

CHARACTER GENERATION CHECKLIST

1. Roll personal characteristics: strength (2D - 1), dexterity (2D + 1), endurance (2D - 1), intelligence (2D), education (2D), and charisma (2D).
2. Select service and roll for enlistment using all applicable DMs.
 - A. If rejected, try draft.
 - B. Roll for survival.
 - C. If not commissioned, attempt commission.
 - D. If commissioned (or loner or emissary), attempt success and consult success table.
 - E. Determine skills allowed.
 - 1) Automatic skills.
 - 2) Acquired skills.
 - 3) Specify cascade skills.
 - F. At age 34+, check aging.
 - G. Roll for reenlistment and return to 2B if successful.
3. Discharge and Muster-out.
 - A. Determine benefits.
 - B. If discharged, consider enlistment in new service.
 - C. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

For initial term of service.....2
 Per subsequent term of service...1
 Upon receiving commission.....1
 Upon receiving success.....1
Note: Loners and emissaries receive skills per term of service.

MUSTER-OUT BENEFITS

Per term of service.....1
 If rank 1 or 2.....1
 If rank 3 or 4.....2
 If rank 5 or 6.....3
Benefits Table: DM + 1 if rank 5+ or prospecting skill.
Cash Table: DM + 1 if gambling or prospecting skill, or if retired.

HEXADECIMAL NOTATION

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

Use hexadecimal (base-16) numbers for the six characteristics of the UPP (use G for 16).

VARGR PRIOR SERVICE TABLE

	<i>Navy</i>	<i>Corsairs</i>	<i>Army</i>	<i>Emissaries</i>	<i>Merchants</i>	<i>Loner</i>
Enlistment	7+	6+	5+	8+	5+	7+
DM + 1 if	Intel 8+	Endur 9+	Stren 10+	Educ 7+	Dext 8+	Stren 6+
DM + 2 if	Char 6+	Dext 7+	Endur 6+	Char 6+	Intel 8+	Dext 8+
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	4+	3+	6+
DM + 2 if	Educ 7+	Endur 9+	Stren 5+	Char 8+	Intel 9+	Dext 9+
Commission	9+	8+	7+	—	7+	—
DM + 1 if	Intel 7+	Char 7+	Endur 6+	—	Intel 8+	—
Success	see Success Table					
DM + 1 if	Educ 7+	Intel 8+	Educ 9+	Intel 10+	Intel 8+	Intel 9+
DM + 1 if	Char 6+	Char 5+	Char 6+	Char 8+	Char 7+	Char 4+
Reenlist	5+	6+	6+	5+	4+	5+

Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment). All rolls except draft are 2D.

TABLE OF RANKS

	<i>Navy</i>	<i>Corsairs</i>	<i>Army</i>	<i>Emissaries</i>	<i>Merchants</i>	<i>Loner</i>
Rank 1	Ensign	Lieutenant	Lieutenant	---	4th Officer	---
Rank 2	Lieutenant	Force Leader	Captain	---	3rd Officer	---
Rank 3	Lt Cmdr	Staff Major	Major	---	2nd Officer	---
Rank 4	Commander	Group Leader	Lt Colonel	---	1st Officer	---
Rank 5	Captain	Commodore	Colonel	---	Captain	---
Rank 6	Admiral	Leader	General	---	---	---

Loners and emissaries do not have commissions or rank, although non-rank aspects of success (the success table and charisma increases therefrom) are allowed.

MUSTERING OUT TABLES

Die Roll	Benefits Table					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+2 Intel	+1 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
3	+2 Educ	+2 Educ	+1 Educ	+1 Educ	+1 Educ	Gun
4	Gun	Gun	Gun	Blade	Blade	Blade
5	High Psg	Gun	High Psg	Blade	Gun	Mid Psg
6	High Psg	Gun	High Psg	High Psg	High Psg	Mid Psg
7	+2 Char	Corsair	+1 Char	—	Trader	Seeker

Characters with rank 5 or 6 may add +1 to their rolls on this table. Loners with prospecting skill may add +1 to their rolls. Gun and blade benefits must be declared by type immediately; additional benefits of gun or blade may be declared as skill. Additional occurrences of corsair, trader, or seeker are treated as no benefit.

Die Roll	Cash Table (in Credits)					
1	1,000	1,000	5,000	10,000	1,000	0
2	5,000	1,000	5,000	20,000	1,000	0
3	10,000	10,000	10,000	30,000	1,000	10,000
4	10,000	10,000	10,000	40,000	20,000	10,000
5	20,000	30,000	20,000	40,000	20,000	30,000
6	30,000	30,000	20,000	50,000	20,000	40,000
7	40,000	50,000	20,000	50,000	20,000	100,000

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Retired individuals are allowed DM + 1 on the cash table. Loners with gambling or prospecting skill are allowed DM + 1.