

# Character Creation Reference

## CHARACTER GENERATION CHECKLIST

- Roll personal characteristics (2d6 each): strength, dexterity, endurance, Intelligence, education, and social standing.
- Select service and roll for enlistment using all applicable DMs.
  - If rejected, try draft.
  - Roll for survival.
  - Attempt rank.
    - If no rank, attempt commission.
    - If commissioned, attempt promotion.
  - Determine skills allowed.
    - Automatic skills.
    - Acquired skills.
    - Specify cascade skills.
  - If completing fourth or later term of service, determine aging effects.
  - Roll for reenlistment
  - Return to B if successful.
- Muster-Out.
  - Determine benefits.
  - Record characteristics and skills.

## CASCADE SKILLS

**Aircraft:** Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.

**Blade Combat:** a Blade or Polearm

**Bow Combat:** a Bow Weapon

**Gun Combat:** a Gun

**Vehicle:** Aircraft\*, Grav Vehicle, Tracked Vehicle,

Watercraft\*, or Wheeled Vehicle.

**Watercraft:** Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

## 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+	6-	5D
Broadsword	12+	7-	4D
Bayonet	9+	4-	3D
Spear	9+	4-	2D
Halberd	10+	5-	3D
Pike	10+	6-	3D
Cudgel	8+	4-	2D

## BOW WEAPON

Weapon	+DM	-DM	Wounds
Sling	11+	3-	2D
Short Bow	10+	5-	1D
Long Bow	11+	7	2D
Sporting Crossbow	9+	4-	2D
Military Crossbow	11+	6-	3D
Repeating Crossbow	12+	8-	2D

## BASIC SKILL ELIGIBILITY

For initial term of service	2
Per subsequent term of service	1
Bonus if service has no ranks	1
Upon receiving commission	1
Upon receiving promotion	1

## MUSTER-OUT BENEFITS

Per term of service	1
If rank 1 or 2	1
If rank 3 or 4	2
If rank 5 or 6	2

### Allowable DMs

**Benefits Table:**  
DM +1 if rank 5 or 6.

### Cash Table:

DM +1 if gambling skill.  
DM +1 if retired.



## RETIREMENT PAY

5 terms	Cr 4,000
6 terms	Cr 6,000
7 terms	Cr 8,000
8 terms	Cr 10,000
9 terms	Cr 12,000
per additional term	Cr 2,000

## GUNS

Weapon	+DM	-DM	Wounds
Body Pistol	11+	7-	2D
Snub Pistol	10+	7-	4D
Auto Pistol	10+	6-	3D
Revolver	9+	6-	3D
Carbine	9+	4-	3D
Assault Rifle	8+	5-	3D
ACR	8+	6-	4D
Rifle	8+	5-	3D
Auto Rifle	10+	6-	3D
Shotgun	9+	3-	4D
SMG	9+	5-	3D
Laser Carbine	10+	5-	4D
Laser Rifle	11+	6-	5D
Gauss Rifle	10+	7-	3D
Accel Rifle	9+	6-	3D
Light Ass. Gun	10+	7-	4D
4cm RAM GL	11+	8-	8D
LMG	10+	7-	3D
PGMP-12	11+	8-	10D
PGMP-13	10+	7-	12D
PGMP-14	11+	8-	12D
FGMP-14	10+	7-	16D
FGMP-15	11+	8-	16D

## HEXADECIMAL NOTATION

Base-10	Base-16
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	A
11	B
12	C
13	D
14	E
15	F

