 | Flyer | 3B8636 | Age 26 | 2 terms | Cr30,000 |
| | Gambling-1, Air Craft-1, Gravitics-1, Survival-1 | | | | gun, low psg |
| 2 | Squadron Leader | 8B5568 | Age 34 | 4 terms | Cr15,000 |
| | Air Craft-3, Vehicle-2, Vacc-1, Brawling-1 | | | | high psg |
| 3 | Flight Leader | 957757 | Age 26 | 2 terms | Cr2,000 |
| | Air Craft-1, Electronics-1, Gravitics-1, Carousing-1, Vehicle-1 | | | | high psg |
| 4 | Staff Major | 444996 | Age 30 | 3 terms | Cr20,000 |
| | Air Craft-1, Gun Cbt-1, Vehicle-3, Survival-1, Brawling-1 | | | | low psg |
| 5 | Staff Major | 5A4667 | Age 30 | 3 terms | Cr35,000 |
| | Air Craft-2, Vehicle-2, Carousing-1, Computer-1 | | | | mid psg |
| 6 | Flyer | 7949B7 | Age 22 | 1 term | Cr10,000 |
| | Air Craft-1, Gravitics-1, Vehicle-1 | | | | |
| 7 | Staff Major | 8779A5 | Age 30 | 3 terms | Cr15,000 |
| | Air Craft-2, Survival-1, Vacc-1, Gun Cbt-1 | | | | gun, mid psg |
| 8 | Flight Leader | A6978C | Age 26 | 2 terms | Cr20,000 |
| | Air Craft-3, Pilot-1, Vacc-1 | | | | mid psg |
| 9 | Pilot | 895C77 | Age 26 | 2 terms | Cr10,000 |
| | Air Craft-1, Gun Cbt-1, Mechanical-1, Carousing-1 | | | | low psg |
| 10 | Flyer-3 | 6354A7 | Age 30 | 3 terms | Cr20,000 |
| | Air Craft-1, Gravitics-1, Mechanical-1, Vehicle-1 | | | | two low psg |
| 11 | Flyer-1 | 757887 | Age 22 | 1 term | Cr20,000 |
| | Air Craft-1, Electronics-1 | | | | low psg |
| 12 | Pilot | 6899B8 | Age 22 | 1 term | Cr10,000 |
| | Air Craft-1, Vehicle-1, Gravitics-1 | | | | low psg |
| 13 | Staff Major | BA6457 | Age 30 | 3 terms | Cr10,000 |
| | Air Craft-2, Survival-1, Brawling-1 | | | | gun |
| 14 | Group Leader | 187B56 | Age 46 | 7 terms | Cr60,000 |
| | Air Craft-4, Gambling-1, Gun Cbt-1 | | | | two low psg |
| 15 | Squadron Leader | 555B5B | Age 34 | 4 terms | Cr7,000 |
| | Air Craft-2, Carousing-1, Survival-1, Gravitics-1 | | | | low psg, mid psg |
| 16 | Flyer-4 | 77577A | Age 34 | 4 terms | Cr5,000 |
| | Air Craft-1, Vehicle-1, Survival-1, Gun Cbt-1 | | | | low psg, gun |

| | | | | | |
|----|---|--------|--------|---------|------------------|
| 17 | Air Marshal | B57668 | Age 42 | 7 terms | Cr30,000 |
| | Air Craft-3, Vehicle-1, Brawling-1, Mechanical-1, Survival-1, Gun Cbt-2 | | | | |
| 18 | Flyer-4 | 656769 | Age 34 | 4 terms | Cr10,000 |
| | Air Craft-1, Carousing-1, Vacc-1 | | | | mid psg |
| 19 | Flyer-5 | 1A3A87 | Age 38 | 5 terms | Cr5,000 |
| | Air Craft-1, Gun Cbt-2, Medical-1 | | | | gun, mid psg |
| 20 | Flight Leader | 8B6A88 | Age 22 | 1 term | Cr2,000 |
| | Air Craft-1, Leader-1, Computer-1 | | | | |
| 21 | Flight Leader | 839BB4 | Age 26 | 2 terms | Cr5,000 |
| | Air Craft-2, Admin-1, Jack of all trades-1 | | | | mid psg |
| 22 | Group Leader | 624B86 | Age 38 | 5 terms | Cr15,000 |
| | Air Craft-1, Vehicle-3, Gravitics-1, Computer-1, Gun Cbt-1 | | | | gun |
| 23 | Pilot | A6C935 | Age 22 | 1 term | Cr5,000 |
| | Air Craft-2, Survival-1 | | | | |
| 24 | Flyer-2 | 9A4782 | Age 26 | 2 terms | Cr10,000 |
| | Air Craft-1, Computer-1 | | | | mid psg |
| 25 | Squadron Leader | A76A46 | Age 26 | 2 terms | Cr10,000 |
| | Air Craft-1, Mechanical-1, Gravitics-1 | | | | mid psg |
| 26 | Air Marshal | 2788B4 | Age 50 | 8 terms | Cr20,000 |
| | Air Craft-3, Gravitics-1, Computer-1, Pilot-1, Leader-3 | | | | high psg |
| 27 | Group Leader | 6B4A7C | Age 38 | 5 terms | Cr20,000 |
| | Air Craft-1, Gun Cbt-1, Survival-1, Vacc-1, Vehicle-2, Brawling-1 | | | | |
| 28 | Flight Leader | 595678 | Age 26 | 2 terms | Cr20,000 |
| | Air Craft-1, Brawling-1, Vehicle-1 | | | | high psg |
| 29 | Pilot | 455658 | Age 26 | 2 terms | Cr10,000 |
| | Air Craft-1, Survival-1, Gun Cbt-1 | | | | mid psg |
| 30 | Squadron Leader | 478484 | Age 30 | 3 terms | Cr20,000 |
| | Air Craft-1, Pilot-1, Admin-1 | | | | gun, mid psg |
| 31 | Staff Major | 568593 | Age 38 | 5 terms | Cr10,000 |
| | Air Craft-1, Admin-1, Leader-1 | | | | mid psg, low psg |
| 32 | Flyer-1 | A76A46 | Age 22 | 1 term | Cr2,000 |
| | Air Craft-1, Vehicle-1 | | | | |
| 33 | Flyer-2 | A26789 | Age 26 | 2 terms | Cr5,000 |
| | Air Craft-1 Survival-1, Vacc-1 | | | | mid psg |
| 34 | Staff Major | 95B955 | Age 34 | 4 terms | Cr20,000 |
| | Air Craft-1, Gun Cbt-1, Vacc-1, Survival-1 | | | | mid psg, low psg |
| 35 | Squadron Leader | 763BBC | Age 26 | 2 terms | Cr10,000 |
| | Air Craft-1, Vehicle-1, Gambling-1 | | | | high psg |
| 36 | Squadron Leader | 5896BA | Age 30 | 3 terms | Cr5,000 |
| | Air Craft-1, Mechanical-1, Electronic-1, Gravitics-1 | | | | mid psg |
| 37 | Flyer-5 | 99579A | Age 38 | 5 terms | Cr5,000 |
| | Air Craft-3, Leader-1 | | | | mid psg, low psg |
| 38 | Group Leader | 696B9B | Age 38 | 5 terms | Cr20,000 |
| | Air Craft-3, Survival-1, Gun Cbt-1 | | | | gun, low psg |
| 39 | Flight Leader | 933989 | Age 26 | 2 terms | Cr5,000 |
| | Air Craft-1, Pilot-1, Admin-1 | | | | high psg |
| 40 | Squadron Leader | 6AAB5A | Age 26 | 2 terms | Cr10,000 |
| | Air Craft-1, Vehicle-1, Gun Cbt-1 | | | | mid psg |

Barbarians

Barbarians characters are generated in accordance with the character generation tables given on pages 8 and 9 of this supplement. Each is assumed to have undergone the mustering-out procedure; in this case, it must be assumed that the barbarian has somehow left his or her native world to travel among the stars. The referee may elect to use them in native world situations as well.

