Supplement 4
Citizens of the Imperium

TRAVELLER

Science-Fiction Adventure in the Far Future

Game Designers' Workshop

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TRAVELLER®

Science-Fiction Adventure
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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)	*(UPP)*	*(Credit Balance)*
7 Captain	7776B6 Age 26 2 terms	Cr9,000
Rifle-1, Pistol-1 *(Skills)*	*(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 weaposn 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.

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 detremine 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 ocurring 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

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
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							
Material	1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
Benefits	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

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							
Cash	1	—	—	2000	10000	20000	2000
Benefits	2	—	—	5000	10000	20000	5000
	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

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
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

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
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

	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 Cbt
6	Mechanical	Instruction	Demolition	Admin	Admin	Survival

Advanced Education Table (allowed only if character has education of 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 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

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
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

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
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

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
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

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
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	Engnrng	+1 Intel	Hunting
6	Bow Cbt	Admin	Ship Tactics	Leader	+1 Educ	Admin

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

	Barbarian	Bureacrat	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

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).

GUNS

Weapon	+ DM	- DM	Wounds
Body Pistol	11+	7 -	2D
Auto Pistol	10+	6 -	3D
Revolver	9+	6 -	3D
Carbine	9+	4 -	3D
Rifle	8+	5 -	3D
Auto Rifle	10+	6 -	3D
Shotgun	9+	3 -	4D
SMG	9+	6 -	3D
Laser Carbine	10+	5 -	4D
Laser Rifle	11+	6 -	5D

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. 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.

BOW WEAPONS

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

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:

Air Craft: The individual is a trained aircraft pilot.

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.

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: Disucssed 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.

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 a a favorable DM.

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

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.

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.

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.

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.

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

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.

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.

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 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 an 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 pinnace, 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 to 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 arrows weigh 100 grams each. A quiver, to hold 10 arrows, attached to the shoulder or the belt, weighs 1500 grams. Reloading a short bow is automatic; one shot per round is allowed.

BOW WEAPONS

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

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

17	Belter	A82848	Age 22	1 term	Cr0
	Vacc-1, *Prospecting-1*				*Travellers'*
18	Belter	5482C7	Age 22	1 term	Cr100,000
	Vacc-1				
19	Belter	55597C	Age 30	3 terms	Cr0
	Vacc-1, *Prospecting-2*				*seeker*
20	Belter	48888C	Age 22	1 term	Cr100,000
	Vacc-2				
21	Belter	7488B3	Age 30	3 terms	Cr10,000
	Vacc-1, Prospecting-1, Gambling-1				*seeker*
22	Belter	4668A6	Age 26	2 terms	Cr0
	Vacc-1, Ship's Boat-1				*seeker, Travellers'*
23	Belter	5472A3	Age 30	3 terms	Cr300,000
	Vacc-2, Prospecting-1				
24	Belter	685B85	Age 22	1 term	Cr0
	Vacc-1, Gambling-1				*seeker*
25	Belter	9CAD78	Age 30	3 terms	Cr200,000
	Vacc-2, Brawling-1				*Travellers'*
26	Belter	88476B	Age 34	4 terms	Cr300,000
	Vacc-1, Prospecting-2, Mechanical-1				*high psg*
27	Belter	A69B78	Age 22	1 term	Cr0
	Vacc-1, Prospecting-1				*gun*
28	Belter	C99A26	Age 26	2 terms	Cr10,000
	Vacc-1, Mechanical-1				*Travellers'*
29	Belter	589875	Age 22	1 term	Cr0
	Vacc-1, Ship's Boat-1				*seeker*
30	Belter	652434	Age 26	2 terms	Cr1,000
	Vacc-2, Prospecting-1				*seeker*
31	Belter	66C898	Age 26	2 terms	Cr10,000
	Vacc-1, Pilot-1, Computer-1				*seeker*
32	Belter	53A347	Age 30	3 terms	Cr100,000
	Vacc-1, Gambling-1, Prospecting-1				*seeker, high psg*
33	Belter	493B79	Age 26	2 terms	Cr10,000
	Vacc-1, Prospecting-1, Brawling-1				*high psg*
34	Belter	5668C4	Age 22	1 term	Cr0
	Vacc-1, Pilot-1				*seeker*
35	Belter	65A728	Age 26	2 terms	Cr100,000
	Vacc-1, Electronic-1				*Travellers'*
36	Belter	589A66	Age 30	3 terms	Cr200,000
	Vacc-1, Ship's Boat-1				*high psg*
37	Belter	427A59	Age 22	1 term	Cr1,000
	Vacc-1, Prospecting-2				
38	Belter	96C985	Age 46	7 terms	Cr300,000
	Vacc-1, Prospecting-3, Brawling-1, Gambling-1				*seeker, Travellers'*
39	Belter	5349B4	Age 22	1 term	Cr10,000
	Vacc-3				
40	Belter	BB8775	Age 30	3 terms	Cr0
	Vacc-1, Ship's Boat-1				*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, Cpmputer-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 alteredto 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	378966	Age 50	8 terms	Cr160,000
	Medic-5, Electronic-1				
2	Doctor	367987	Age 42	6 terms	Cr40,000
	Medic-4, Electronic-1, Computer-1				instruments
3	Doctor	746A97	Age 50	8 terms	Cr160,000
	Medic-3, Computer-1, Blade Cbt-1				three mid psg
4		B45BB5	Age 22	1 term	Cr20,000
	Medic-2				instruments
5	Doctor	877357	Age 26	2 terms	Cr60,000
	Medic-2				
6	Surgeon	995756	Age 30	3 terms	Cr40,000
	Medic-3, Electronic-1				mid psg
7	Doctor	A21C7A	Age 50	8 terms	Cr60,000
	Medic-4, Streetwise-1, Admin-1, Computer-1				instruments, mid psg
8	Surgeon	6A5445	Age 26	2 terms	Cr20,000
	Medic-3				
9	Doctor	A75374	Age 34	4 terms	Cr40,000
	Medic-4, Admin-1				two mid psg
10	Doctor	363987	Age 46	7 terms	Cr260,000
	Medic-4, Streetwise-1, Computer-1, Admin-1				instruments, two mid psg
11	Surgeon	6977A5	Age 26	2 terms	Cr20,000
	Medic-3				instruments
12	Doctor	663BB6	Age 42	6 terms	Cr200,000
	Medic-4, Computer-1, Admin-1				instruments, mid psg
13	Doctor	4689B5	Age 38	5 terms	Cr100,000
	Medic-3, Streetwise-2, Computer-1				mid psg
14	Doctor	965789	Age 30	3 terms	Cr20,000
	Medic-4				
15	Surgeon	5946A8	Age 30	3 terms	Cr40,000
	Medic-3, Computer-1				mid psg
16	Surgeon	9C6A69	Age 22	1 term	Cr20,000
	Medic-3				

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

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 Girsen, from the Killing Machine, one of five Demon Prince novels by Jack Vance.

9. Gully Foyle, from the Stars, My Destination, by Alfred Bester.

ROLE-PLAYING

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GAMES

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