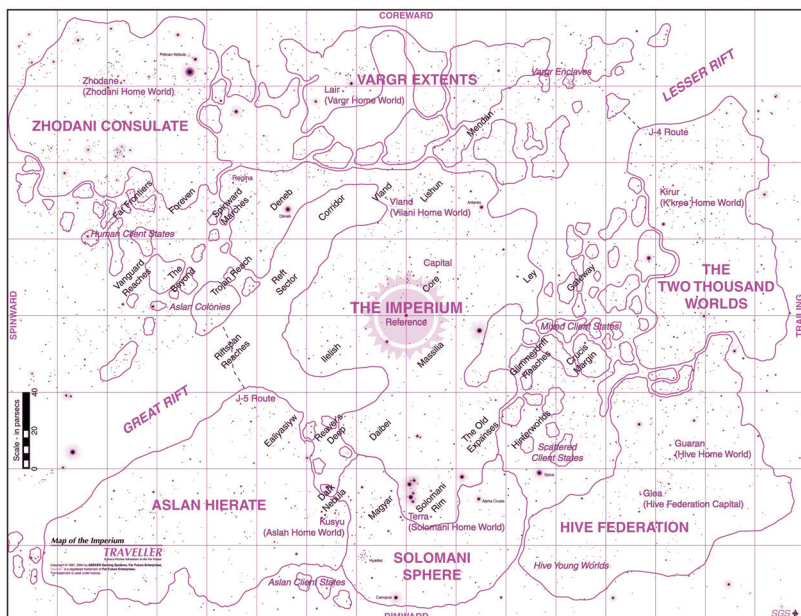
## NOBLE RANKS

B	11	Knight, Knightess, Dame
C	12	Baron, Baronet, Baroness
D	13	Marquis, Marchesa, Marchioness
E	14	Count, Countess, Contessa
F	15	Duke, Duchess



## 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	8+	8+	8+	8+	9+	9+	9+	9+	9+	9+	9+
Dexterity	7+	7+	7+	7+	8+	8+	8+	8+	9+	9+	9+
Endurance	8+	8+	8+	8+	9+	9+	9+	9+	9+	9+	9+
Intelligence	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-	9+	9+	9+
Education	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-
Social Standing	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-	-na-



## PRIOR SERVICE TABLE

	Navy	Marines	Army	Scouts	Merchants	Other
<b>Enlistment</b>	8+	9+	5+	7+	7+	3+
DM of +1 if	Intel 8+	Intel 8+	Dext 6+	Intel 6+	Stren 7+	-
DM of +2 if	Educ 9+	Stren 8+	Endur 5+	Stren 8+	Intel 6+	-
<b>Draft</b>	1	2	3	4	5	6
<b>Survival</b>	5+	6+	5+	7+	5+	5+
DM of +2 if	Intel 7+	Endur 8+	Educ 6+	Endur 9+	Intel 7+	Intel 9+
<b>Commission</b>	10+	9+	5+	-	+4	-
DM of +1 if	Social 9+	Educ 7+	Endur 7+	-	Intel 6+	-
<b>Promotion</b>	8+	9+	6+	-	10+	-
DM of +1 if	Educ 8+	Social 8+	Educ 7+	-	Intel 9+	-
<b>Reenlist</b>	6+	6+	7+	3+	4+	5+

Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment). DMs are cumulative (in the case of enlistment) if the characters have the necessary prerequisites. All rolls except draft are two-die throws.

### TABLE OF RANKS

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

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received. The other and the scout services do not have ranks, commissions, and promotions.

### MUSTERING OUT TABLES

#### Benefits

	Navy	Marines	Army	Scouts	Merchants	Others
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Intel	+2 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
3	+2 educ	+1 Educ	+2 Educ	+2 Educ	+1 Educ	+1 Educ
4	Blade	Blade	Gun	Blade	Gun	Gun
5	Travellers'	Travellers'	High Psg	Gun	Blade	High Psg
6	High Psg	High Psg	Mid Psg	Scout Ship	Low Psg	-
7	+2 Social	+2 Social	+1 Social	-	Free Trader	-

#### Cash

1	1,000	2,000	2,000	20,000	1,000	1,000
2	5,000	5,000	5,000	20,000	5,000	5,000
3	5,000	5,000	10,000	30,000	10,000	10,000
4	10,000	10,000	10,000	30,000	20,000	10,000
5	20,000	20,000	10,000	50,000	20,000	10,000
6	50,000	30,000	20,000	50,000	40,000	50,000
7	50,000	40,000	30,000	50,000	40,000	100,000

# ACQUIRED SKILLS TABLES

## 1. Personal Development Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	+1 Strength	+1 Strength	+1 Strength	+1 Strength	+1 Strength	+1 Strength
2	+1 Dexterity	+1 Dexterity	+1 Dexterity	+1 Dexterity	+1 Dexterity	+1 Dexterity
3	+1 Endurance	+1 Endurance	+1 Endurance	+1 Endurance	+1 Endurance	+1 Endurance
4	+1Intelligence	Gambling	Gambling	+1Intelligence	+1 Strength	Blade Combat
5	+1 Education	Brawling	+1 Education	+1 Education	Blade Combat	Brawling
6	+1 Social	Blade Combat	Brawling	Gun Combat	Bribery	-1 Social