Some suggestions for the use of these characters include native bearers or guides, displaced persons in search of travel arrangements home, or bodyguards.

| | | | | | |
|----|--|--------|--------|---------|--------------------|
| 1 | Barbarian-1 | A89689 | Age 22 | 1 term | Cr3,000 |
| | Sword-1, Leader-1 | | | | |
| 2 | Barbarian-1 | 498794 | Age 22 | 1 term | Cr2,000 |
| | Sword-1, Survival-1 | | | | |
| 3 | Warrior | 9C6789 | Age 30 | 3 terms | Cr1,000 |
| | Sword-1, Blade Cbt-2, Brawling-1 | | | | high psg |
| 4 | Barbarian | 56C789 | Age 26 | 2 terms | Cr0 |
| | Sword-2, Carousing-1, Survival-1 | | | | low psg |
| 5 | Chief | 487945 | Age 46 | 7 terms | Cr4,000 |
| | Sword-2, Leader-2, Bow Cbt-1, Mechanical-1, Recon-1 | | | | blade, low psg |
| 6 | Barbarian-4 | BB6578 | Age 34 | 4 terms | Cr1,000 |
| | Sword-1, Bow Cbt-1, Mechanical-1, Blade Cbt-1 | | | | blade, low psg |
| 7 | Barbarian-2 | 345725 | Age 26 | 2 terms | Cr4,000 |
| | Sword-1, Streetwise-2 | | | | blade |
| 8 | Warrior | A67847 | Age 34 | 4 terms | Cr1,000 |
| | Sword-2, Blade Cbt-2, Recon-1 | | | | two low psg |
| 9 | Barbarian-1 | D89888 | Age 22 | 1 term | Cr0 |
| | Sword-1, Survival-1 | | | | low psg |
| 10 | Warrior | E68946 | Age 42 | 6 terms | Cr1,000 |
| | Sword-1, Blade-1, Leader-3, Bow Cbt-2, Carousing-1 | | | | two high psg |
| 11 | Chief | 978793 | Age 46 | 7 terms | Cr5,000 |
| | Sword-2, Survival-1, Brawling-1, Medical-1, Leader-1 | | | | high psg |
| 12 | Barbarian | 486745 | Age 26 | 2 terms | Cr0 |
| | Sword-1, Streetwise-1, Carousing-1 | | | | low psg |
| 13 | Barbarian | 879889 | Age 30 | 3 terms | Cr1,000 |
| | Sword-1, Gun Cbt-1, Tactics-1, Leader-1 | | | | blade, high psg |
| 14 | Warrior | 98A56A | Age 38 | 5 terms | Cr4,000 |
| | Sword-1, Blade-3, Recon-1, Mechanical-1 | | | | two low psg, blade |
| 15 | Warrior | 58689B | Age 26 | 2 terms | Cr5,000 |
| | Sword-1, Blade-1 | | | | low psg |
| 16 | Barbarian | BB3895 | Age 30 | 3 terms | Cr2,000 |
| | Sword-1, Gun Cbt-1, Medic-1 | | | | blade |

| | | | | | |
|----|--|--------|--------|---------|----------------------|
| 17 | Warrior | 936427 | Age 38 | 5 terms | Cr3,000 |
| | Sword-1, Blade Cbt-3, Gun Cbt-1, Recon-2, Survival-1 | | | | blade, low psg |
| 18 | Warrior | 774B8B | Age 34 | 4 terms | Cr2,000 |
| | Bow Cbt-2, Sword-1, Tactics-2, Streetwise-1, Blade Cbt-3 | | | | blade |
| 19 | Barbarian | 538429 | Age 26 | 2 terms | Cr3,000 |
| | Brawling-1, Sword-1, Blade Cbt-1 | | | | high psg |
| 20 | Barbarian | 85687C | Age 26 | 2 terms | Cr5,000 |
| | Sword-1, Blade Cbt-1, Bow Cbt-1, Survival-1 | | | | blade |
| 21 | Barbarian | 574367 | Age 26 | 2 terms | Cr2,000 |
| | Sword-1, Gun Cbt-1, Recon-1 | | | | blade |
| 22 | Warrior | 354585 | Age 30 | 3 terms | Cr4,000 |
| | Sword-1, Blade Cbt-4, Brawling-1 | | | | blade, low psg |
| 23 | Warrior | B89647 | Age 34 | 4 terms | Cr4,000 |
| | Sword-1, Blade Cbt-4, Brawling-1, Mechanical-2 | | | | blade, low psg |
| 24 | Barbarian | 996776 | Age 22 | 1 term | Cr2,000 |
| | Sword-1, Mechanical-1 | | | | low psg |
| 25 | Barbarian | 858483 | Age 46 | 7 terms | Cr4,000 |
| | Sword-1, Survival-1, Gun Cbt-1, Bow Cbt-1, Blade Cbt-1 | | | | blade, low psg |
| 26 | Barbarian | 566A6A | Age 26 | 2 turns | Cr5,000 |
| | Sword-1, Blade-4, Carousing-1, Streetwise-1 | | | | |
| 27 | Barbarian | 787663 | Age 26 | 2 terms | Cr2,000 |
| | Sword-1, Gun Cbt-1, Streetwise-1 | | | | blade |
| 28 | Barbarian | 845797 | Age 34 | 4 terms | Cr2,000 |
| | Sword-1, Blade Cbt-3, Medical-1, Leader-1 | | | | blade, low psg |
| 29 | Barbarian | 786759 | Age 50 | 8 terms | Cr5,000 |
| | Sword-1, Blade Cbt-3, Carousing-1, Brawling-1 | | | | blade, four high psg |
| 30 | Barbarian | 6AB8A3 | Age 22 | 1 term | Cr1,000 |
| | Sword-1, Blade Cbt-1, Brawling-1 | | | | |
| 31 | Barbarian | 483A87 | Age 22 | 1 term | Cr3,000 |
| | Sword-1, Blade Cbt-1 | | | | |
| 32 | Barbarian | 768976 | Age 34 | 4 terms | Cr4,000 |
| | Sword-2, Mechanical-1 | | | | blade, low psg |
| 33 | Barbarian | 7A6B7A | Age 42 | 6 terms | Cr3,000 |
| | Sword-1, Gun Cbt-1, Bow Cbt-4, Brawling-1 | | | | blade, high psg |
| 34 | Barbarian | 7B4A67 | Age 42 | 6 terms | Cr6,000 |
| | Sword-1, Blade Cbt-1, Carousing-1, Survival-3 | | | | blade, high psg |
| 35 | Barbarian | 4758A5 | Age 34 | 4 terms | Cr4,000 |
| | Sword-3, Blade Cbt-1, Brawling-1 | | | | blade, high psg |
| 36 | Barbarian | 767458 | Age 34 | 4 terms | Cr1,000 |
| | Sword-1, Gun Cbt-1, Bow Cbt-1, Carousing-1 | | | | three high psg |
| 37 | Barbarian | BA6655 | Age 30 | 3 terms | Cr0 |
| | Sword-1, Bow Cbt-3 | | | | blade, high psg |
| 38 | Barbarian | 968567 | Age 34 | 4 terms | Cr2,000 |
| | Sword-1, Streetwise-1, Blade Cbt-1 | | | | blade, high psg |
| 39 | Barbarian | 46A656 | Age 38 | 5 terms | Cr2,000 |
| | Sword-1, Recon-1, Gun Cbt-3 | | | | blade, high psg |
| 40 | Barbarian | 557648 | Age 26 | 2 terms | Cr1,000 |
| | Sword-1, Blade Cbt-1, Recon-1 | | | | blade |

