



This chapter provides players and referees with definitions of UPP characteristics and available skills. Understanding these is the key to understanding both the character's general abilities and the specific probability of successfully performing tasks.

PERSONAL CHARACTERISTICS

A human's characteristics are: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Characteristics are capitalized to draw attention to them and distinguish the words from their ordinary usage. Three are *physical characteristics*: Strength, Dexterity, and Endurance. Others are *mental characteristics*: Intelligence, Education, and Social Standing. Each has its own realm of application:

Strength (Str): Ability to apply physical force.

Strength × 1: Load in kilograms that may be carried more than five minutes to all day and considered unencumbered.

Strength × 2: Load carried for more than five minutes to all day but considered encumbered. When a character is encumbered with a *Strength* × 2 load, subtract 1 from the character's Strength, Dexterity, and Endurance.

Strength × 3: Load carried by a character in active military duty for more than five minutes to all day but considered encumbered. When a character is encumbered with a *strength* × 3 load, subtract 2 from the Strength, Dexterity, and Endurance.

Strength × 5: Load carried under five minutes.

Strength × 10: Load lifted (not carried) under one minute.

Strength × 15: Load dragged for less than five minutes.

Different Gravity: These values for strength assume a gravity of 1G—generally a large (size 8) world. Divide Strength by the gravity in Gs (on a world with gravity of 0.125 Gs, a character with Strength 7 has $Strength\ 7 \div 0.125$, or 56).

Dexterity (Dex): Coordination. Dexterity is used when hand-eye coordination or agility is important, like when performing mechanical repairs, shooting firearms, or walking a ledge.

Endurance (End): Physical stamina.

Endurance × 1: Number of waking hours until fatigue begins. Once fatigued, subtract one point for every two additional waking hours. Undertaking no tasks for two hours halts the loss of Endurance and "buys back" one point of Endurance. If Endurance reaches zero, the character collapses; once collapsed, the character must sleep for 8 hours to return to normal. Less than 8 hours of sleep (but at least 4) returns Endurance to its full level, fatigue starts immediately. Less than 4 hours of sleep (but at least 1) returns Endurance to one-half of its normal level (drop fractions), and fatigue starts immediately.

Endurance × 3: Number of waking hours until a character collapses (Endurance becomes zero). After being awake for this number of hours, the character must sleep, no matter what.

Intelligence (Int): Corresponds roughly to IQ. Values 10+ and over are genius level; 5- indicates learning difficulties.

Education (Edu): Knowledge from formal and informal set-

tings. Highly technical tasks depend on Education, not on Intelligence.

Social Standing (Soc): A character's social class. Standing 11+ holds a patent of nobility from the Third Imperium or similar interstellar governments. The individual is considered noble.

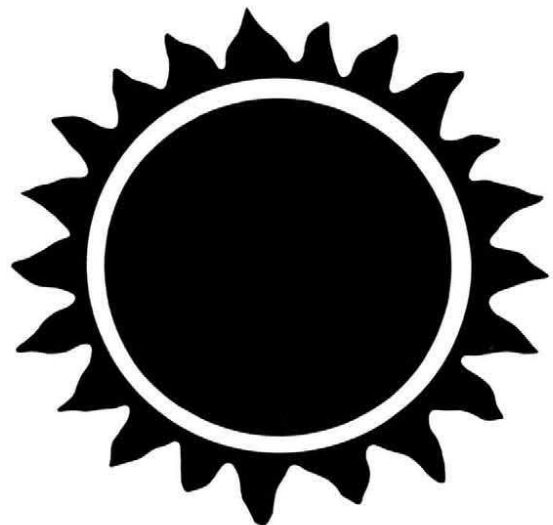
Social Standing 5 or less indicates that the character has

THE IMPERIAL SUNBURST

The symbol of the Third Imperium was established by Cleon (the first emperor) when the empire was proclaimed. Images show him standing before the original banner with a golden yellow sunburst against a black background, representing Capital's type G star against dark space.

In 247, the Eliyoh (a nonhuman minor race) joined the Imperium. To that race the symbology was unimpressive. The Eliyoh vision centered in the far infrared, which resulted in distinction between the official colors of black and yellow being impossible. So the Empress Porfiria declared that the symbol would have no official color.