## 2. Service Skills Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	Ship's Boat	ATV	Vehicle	Vehicle	Vehicle	Vehicle
2	Vacc Suit	Vacc Suit	Air/Raft	Vacc Suit	Vacc Suit	Gambling
3	Forward Obs	Blade Combat	Gun Combat	Mechanical	Jack-o-T	Brawling
4	Gunnery	Gun Combat	Forward Obs	Navigation	Steward	Bribery
5	Blade Combat	Blade Combat	Blade Combat	Electronics	Electronics	Blade Combat
6	Gun Combat	Gun Combat	Gun Combat	Jack-o-T	Gun Combat	Gun Combat

## 3. Advanced Service Skills Table

	Navy	Marines	Army	Scouts	Merchant	Other
1	Vacc Suit	Vehicle	Vehicle	Vehicle	Streetwise	Streetwise
2	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
3	Electronic	Electronic	Electronic	Electronic	Electronic	Electronic
4	Engineering	Tactics	Tactics	Jack-o-T	Navigation	Gambling
5	Gunnery	Blade Combat	Blade Combat	Gunnery	Gunnery	Brawling
6	Jack-o-T	Gun Combat	Gun Combat	Medical	Medical	Forgery

## 4. Advanced Education Table (Education 8+)

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

## RANK AND SERVICE SKILLS

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



## PRIOR SERVICE TABLE

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
<b>Enlistment</b>	7+	8+	6+	8+	9+	6+
DM +1 if	Soc7-	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+
<b>survival</b>	6+	9+	5+	3+	3+	5+
DM +2 if	Intel 8+	(terms)	Endur 8+	Educ 9+	Intel 8+	Dext 8+
<b>Position</b>	9+	-	5+	5+	-	5+
DM +1 if	Stren 10+	-	Intel 9+	Intel 8+	-	Educ 6+
<b>promotion</b>	8+	-	6+	10+	-	8+
DM +1 if	Intel 9+	-	Educ 8+	Soc 10+	-	Educ 8+
<b>Reenlist</b>	7+	7+	6+	5+	4+	6+

Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment). DMs are cumulative (in the case of enlistment) if the characters have the necessary prerequisites. All rolls except draft are two-die throws.

### TABLE OF RANKS

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
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

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received. The other and the scout services do not have ranks, commissions, and promotions.

### MUSTERING OUT TABLES

#### Benefits

1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Intel	+1 Intel	+1 Educ	+1 Intel	+1 Educ	+1 Educ
3	Weapon	Weapon	Weapon	+2 Educ	+1 Educ	Weapon
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

#### Cash

1	-	-	2,000	10,000	20,000	2,000
2	-	-	5,000	10,000	20,000	5,000
3	1,000	1,000	10,000	10,000	20,000	10,000
4	10,000	10,000	10,000	20,000	30,000	10,000
5	50,000	100,000	10,000	50,000	40,000	10,000
6	50,000	100,000	20,000	60,000	60,000	20,000
7	50,000	100,000	30,000	70,000	100,000	30,000

# ACQUIRED SKILLS TABLES

## 1. Personal Development Table

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
1	+1 Strength	+1 Strength	+1 Strength	+1 Strength	+1 Strength	+1 Strength
2	+1 Dexterity	+1 Dexterity	+1 Dexterity	+1 Education	+1 Dexterity	+1 Dexterity
3	+1 Endurance	+1 Endurance	+1 Endurance	+1 Intelligence	+1 Endurance	+1 Endurance
4	Gambling	Gambling	Gambling	Blade Combat	+1 Intel	Gambling
5	Brawling	Brawling	Brawling	Gun Combat	+1 Educ	Brawling
6	Blade Combat	Vacc Suit	Carousing	Carousing	+1 Social	Carousing

## 2. Service Skills Table

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
1	Blade Combat	Vacc Suit	Gun Combat	+1 Intelligence	+1 Dexterity	Brawling
2	Vacc Suit	Vacc Suit	Commo	Vacc Suit	Electronic	Vacc Suit
3	Gun Combat	Prospecting	Forward Obsv	Vehicle	Medical	Gun Combat
4	Gunnery	Forward Obsv	Vehicle	Vehicle	Streetwise	Vehicle
5	Zero-G Cbt	Prospecting	Vehicle	Gambling	Medical	Vehicle
6	Gun Combat	Ship's Boat	Battle Dress	Computer	Blade Combat	Vehicle