Bureaucrats

Bureaucrat characters are generated in accordance with the character generation tables given on pages 8 and 9 of this supplement. They are assumed to have mustered-out of their particular bureaucratic service, and have embarked on some sort of activity within the universe. Mustering out benefits have been specified, but may be altered at the whim of the referee or to suit the needs of a specific situation.

Suggested uses for bureaucrats include stock customs officials, potential patrons, and tourists.

| | | | | | |
|----|--|--------|--------|-------------------|-----------|
| 1 | Bureaucrat-4 | 758946 | Age 34 | 4 terms | Cr10,000 |
| | Admin-1, Blade Cbt-1, Vehicle-1, Liaison-1 | | | high psg, low psg | |
| 2 | Supervisor | 943856 | Age 26 | 2 terms | Cr0 |
| | Admin-2, Recruiting-1, Vehicle-1 | | | low psg | |
| 3 | Executive | 768589 | Age 46 | 7 terms | Cr100,000 |
| | Brawling-1, Carousing-1, Vehicle-1 | | | three low psg | |
| 4 | Asst Manager | B67865 | Age 42 | 6 terms | Cr40,000 |
| | Interrogation-3, Admin-1, Vehicle-1 | | | four mid psg | |
| 5 | Bureaucrat-1 | 44A394 | Age 22 | 1 term | Cr10,000 |
| | Liaison-1, Carousing-1 | | | high psg | |
| 6 | Clerk | 97AA75 | Age 42 | 6 terms | Cr40,000 |
| | Liaison-2, Admin-2, Jack of all trades-1 | | | low psg | |
| 7 | Manager | 668359 | Age 50 | 8 terms | Cr10,000 |
| | Instruction-1, Blade Cbt-2, Carousing-1, Admin-3 | | | low psg | |
| 8 | Manager | 463A7B | Age 30 | 3 terms | Cr40,000 |
| | Liaison-2, Vehicle-1, Brawling-1 | | | low psg | |
| 9 | Director | 7744B7 | Age 46 | 7 terms | Cr80,000 |
| | Admin-7, Carousing-1 | | | six low psg | |
| 10 | Asst Manager | AB5746 | Age 30 | 3 terms | Cr10,000 |
| | Admin-1, Liaison-1, Carousing-1, Recruiting-1 | | | mid psg | |
| 11 | Clerk | 7A585A | Age 38 | 5 terms | Cr80,000 |
| | Admin-1, Blade Cbt-1, Interrogation-2 | | | watch, high psg | |
| 12 | Supervisor | BB5687 | Age 30 | 3 terms | Cr40,000 |
| | Admin-1, Vehicle-1, Computer-2 | | | watch, high psg | |
| 13 | Bureaucrat-4 | 748765 | Age 34 | 4 terms | Cr10,000 |
| | Admin-4 | | | low psg | |
| 14 | Bureaucrat-1 | 8757A4 | Age 22 | 1 term | Cr0 |
| | Vehicle-2 | | | high psg | |
| 15 | Executive | B67584 | Age 38 | 5 terms | Cr80,000 |
| | Computer-6 | | | three mid psg | |
| 16 | Bureaucrat-4 | 748656 | Age 34 | 4 terms | Cr10,000 |
| | Recruiting-3, Blade Cbt-1 | | | low psg, high psg | |

| | | | | | |
|----|--|--------|--------|---------------------------------------|-----------|
| 17 | Clerk | 786543 | Age 50 | 8 terms | Cr40,000 |
| | Admin-3, Liaison-1, Vehicle-1, Carousing-3 | | | three mid psg, high psg | |
| 18 | Asst Manager | 786987 | Age 34 | 4 terms | Cr20,000 |
| | Admin-2, Vehicle-2, Recruiting-1, Computer-2 | | | mid psg, watch | |
| 19 | Manager | 876975 | Age 38 | 5 terms | Cr40,000 |
| | Instruction-2, Admin-1, Vehicle-2, Computer-3 | | | mid psg, high psg | |
| 20 | Director | B76865 | Age 42 | 6 terms | Cr80,000 |
| | Admin-4, Recruiting-1, Vehicle-1, Brawling-2, Blade Cbt | | | high psg | |
| 21 | Executive | 7A7B84 | Age 46 | 7 terms | Cr40,000 |
| | Admin-1, Computer-6, Blade Cbt-1, Gun Cbt-1, Leader-2 | | | watch | |
| 22 | Clerk | A568AB | Age 26 | 2 terms | Cr10,000 |
| | Admin-1, Leader-1, Liaison-1 | | | high psg | |
| 23 | Asst Manager | 655889 | Age 42 | 6 terms | Cr0 |
| | Liaison-3, Admin-1, Computer-3, Blade Cbt-1 | | | watch, high psg | |
| 24 | Supervisor | BB7658 | Age 26 | 2 terms | Cr10,000 |
| | Admin-5 | | | high psg | |
| 25 | Bureaucrat-3 | 879486 | Age 30 | 3 terms | Cr50,000 |
| | Admin-1, Computer-1, Vehicle-1, Jack of all trades-1 | | | | |
| 26 | Manager | ABA767 | Age 38 | 5 terms | Cr10,000 |
| | Computer-4, Vehicle-1, Admin-1, Gun Cbt-1, Instruction-2 | | | low psg | |
| 27 | Clerk | 463798 | Age 42 | 6 terms | Cr40,000 |
| | Admin-1, Liaison-4 | | | high psg, two mid psg, low psg, watch | |
| 28 | Clerk | 344457 | Age 22 | 1 term | Cr10,000 |
| | Liaison-2 | | | | |
| 29 | Supervisor | 969878 | Age 26 | 2 terms | Cr40,000 |
| | Liaison-1, Vehicle-3 | | | | |
| 30 | Asst Manager | 345249 | Age 30 | 3 terms | Cr10,000 |
| | Liaison-3, Carousing-1, Brawling-1 | | | high psg, mid psg | |
| 31 | Executive | 98AAB7 | Age 34 | 4 terms | Cr120,000 |
| | Liaison-3, Leader-3, Computer-3, Gun Cbt-1 | | | watch | |
| 32 | Supervisor | 99476B | Age 38 | 5 terms | Cr10,000 |
| | Liaison-1, Admin-1, Computer-1, Vehicle-1, Gun Cbt-3 | | | watch, high psg | |
| 33 | Asst Manager | 879598 | Age 50 | 8 terms | Cr40,000 |
| | Admin-7, Computer-1, Vehicle-3 | | | watch | |
| 34 | Clerk | 884577 | Age 42 | 6 terms | Cr80,000 |
| | Vehicle-1, Instruction-1, Recruiting-1, Liaison-2 | | | high psg | |
| 35 | Bureaucrat-4 | 342678 | Age 34 | 4 terms | Cr10,000 |
| | Vehicle-1, Admin-1, Jack of all trades-1 | | | high psg, low psg | |
| 36 | Executive | 789689 | Age 42 | 6 terms | Cr80,000 |
| | Admin-6, Liaison-6 | | | watch, two high psg | |
| 37 | Bureaucrat-5 | 889447 | Age 38 | 5 terms | Cr10,000 |
| | Computer-6 | | | watch, high psg, low psg, mid psg | |
| 38 | Director | 8BA7BB | Age 42 | 6 terms | Cr80,000 |
| | Computer-1, Vehicle-1, Admin-5, Liaison-1, Instruction-1 | | | watch, low psg | |
| 39 | Bureaucrat-2 | 675925 | Age 26 | 2 terms | Cr10,000 |
| | Computer-1, Vehicle-1, Carousing-1 | | | | |
| 40 | Bureaucrat-7 | 35BBB7 | Age 46 | 7 terms | Cr120,000 |
| | Brawling-3, Vehicle-2, Computer-1, Gun Cbt-1 | | | three high psg | |