The original banner in the imperial throne room is still black with a yellow sunburst. The Imperial Interstellar Scout Service uses a red sunburst; the Imperial Navy, yellow; the Imperial Army, black; the Imperial Marines, maroon.



SKILL LIST

PERSONAL CHARACTERISTICS

Strength (Str)
Dexterity (Dex)
Endurance (End)
Intelligence (Int)
Education (Edu)
Social Standing (Soc)

SECONDARY CHARACTERISTICS

Life Force (Lif) (= Str + Dex + End)
Determination (Det) (= End + Int)
Experience (Exp) (= Int + Edu)

SKILLS

Academic (Cascade)

Admin
History
Linguistics
Persuasion
Science
+ 1 Education

Admin

Advanced Combat Rifle (Weapon)

Aircraft (Cascade)

Helicopter
Jet-propelled Aircraft
Lighter-than-air Craft
Propeller-driven Aircraft

Animal Handling (Cascade)

Guard/Hunting Beasts
Equestrian
Herding

Archaic Weapons (Cascade)

Blowgun
Bola
Boomerang
Bow
Crossbow
Early Firearms
Sling

Artisan

Assault Rifle (Weapon)

ATV (Includes)

Wheeled Vehicle
Tracked Vehicle

Autocannon (Weapon)

Autorifle (Weapon)

Axe (Includes)

Battle Axe
Hand Axe

Battle Axe (Weapon)

Battle Dress (Includes)

Vacc Suit

Bayonet (Weapon)

Biology (Serves as)

Genetics minus 1

Blade (Weapon)

Blade Combat (Cascade)

Axe
Cudgel
Foil
Large Blade
Polearm
Small Blade

Blowgun (Weapon)

Body Pistol (Weapon)

Bola (Weapon)

Boomerang (Weapon)

Bow (Weapon)

Brawling

Bribery

Broadsword (Weapon)

Broker

Carbine (Weapon)

Carousing (Serves as)

Steward minus 1

Chemistry

Combat Engineering

Combat Rifleman (Includes)

Advanced Combat Rifle
Assault Rifle
Carbine
Gauss Rifle
Rifle

Communications

Computer (Serves as)

Robot Ops minus 1

Crossbow (Weapon)

Cudgel (Weapon)

Cutlass (Weapon)

Dagger (Weapon)

Demolitions

Disguise

Early Firearms (Weapon)

Economic (Admin)

Broker
Legal
Trader

Electronics

Energy Weapons (Includes)

Fusion Gun
Plasma Gun

Engineering

Environ (Cascade)

Animal Handling
Archaic Weapons
Hunting
Recon
Stealth
Survival

Equestrian

Exploratory (Cascade)

Pilot
Sensor Ops
Survey
Survival
Vacc Suit
Vehicle

FA Gunnery (Cascade)

High-energy Weapons
Mass Drivers
Meson Guns
Mortars and Howitzers

Fleet Tactics

Foil (Weapon)

Forensic

Forgery

Forward Observer

Fusion Gun (Weapon)

Gambling

Gauss Rifle (Weapon)

Genetics

Grav Belt

Grav Vehicle (Serves as)

Grav Belt minus 1

Gravitics

Grenade Launcher (Weapon)

Guard/Hunting Beasts

Gun Combat (Cascade)

Energy Weapons
Handgun
Laser Weapons
Neural Weapons
Rifleman
Submachinegun

Gunnery (Cascade)

Screens
Spinal Weapons
Turret Weapons

Halberd (Weapon)

Hand Axe (Weapon)

Hand Combat (Cascade)

Blade Combat
Brawling
+ 1 Endurance
+ 1 Strength

Handgun (Includes)

Body Pistol
Pistol
Revolver
Snub Pistol

Heavy Weapons (Includes)

Autocannon
Grenade Launcher
Light Assault Gun
Machine Gun
VRF Gauss Gun

Helicopter (Serves as)

Lighter-than-air Craft minus 1
Jet-propelled Aircraft minus 1
Propeller-driven Aircraft minus 1