## 3. Advanced Service Skills Table

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
1	Streetwise	Ship's Boat	Water Craft	Forgery	Medical	Air Craft
2	Gunnery	Electronic	Electronic	Streetwise	Medical	Mechanical
3	Engnrng	Prospecting	Mechanical	Interrogation	Mechanical	Electronic
4	Ship Tactic	Mechanical	Gravitics	Recruiting	Electronic	Gravitics
5	Tactics	Prospecting	Navigation	Instruction	Computer	Gun Combat
6	Mechanical	Instruction	Demolition	Admin	Admin	Survival

## 4. Advanced Education Table (Education 8+)

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
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	Engnrng	Admin	+1 Social	+1 Intelligence	Admin
6	Electronic	Jack-o-T	Jack-o-T	Jack-o-T	+1 Education	Jack-o-T

## RANK AND SERVICE 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

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
<b>Enlistment</b>	5+	5+	6+	(special)	6+	9+
DM +1 if	Endur 9+	Educ8+	Social 8-	-	Intel 9+	Dext 10+
DM +2 if	Stren 10+	Stren 8-	Endur 7+	-	Educ 10+	Endur 9+
<b>survival</b>	6+	4+	6+	3+	5+	6+
DM+2 if	Stren 8+	Educ 10+	Intel 9+	-	Educ 9+	Stren 10+
<b>Position</b>	6+	6+	-	5+	-	-
DM +1 if	Stren 10+	Soc 9+	-	Educ 9+	-	-
<b>Promotion if</b>	9+	7+	-	12+	-	-
DM +1 if	Intel 6+	Intel 9+	-	Intel 10+	-	-
<b>Reenlist</b>	7+	7+	6+	5+	4+	6+

Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment). DMs are cumulative (in the case of enlistment) if the characters have the necessary prerequisites. All rolls except draft are two-die throws.

### TABLE OF RANKS

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
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	-	-	-	-

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received. The other and the scout services do not have ranks, commissions, and promotions.

### MUSTERING OUT TABLES

#### Benefits

1	Low Psg	Low Psg	Low Psg	High Psg	Low Psg	Low Psg
2	Blade	Mid Psg	+1 Soc	High Psg	Mid Psg	High Psg
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	-	-	-	-

#### Cash

1	-	-	-	10,000	1,000	1,000
2	-	-	-	50,000	2,000	1,000
3	1,000	10,000	10,000	50,000	5,000	5,000
4	2,000	10,000	10,000	100,000	10,000	5,000
5	3,000	40,000	50,000	100,000	20,000	10,000
6	4,000	40,000	100,000	100,000	30,000	100,000
7	5,000	80,000	100,000	200,000	40,000	100,000

# ACQUIRED SKILLS TABLES

## 1. Personal Development Table

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	+1 Strength	+1 Endurance	+1 Strength	+1 Strength	+1 Strength	+1 Strength
2	+2 Strength	+1 Education	+1 Dexterity	+1 Dexterity	+1 Dexterity	+1 Dexterity
3	+1 Strength	+1 Intelligence	+1 Endurance	+1 Endurance	+1 Endurance	+1 Endurance
4	Carousing	Brawling	+1 Intelligence	+1 Intelligence	+1 Intelligence	+1 Intelligence
5	+1 Dexterity	Carousing	Brawling	Carousing	+1 Education	Gun Combat
6	+1 Endurance	+1 Dexterity	Carousing	Brawling	Carousing	Blade Combat

## 2. Service Skills Table

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	Brawling	Gun Combat	Blade Combat	Gun Combat	Gun Combat	Gun Combat
2	Blade Combat	Vehicle	Gun Combat	Blade Combat	Blade Combat	Blade Combat
3	Blade Combat	Blade Combat	Demolition	Hunting	Vehicle	Survival
4	Bow Combat	Instruction	Vehicle	Vehicle	Jack-o-T	Hunting
5	Bow Combat	Vehicle	+1 Education	Bribery	Navigation	Vehicle
6	Gun Combat	+1 Education	Vehicle	+1 Dexterity	Survival	Hunting

## 3. Advanced Service Skills Table

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	Blade Combat	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	Engnrng	+1 Intelligence	Hunting
6	Bow Combat	Admin	Ship Tactics	Leader	+1 Education	Admin

## 4. Advanced Education Table (Education 8+)

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
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

## RANK AND SERVICE SKILLS

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