Rogues

Rogues are produced in accordance with the character generation tables given on pages 8 and 9 of this supplement. They are assumed to have undergone the mustering-out procedure, and are now actively adventuring in the universe, although they are still rogues. Mustering out benefits have been specified, but may be altered at the whim of the referee or to suit the needs of a specific situation.

Suggested uses for these rogue characters include confidence men, ruffians or thugs, or even patrons. All rogues should be regarded as initially untrustworthy, and should be treated with suspicion.

| | | | | | | |
|----|--|--------|--------|---------|-----------|----------------------|
| 1 | Rogue | 637B56 | Age 26 | 2 terms | Cr50,000 | |
| | Gun Cbt-1, Streetwise-1, Admin-1 | | | | | gun |
| 2 | Rogue | 8948A5 | Age 50 | 8 terms | Cr100,000 | |
| | Streetwise-1, Forgery-1, Bribery-1, Jack of all trades-1 | | | | | gun, blade |
| 3 | Rogue | 84C5A6 | Age 30 | 3 terms | Cr10,000 | |
| | Streetwise-2, Gun Cbt-1 | | | | | gun |
| 4 | Rogue | 67A4B7 | Age 34 | 4 terms | Cr20,000 | |
| | Streetwise-1, Blade Cbt-2 | | | | | blade, gun |
| 5 | Rogue | B76976 | Age 46 | 7 terms | Cr100,000 | |
| | Streetwise-2, Vehicle-1, Carousing-1, Demolition-1 | | | | | high psg |
| 6 | Rogue | 964769 | Age 50 | 8 terms | Cr10,000 | |
| | Streetwise-1, Carousing-1, Liaison-2, Bribery-2 | | | | | gun, blade, high psg |
| 7 | Rogue | 2C4679 | Age 46 | 7 terms | Cr100,000 | |
| | Streetwise-1, Brawling-1, Blade Cbt-1, Liaison-1 | | | | | Travellers' |
| 8 | Rogue | BA7657 | Age 34 | 4 terms | Cr50,000 | |
| | Streetwise-2, Ship Tactics-2 | | | | | Travellers' |
| 9 | Rogue | 4BB984 | Age 22 | 1 term | Cr10,000 | |
| | Streetwise-1, Liaison-1 | | | | | |
| 10 | Rogue | 864A88 | Age 38 | 5 terms | Cr0 | |
| | Streetwise-2, Brawling-1, Vehicle-1, Computer-1 | | | | | Travellers' |
| 11 | Rogue | 58B385 | Age 42 | 6 terms | Cr10,000 | |
| | Streetwise-2, Gun Cbt-1, Liaison-1, Carousing-1 | | | | | gun, Travellers' |
| 12 | Rogue | 39887A | Age 26 | 2 terms | Cr100,000 | |
| | Streetwise-2, Blade Cbt-1 | | | | | gun, Travellers' |
| 13 | Rogue | 6A8796 | Age 30 | 3 terms | Cr0 | |
| | Streetwise-1, Ship Tactics-1, Forgery-1, Gun Cbt-1 | | | | | gun, Travellers' |
| 14 | Rogue | 87695B | Age 30 | 3 terms | Cr10,000 | |
| | Streetwise-2, Blade Cbt-1, Carousing-1 | | | | | blade, gun |
| 15 | Rogue | 975277 | Age 26 | 2 term | Cr50,000 | |
| | Streetwise-1, Vehicle-1, Bribery-1, Gun Cbt-1 | | | | | Travellers' |
| 16 | Rogue | 5888A4 | Age 22 | 1 term | Cr10,000 | |
| | Streetwise-2 | | | | | Travellers' |

| | | | | | | |
|----|--|--------|--------|---------|-----------|----------------------|
| 17 | Rogue | 85A35B | Age 22 | 1 term | Cr50,000 | |
| | Streetwise-1, Demolition-1 | | | | | gun |
| 18 | Rogue | BABB57 | Age 30 | 3 terms | Cr10,000 | |
| | Liaison-1, Streetwise-1, Carousing-1, Gun Cbt-1 | | | | | gun |
| 19 | Rogue | 485848 | Age 26 | 2 terms | Cr100,000 | |
| | Streetwise-1, Forgery-3 | | | | | eighteen high psg |
| 20 | Rogue | 4368B6 | Age 34 | 4 terms | Cr10,000 | |
| | Streetwise-1, Carousing-2, Brawling-1, Gun Cbt-2 | | | | | gun, blade, high psg |
| 21 | Rogue | 6BCA75 | Age 30 | 3 terms | Cr150,000 | |
| | Streetwise-1, Vehicle-1, Carousing-1, Bribery-1 | | | | | high psg |
| 22 | Rogue | 898A67 | Age 22 | 1 term | Cr10,000 | |
| | Streetwise-3 | | | | | gun |
| 23 | Rogue | 683547 | Age 50 | 8 terms | Cr100,000 | |
| | Streetwise-4, Gun Cbt-1, Blade Cbt-1, Vehicle-2 | | | | | gun, two high psg |
| 24 | Rogue | A67889 | Age 34 | 4 terms | Cr10,000 | |
| | Streetwise-1, Demolition-3 | | | | | gun, low psg |
| 25 | Rogue | A89842 | Age 22 | 1 term | Cr100,000 | |
| | Streetwise-1, Brawling-1, Carousing-1 | | | | | |
| 26 | Rogue | 773756 | Age 42 | 6 terms | Cr50,000 | |
| | Streetwise-3, Blade Cbt-2, Vehicle-1 | | | | | |
| 27 | Rogue | 734647 | Age 26 | 2 terms | Cr50,000 | |
| | Streetwise-1, Forgery-1, Bribery-1 | | | | | |
| 28 | Rogue | 278B57 | Age 30 | 3 terms | Cr10,000 | |
| | Streetwise-1, Vehicle-3 | | | | | gun |
| 29 | Rogue | A87498 | Age 30 | 3 terms | Cr50,000 | |
| | Streetwise-1, Gun Cbt-1, Demolition-1, Brawling-1 | | | | | high psg |
| 30 | Rogue | A96499 | Age 42 | 6 terms | Cr100,000 | |
| | Streetwise-1, Gun Cbt-5, Blade-2, Vehicle-1 | | | | | gun, high psg |
| 31 | Rogue | 38DD78 | Age 38 | 5 terms | Cr10,000 | |
| | Streetwise-2, Vehicle-3 | | | | | gun, high psg |
| 32 | Rogue | C56789 | Age 30 | 3 terms | Cr100,000 | |
| | Streetwise-1, Carousing-1, Liaison-1, Ship Tactics-1 | | | | | gun, blade |
| 33 | Rogue | 8854B4 | Age 38 | 5 terms | Cr50,000 | |
| | Streetwise-2, Ship Tactics-2, Leader-2 | | | | | two high psg |
| 34 | Rogue | 4B675C | Age 30 | 3 terms | Cr100,000 | |
| | Streetwise-1, Gun Cbt-2 | | | | | |
| 35 | Rogue | 436776 | Age 26 | 2 terms | Cr10,000 | |
| | Streetwise-1, Vehicle-1, Brawling-1 | | | | | |
| 36 | Rogue | BC67B7 | Age 34 | 4 terms | Cr100,000 | |
| | Streetwise-1, Leader-1, Jack of all trades-1 | | | | | |
| 37 | Rogue | 975377 | Age 22 | 1 term | Cr10,000 | |
| | Streetwise-3 | | | | | |
| 38 | Rogue | 786595 | Age 30 | 3 terms | Cr0 | |
| | Streetwise-1, Blade Cbt-1, Brawling-3 | | | | | blade |
| 39 | Rogue | 5888A6 | Age 22 | 1 term | Cr10,000 | |
| | Streetwise-1, Carousing-1 | | | | | |
| 40 | Rogue | 768589 | Age 26 | 2 terms | Cr100,000 | |
| | Streetwise-1, Carousing-1, Liaison-1 | | | | | |

Nobles

Noble characters are produced in accordance with the character generation tables given on pages 8 and 9 of this supplement. Nobles are special, in that the character must already have a minimum social standing characteristics of 10. Each is assumed to have undergone the mustering-out procedure, but all should be assumed to be nobles within the Imperium.

Suggested uses for nobles include patrons for patron encounters, governmental officials, idle rich, and corporate executives.

| | | | | | | |
|----|---|--------|--------|------------------|-------------|--|
| 1 | Knight | 5749BB | Age 26 | 2 terms | Cr100,000 | |
| | Bribery-1, Ship's Boat-1, Computer-1, Gun Cbt-1 | | | high psg, | Travellers' | |
| 2 | Marchioness | 84737D | Age 30 | 3 terms | Cr100,000 | |
| | Blade Cbt-2, Gun Cbt-1, Carousing-1 | | | two high psg | | |
| 3 | Baron | 34398C | Age 46 | 7 terms | Cr300,000 | |
| | Leader-1, Gun Cbt-1, Hunting-1, Carousing-2, Bribery-1 | | | | Travellers' | |
| 4 | Knight | 948B6B | Age 26 | 2 terms | Cr50,000 | |
| | Vehicle-1, Ship's Boat-1 | | | gun, high psg | | |
| 5 | Count | 55955E | Age 30 | 3 terms | Cr150,000 | |
| | Navigation-1, Leader-1, Vehicle-1, Gun Cbt-1 | | | gun, Travellers' | | |
| 6 | Dame | 83948B | Age 26 | 2 terms | Cr0 | |
| | Brawling-1, Vehicle-1, Engineering-1, Hunting-1 | | | gun | | |
| 7 | Marquis | 57978D | Age 34 | 4 terms | Cr100,000 | |
| | Gun Cbt-1, Hunting-1, Bribery-1, Carousing-1 | | | high psg, | Travellers' | |
| 8 | Duke | 49BB8F | Age 46 | 7 terms | Cr400,000 | |
| | Pilot-3, Leader-1, Liaison-1, Admin-1, Jack of all trades-1 | | | yacht | | |
| 9 | Baron | B5876C | Age 34 | 4 terms | Cr100,000 | |
| | Brawling-1, Pilot-1, Leader-1, Engineering-1, Admin-1 | | | | Travellers' | |
| 10 | Marquis | 27489D | Age 50 | 8 terms | Cr300,000 | |
| | Navigation-1, Liaison-1, Computer-3, Medical-1, Vehicle-1 | | | three high psg | | |
| 11 | Knight | BB689B | Age 34 | 4 terms | Cr100,000 | |
| | Blade Cbt-1, Gun Cbt-1, Computer-1, Pilot-1, Liaison-1 | | | | Travellers' | |
| 12 | Baroness | 48BB8C | Age 30 | 3 terms | Cr50,000 | |
| | Blade Cbt-1, Leader-1, Computer-1 | | | high psg, | Travellers' | |
| 13 | Knight | 34876B | Age 26 | 2 terms | Cr100,000 | |
| | Gun Cbt-1, Pilot-1, Carousing-1 | | | high psg, gun | | |
| 14 | Countess | 89342E | Age 30 | 3 terms | Cr100,000 | |
| | Hunting-1, Carousing-1, Vehicle-1, Navigation-1 | | | high psg, yacht | | |
| 15 | Baron | 49968C | Age 34 | 4 terms | Cr200,000 | |
| | Pilot-1, Blade Cbt-2, Vehicle-1, Liaison-1, Admin-1 | | | two high psg | | |
| 16 | Duchess | 86798F | Age 38 | 5 terms | Cr300,000 | |
| | Gun Cbt-1, Navigation-1, Computer-2, Liaison-2, Leader-1 | | | yacht | | |

| | | | | | | |
|----|--|--------|--------|--------------------|-------------|--|
| 17 | Baroness | 84798C | Age 26 | 2 terms | Cr200,000 | |
| | Carousing-1, Admin-1, Leader-1 | | | | Travellers' | |
| 18 | Marquis | 95737D | Age 30 | 3 terms | Cr100,000 | |
| | Vehicle-3, Hunting-1 | | | high psg | | |
| 19 | Duke | 79876F | Age 22 | 1 term | Cr50,000 | |
| | Blade Cbt-1, Computer-1 | | | | Travellers' | |
| 20 | | 889BCA | Age 26 | 2 terms | Cr50,000 | |
| | Navigation-1, Leader-1, Jack of all trades-1 | | | high psg | | |
| 21 | Knight | 356B7B | Age 42 | 6 terms | Cr100,000 | |
| | Engineering-3, Pilot-1, Blade Cbt-1, Leader-2 | | | two high psg, | Travellers' | |
| 22 | Dame | 894AAB | Age 34 | 4 terms | Cr150,000 | |
| | Bribery-1, Hunting-1, Brawling-1, Vehicle-1 | | | | Yacht | |
| 23 | Baroness | BB689C | Age 30 | 3 terms | Cr10,000 | |
| | Pilot-3, Carousing-1 | | | | | |
| 24 | Duchess | 9B6B7F | Age 42 | 6 terms | Cr100,000 | |
| | Navigation-1, Gun Cbt-2, Liaison-1 | | | yacht | | |
| 25 | Marquis | 67978D | Age 34 | 4 terms | Cr10,000 | |
| | Leader-3, Gun Cbt-1, Bribery-1 | | | | Travellers' | |
| 26 | Count | 98955E | Age 46 | 7 terms | Cr200,000 | |
| | Navigation-2, Leader-1, Vehicle-2 | | | | Travellers' | |
| 27 | Knight | 67C78B | Age 30 | 3 terms | Cr100,000 | |
| | Leader-1, Computer-1, Liaison-1 | | | gun, high psg | | |
| 28 | Count | 31787E | Age 50 | 8 terms | Cr10,000 | |
| | Leader-3, Vehicle-1, Pilot-1 | | | yacht, Travellers' | | |
| 29 | Baron | 89788C | Age 26 | 2 terms | Cr100,000 | |
| | Engineering-1, Computer-1, Gun Cbt-1 | | | | Travellers' | |
| 30 | Marquis | 33778D | Age 38 | 5 terms | Cr60,000 | |
| | Vehicle-1. Medical-3 | | | high psg, gun | | |
| 31 | Baron | 89444C | Age 26 | 2 terms | Cr10,000 | |
| | Ship's Boat-2, Gun Cbt-1 | | | yacht | | |
| 32 | Knight | BC798B | Age 30 | 3 terms | Cr60,000 | |
| | Carousing-1, Brawling-2 | | | | | |
| 33 | Duchess | 46578F | Age 34 | 4 terms | Cr10,000 | |
| | Leader-1, Carousing-1, Liaison-1 | | | yacht | | |
| 34 | Marchioness | 25346D | Age 22 | 1 term | Cr0 | |
| | Bribery-1, Medical-1 | | | yacht | | |
| 35 | Knight | 75755B | Age 34 | 4 terms | Cr100,000 | |
| | Navigation-1, Engineering-3 | | | | Travellers' | |
| 36 | Marquis | 93369D | Age 26 | 2 terms | Cr10,000 | |
| | Hunting-2, Bribery-1 | | | yacht | | |
| 37 | Knight | 3B688B | Age 30 | 3 terms | Cr0 | |
| | Gun Cbt-4 | | | | Travellers' | |
| 38 | Baron | B5AAAC | Age 34 | 4 terms | Cr10,000 | |
| | Blade Cbt-5 | | | | Travellers' | |
| 39 | Count | AA678E | Age 26 | 2 terms | Cr100,000 | |
| | Liaison-3 | | | | Travellers' | |
| 40 | Duke | 365CCF | Age 46 | 7 terms | Cr300,000 | |
| | Pilot-1, Navigation-1, Engineering-1, Jack of all trades-1 | | | yacht | | |

Scientists

Scientist characters are produced in accordance with the character generation tables given on pages 8 and 9 of this supplement. Each is assumed to have completed some basic portion of his or her research, and is now embarked on a continuation of that research while operating somewhere in the universe. Mustering-out benefits have been specified, but may be altered or changed at the whim of the referee, or to suit the needs of a specific situation.

Some suggestions for use of scientist characters include patrons for patron encounters, local citizens engaged in research, and idle encounters.

| | | | | | | |
|----|--|--------|--------|---------|----------------|--|
| 1 | Scientist | 847657 | Age 46 | 7 terms | Cr30,000 | |
| | Computer-1, Mechanical-1, Electronic-1, Navigation-1 | | | | lab ship | |
| 2 | Scientist | 647874 | Age 30 | 3 terms | Cr10,000 | |
| | Computer-4, Gun Cbt-1 | | | | gun, mid psg | |
| 3 | Scientist | 747376 | Age 22 | 1 term | Cr10,000 | |
| | Computer-1, Gun Cbt-1 | | | | lab ship | |
| 4 | Scientist | 56A676 | Age 42 | 6 terms | Cr0 | |
| | Computer-2, Navigation-3 | | | | gun, high psg | |
| 5 | Scientist | 534556 | Age 42 | 6 terms | Cr10,000 | |
| | Computer-1, Electronics-7 | | | | lab ship | |
| 6 | Scientist | 3767BB | Age 34 | 4 terms | Cr5,000 | |
| | Computer-1, Mechanical-3 | | | | two high psg | |
| 7 | Scientist | 798AB6 | Age 42 | 6 terms | Cr15,000 | |
| | Computer-8 | | | | lab ship | |
| 8 | Scientist | 48B596 | Age 34 | 4 terms | Cr5,000 | |
| | Computer-1, Medical-3 | | | | high psg | |
| 9 | Scientist | 387BCA | Age 34 | 4 terms | Cr50,000 | |
| | Computer-1, Gravitics-3 | | | | lab ship | |
| 10 | Scientist | 978888 | Age 30 | 3 terms | Cr10,000 | |
| | Computer-1, Electronics-1, Gun Cbt-1 | | | | two high psg | |
| 11 | Scientist | 964BB6 | Age 26 | 2 terms | Cr0 | |
| | Computer-1, Blade Cbt-1, Jack of all trades-1 | | | | mid psg | |
| 12 | Scientist | 272B67 | Age 22 | 1 term | Cr10,000 | |
| | Computer-1, Brawling-1 | | | | | |
| 13 | Scientist | 9896C4 | Age 30 | 3 terms | Cr5,000 | |
| | Computer-1, Brawling-1, Carousing-1 | | | | lab ship | |
| 14 | Scientist | 987498 | Age 22 | 1 term | Cr0 | |
| | Computer-1, Admin-1, Leader-1 | | | | lab ship | |
| 15 | Scientist | 8865B5 | Age 34 | 4 terms | Cr0 | |
| | Computer-1, Gun Cbt-1, Blade Cbt-1, Brawling-1 | | | | three high psg | |
| 16 | Scientist | 984865 | Age 26 | 2 terms | Cr10,000 | |
| | Computer-1, Vehicle-1, Survival-1 | | | | lab ship | |

| | | | | | | |
|----|--|--------|--------|---------|------------------------|--|
| 17 | Scientist | 7B6978 | Age 42 | 6 terms | Cr30,000 | |
| | Computer-1, Navigation-1, Gravitics-4 | | | | lab ship | |
| 18 | Scientist | 676978 | Age 46 | 7 terms | Cr20,000 | |
| | Computer-1, Electronics-7 | | | | lab ship | |
| 19 | Scientist | B11987 | Age 50 | 8 terms | Cr30,000 | |
| | Computer-8, Admin-1 | | | | six high psg | |
| 20 | Scientist | 267985 | Age 38 | 5 terms | Cr60,000 | |
| | Computer-1, Vehicle-1, Medical-2, Leader-1 | | | | gun, high psg, low psg | |
| 21 | Scientist | B69779 | Age 26 | 2 terms | Cr5,000 | |
| | Computer-1, Navigation-1 | | | | low psg | |
| 22 | Scientist | 756568 | Age 42 | 6 terms | Cr10,000 | |
| | Computer-1, Mechanical-5, Electronics-1 | | | | four low psg, gun | |
| 23 | Scientist | BB4B96 | Age 46 | 7 terms | Cr10,000 | |
| | Computer-4, Mechanical-2, Medical-1 | | | | lab ship | |
| 24 | Scientist | 793A78 | Age 42 | 6 terms | Cr20,000 | |
| | Computer-1, Jack of all trades-5, Electronics-1 | | | | three high psg | |
| 25 | Scientist | 896B66 | Age 38 | 5 terms | Cr30,000 | |
| | Computer-1, Gravitics-1, Vehicle-1, Navigation-1 | | | | lab ship | |
| 26 | Scientist | 385685 | Age 42 | 6 terms | Cr40,000 | |
| | Computer-1, Admin-3, Leader-1 | | | | three high psg | |
| 27 | Scientist | 897488 | Age 42 | 6 terms | Cr20,000 | |
| | Computer-2, Gun Cbt-1, Blade Cbt-1, Navigation-1 | | | | lab ship | |
| 28 | Scientist | 646B47 | Age 34 | 4 terms | Cr10,000 | |
| | Computer-3, Gravitics-1 | | | | three low psg | |
| 29 | Scientist | B694B6 | Age 38 | 5 terms | Cr1,000 | |
| | Computer-1, Medical-1, Admin-1, Jack of all trades-1 | | | | lab ship | |
| 30 | Scientist | 682687 | Age 50 | 8 terms | Cr2,000 | |
| | Computer-5, Gravitics-1, Medical-1, Vehicle-1 | | | | lab ship | |
| 31 | Scientist | 75887B | Age 26 | 2 terms | Cr5,000 | |
| | Computer-1, Carousing-1 | | | | high psg | |
| 32 | Scientist | 793667 | Age 50 | 8 terms | Cr30,000 | |
| | Computer-1, Mechanical-7, Survival-1 | | | | lab ship | |
| 33 | Scientist | 877758 | Age 46 | 7 terms | Cr12,000 | |
| | Computer-1, Vehicle-1, Blade Cbt-1, Survival-1 | | | | lab ship | |
| 34 | Scientist | 737B68 | Age 26 | 2 terms | Cr10,000 | |
| | Computer-2, Vehicle-1 | | | | low psg | |
| 35 | Scientist | 635BB7 | Age 30 | 3 terms | Cr20,000 | |
| | Computer-1, Leader-1 | | | | mid psg, high psg | |
| 36 | Scientist | 867C98 | Age 34 | 4 terms | Cr30,000 | |
| | Computer-2, Admin-2 | | | | lab ship | |
| 37 | Scientist | 656B67 | Age 34 | 4 terms | Cr1,000 | |
| | Computer-2, Vehicle-2 | | | | high psg, gun | |
| 38 | Scientist | 657BD8 | Age 34 | 4 terms | Cr10,000 | |
| | Computer-1, Vehicle-1, Electronics-1 | | | | lab ship | |
| 39 | Scientist | 5967E | Age 30 | 3 terms | Cr30,000 | |
| | Computer-1, Gun Cbt-1, Carousing-2 | | | | gun | |
| 40 | Scientist | 776CA6 | Age 42 | 6 terms | Cr60,000 | |
| | Computer-1, Gun Cbt-1, Gravitics-1, Navigation-2 | | | | lab ship | |

Hunters

Hunter characters are generated in accordance with the character generation tables given on pages 8 and 9 of this supplement. Each is assumed to have undergone the mustering-out procedure, although the referee may elect to use them as if they were still functioning as hunters. Mustering-out benefits have been specified, but they may be altered or enhanced by the referee at his or her whim, or for the needs of specific situations.

Some suggested uses for hunter characters include native or local planetary guides, hired guards, or patrons for patron encounters.

| | | | | | | |
|----|---|--------|--------|---------|------------------|--|
| 1 | Hunter | 474B97 | Age 30 | 3 terms | Cr15,000 | |
| | Hunting-1, Gun Cbt-1, Blade Cbt-1, Survival-1 | | | | safari ship | |
| 2 | Hunter | 76B452 | Age 42 | 6 terms | Cr10,000 | |
| | Hunting-4, Vehicle-1, Computer-1 | | | | gun,, high psg | |
| 3 | Hunter | 883677 | Age 22 | 1 term | Cr5,000 | |
| | Hunting-1, Gravitics-1 | | | | | |
| 4 | Hunter | 48968B | Age 42 | 6 terms | Cr0 | |
| | Hunting-7 | | | | safari ship | |
| 5 | Hunter | 697875 | Age 30 | 3 terms | Cr10,000 | |
| | Hunting-2, Gun Cbt-1 | | | | safari ship | |
| 6 | Hunter | 654857 | Age 42 | 6 terms | Cr100,000 | |
| | Hunting-3, Admin-1, Computer-1, Survival-1 | | | | safari ship, gun | |
| 7 | Hunter | 888697 | Age 46 | 7 terms | Cr100,000 | |
| | Hunting-1, Admin-5, Gun Cbt-1 | | | | gun, high psg | |
| 8 | Hunter | A86678 | Age 46 | 7 terms | Cr200,000 | |
| | Hunting-5, Gun Cbt-2 | | | | safari ship | |
| 9 | Hunter | 84887A | Age 22 | 1 term | Cr10,000 | |
| | Hunting-1 | | | | high psg | |
| 10 | Hunter | 4837A6 | Age 34 | 4 terms | Cr0 | |
| | Hunting-1, Mechanical-1 | | | | safari ship | |
| 11 | Hunter | 579456 | Age 30 | 3 terms | Cr10,000 | |
| | Hunting-4 | | | | high psg | |
| 12 | Hunter | 67A445 | Age 50 | 8 terms | Cr100,000 | |
| | Hunting-5, Admin-1, Gun Cbt-1, Blade Cbt-1 | | | | safari ship | |
| 13 | Hunter | 9633A8 | Age 46 | 7 terms | Cr200,000 | |
| | Hunting-5, Admin-1, Electronic-1 | | | | safari ship | |
| 14 | Hunter | 112396 | Age 46 | 7 terms | Cr10,000 | |
| | Hunting-3, Computer-3, Leader-1 | | | | gun, safari ship | |
| 15 | Hunter | 96A898 | Age 38 | 5 terms | Cr0 | |
| | Hunting-2, Gun Cbt-1, Blade Cbt-1 | | | | five high psg | |
| 16 | Hunter | 4A7967 | Age 26 | 2 terms | Cr10,000 | |
| | Hunting-1, Gun Cbt-1 | | | | safari ship | |

| | | | | | | |
|----|--|--------|--------|---------|------------------|--|
| 17 | Hunter | 592277 | Age 22 | 1 term | Cr5,000 | |
| | Hunting-1, Vehicle-1, Gun Cbt-1 | | | | | |
| 18 | Hunter | B45B16 | Age 26 | 2 terms | Cr10,000 | |
| | Hunting-2, Survival-1, Blade Cbt-1 | | | | gun | |
| 19 | Hunter | A76883 | Age 46 | 7 terms | Cr100,000 | |
| | Hunting-4, Survival-1, Leader-1, Medical-1 | | | | gun, safari ship | |
| 20 | Hunter | 786799 | Age 46 | 7 terms | Cr20,000 | |
| | Hunting-2, Gun Cbt-1, Mechanical-2, Computer-2 | | | | safari ship | |
| 21 | Hunter | 663967 | Age 30 | 3 terms | Cr10,000 | |
| | Hunting-1, Gun Cbt-2, Vehicle-1 | | | | high psg | |
| 22 | Hunter | 68A988 | Age 34 | 4 terms | Cr20,000 | |
| | Hunting-3, Blade Cbt-1, Leader-1 | | | | gun, safari ship | |
| 23 | Hunter | 573936 | Age 26 | 2 terms | Cr5,000 | |
| | Hunting-4 | | | | high psg | |
| 24 | Hunter | 769BB7 | Age 46 | 7 terms | Cr3,000 | |
| | Hunting-4, Blade Cbt-1, Gun Cbt-1, Survival-1 | | | | safari ship | |
| 25 | Hunter | 559987 | Age 34 | 4 terms | Cr20,000 | |
| | Hunting-1, Gun Cbt-3, Survival-1, Vehicle-1 | | | | high psg | |
| 26 | Hunter | 2687B6 | Age 30 | 3 terms | Cr10,000 | |
| | Hunting-3, Leader-1, Admin-1 | | | | safari ship | |
| 27 | Hunter | 63A88B | Age 22 | 1 term | Cr100,000 | |
| | Hunting-2, Blade Cbt-1 | | | | high psg | |
| 28 | Hunter | 656CC8 | Age 34 | 4 terms | Cr10,000 | |
| | Hunting-2, Vehicle-1 | | | | safari ship | |
| 29 | Hunter | B66977 | Age 42 | 6 terms | Cr20,000 | |
| | Hunting-1, Electronics-1, Gravitics-1, Computer-1, Gun Cbt-1 | | | | two high psg | |
| 30 | Hunter | 6A9B83 | Age 50 | 8 terms | Cr10,000 | |
| | Hunting-6, Leader-1, Computer-1 | | | | safari ship, gun | |
| 31 | Hunter | 679596 | Age 38 | 5 terms | Cr100,000 | |
| | Hunting-1, Computer-1, Vehicle-3, Gun Cbt-1 | | | | gun, safari ship | |
| 32 | Hunter | B8687A | Age 46 | 7 terms | Cr20,000 | |
| | Hunting-2, Vehicle-2, Gravitics-2, Survival-1 | | | | gun, high psg | |
| 33 | Hunter | 799A97 | Age 26 | 2 terms | Cr0 | |
| | Hunting-1, Vehicle-1, Computer-1, Gun Cbt-1 | | | | safari ship | |
| 34 | Hunter | 565968 | Age 46 | 7 terms | Cr200,000 | |
| | Hunting-1, Gravitics-1, Electronics-1, Mechanical-2, Gun Cbt-3 | | | | gun | |
| 35 | Hunter | 42599A | Age 30 | 3 terms | Cr20,000 | |
| | Hunting-2, Blade Cbt-1, Computer-1 | | | | gun, high psg | |
| 36 | Hunter | 9BB6BB | Age 50 | 8 terms | Cr300,000 | |
| | Hunting-7, Gun Cbt-1, Admin-1 | | | | safari ship, gun | |
| 37 | Hunter | 947896 | Age 42 | 6 terms | Cr10,000 | |
| | Hunting-1, Leader-3, Survival-1 | | | | safari ship | |
| 38 | Hunter | 476543 | Age 22 | 1 term | Cr100,000 | |
| | Hunting-1, Medical-1, Vehicle-1 | | | | | |
| 39 | Hunter | 595694 | Age 38 | 5 terms | Cr10,000 | |
| | Hunting-1, Electronics-1, Survival-1 | | | | safari ship | |
| 40 | Hunter | 3BCCB3 | Age 22 | 1 term | Cr10,000 | |
| | Hunting-1, Gun Cbt-1 | | | | | |

Heroes and Villains

The following eight characters are drawn from the pages of science-fiction. While they are expressed in terms of Traveller characters, they do not necessarily represent a specific character generation system, and certainly do not meet any normal requirements given in Traveller. Last time, in Supplement 1, only heroes were covered; this time, both heroes and villains are our subject.

1 Young Farmboy 797655 Age 22 Cr minimal
Pilot-2

For years an inexperienced farmboy, this individual has joined the rebellion against the Empire as he seeks out the murderer of his father and the true story of what happened.

He has a psionic rating of 11, with rudimentary training.

2 Special Agent 8C8B77 Age indeterminate Cr lots
Jack of all trades-2, Forgery-3, Streetwise-2, Electronic-2

Formerly a master thief, this individual was caught and now works (albeit grudgingly so) as a field agent for an organization known as the Special Corps.

3 Sergeant Major A9B665 Age indeterminate Cr some
Vehicle-2, Heavy Weapons-2, Vacc-1, Instruction-1, several decorations

A veteran of the CoDominium Marines, this character now serves as the top non-commissioned officer for an elite regiment of mercenaries.

4 Doctor/ Surgeon 7A8AA9 Age indeterminate Cr enough
Medical-4, Jack of all trades-2, Vacc-1

Highly trained in the medical arts, this character is often called upon to make on the spot decisions concerning the treatment of injured or sick extraterrestrials in the course of his work.

5 Diplomat 988AA8 Age indeterminate Cr well off
Admin-3, Liaison-2, Carousing-2, Jack of all trades-2, Blade Cbt-2

A member of the CDT (Corps Diplomatique Terrestrienne), devoted to the diplomatic settlement of differences between differing cultures and species, this individual is possessed of a marked adaptability and poise which serves him in good stead.

6 Imperial Leader FAADFF Age indeterminate Cr —
Blade Cbt-5, Pilot-3, Jack of all trades-4, Leader-2

Of the highest rank of imperial nobility, this individual is charged with the suppression of the rebellion.

He has a psionic rating of 13; it is not known if this is natural, or if it is artificially enhanced. It is reported that the life support system he wears constantly is necessary as the result of a fall into a volcano.

7 Scoundrel 685876 Age indeterminate Cr some
Forgery-1, Pilot-1, Jack of all trades-1

An incorrigible scoundrel, this character has no particularly well-developed skills, but does have the uncanny ability to wriggle out of almost any unpleasant situation.

8 Commissioner 566876 Age indeterminate Cr —
Admin-3

A commissioner of the great King of the Tyanian Empire, this character dreams of past glories as he searches for the center of opposition to Tyranni rule— the so-called "Rebellion World."

THE ANSWERS

Identifications of the heroes and villains given above are as follows—

1. Luke Skywalker, from Star Wars, by Gene Lucas.
2. James "Slippery Jim" di Griz, from The Stainless Steel Rat, by Harry Harrison.
3. Sergeant Major Calvin, from Sword and Sceptre, and The Mercenary, by Jerry Pournelle.
4. Senior Physician Conway, from the Sector General series, including Major Operation and Ambulance Ship, by James White.
5. Jame Retief, from the Retief series, including Galactic Diplomat and Retief's War, by Keith Laumer.
6. Lord Darth Vader, from Star Wars, by Gene Lucas.
7. Harry Mudd, from Star Trek.
8. Simok Artrap, from The Stars, Like Dust, by Isaac Asimov.

THE PREVIOUS ANSWERS

Traveller Supplement 1, 1001 Characters, contained nine characters from science-fiction, but did not carry identifications with the text. In fact, a corollary contest was run in the Journal of the Travellers' Aid Society asking for correct identifications.

The answers to those characters are—

1. John Carter of Mars, from Edgar Rice Burrough's John Carter of Mars series.
2. Kimball Kinnison, from the Lensman Series by E. E. "Doc" Smith.
3. Jason dinAlt, from the Deathworld Trilogy by Harry Harrison.
4. Earl Dumarest, from the Dumarest Saga, by E. C. Tubbs.
5. Beowulf Shaeffer, from At the Core, and other stories of Known Space by Larry Niven.
6. Anthony Villiers, from Starwell, and The Thurb Revolution, by Alexei Panshin.
7. Dominic Flandry, from the Flandry Series by Poul Anderson.
8. Kirth Girsan, from the Killing Machine, one of five Demon Prince novels by Jack Vance.
9. Gully Foyle, from the Stars, My Destination, by Alfred Bester.