Herding

High-energy Weapons (Serves as)

Mass Drivers minus 1
Meson Guns minus 1
Mortars and Howitzers minus 1

High-G Environ (Includes)

Laser-0
Energy-0

History

Hovercraft (Serves as)

Large Watercraft minus 1
Small Watercraft minus 1

Hunting

Inborn (Cascade)

Artisan
Carousing
Instruction
Jack-of-all-trades
Leader

Instruction

Interpersonal (Cascade)

Admin
Interview

ENHANCED MERCHANT CHARACTERS

TABLE OF RANKS AND PROMOTIONS

Deck Department			Required	Engineering Department			Required
Rank	Title	Exam	Qualifications	Rank	Title	Exam	Qualifications
O0	Apprentice	6+	Route Assignment	O0	Asst Drive Hand	5+	Route Assignment
O1	4th Officer	6+	Navigation-1	O1	Drive Hand	8+	Elec-1 or Grav-1
O2	3rd Officer	6+	Admin-1	O2	Asst Engineer	7+	Engineering-1
O3	2nd Officer	7+	Ship's Boat-1	O3	Engineer	7+	Engineering-2
O4	1st Officer	7+	Pilot-1	O4	Chief Engineer	9+	Engineering-3
O5	Captain	9+	Legal-1				
O6	Senior Captain	8+	—				
O7	Line Commodore	8+	—				
Purser Department			Required	Administration Department			Required
Rank	Title	Exam	Qualifications	Rank	Title	Exam	Qualifications
O0	Steward	5+	Route Assignment	O0	Clerk	5+	Route Assignment
O1	Junior Purser	5+	Steward-1	O1	Asst Manager	6+	Admin-1
O2	Asst Purser	5+	Steward-2	O2	Manager	7+	Admin-2
O2	Asst Medic	6+	Medical-1	O3	Asst Station Head	6+	Admin-3
O3	Purser	6+	Liaison-1	O4	Station Head	7+	Liaison-2
O3	Medic	6+	Medical-2				
O4	Chief Purser	7+	Admin-1	Free Trader			Required
Sales Department			Required	Rank	Title	Exam	Qualifications
Rank	Title	Exam	Qualifications	O1	4th Officer	6+	Route Assignment
O0	Apprentice	4+	Route Assignment	O2	3rd Officer	6+	Engineering-1
O1	Clerk	5+	Trader-1	O3	2nd Officer	7+	Navigation-1
O2	Asst Broker	6+	Broker-1	O4	1st Officer	7+	Pilot-1
O3	Broker	7+	Broker-2	O5	Captain	9+	Legal-1
O4	Senior Broker	8+	Broker-3	O6	Senior Captain	8+	—

SKILL TABLES

Die	Merchant Life	Shipboard Life	Officer Skills	Merchant Skills	Master Skills
1	Brawling	Gambling	Brawling	Streetwise	Admin
2	Carousing	Blade Cbt	Vehicle	Broker	Computer
3	Gambling	Vacc Suit	Ship's Boat	Trader	Navigation
4	Trader	Zero-G Cbt	Gun Cbt	Liaison	Pilot
5	+1 Edu	Commo	Liaison	Admin	Leader
6	Carousing	Jack-o-T	Liaison	Legal	Bribery
Die	Deck Skills	Engineer Skills	Purser Skills	Medic Skills	Admin Skills
1	Navig	Mechanical	Steward	Steward	Admin
2	Admin	Electronic	Medical	Medical	Liaison
3	Pilot	Engineering	Liaison	Medical	Bribery
4	Legal	Admin	Gunnery	Medical	Admin
5	Ship's Bt	Engineering	Steward	Computer	Admin
6	Leader	Gravitics	Liaison	Medical	Streetwise
Die	Sales Life	Planet Life	Free Trader		
			Life	Service	Business
1	Trader	Gun Cbt	+1 Dex	Steward	Engineering
2	Broker	Streetwise	Brawling	Trader	Navigation
3	Computer	Vacc Suit	Streetwise	Broker	Steward
4	Liaison	Vacc Suit	Forgery	Admin	Legal
5	Trader	Gun Cbt	Bribery	Gunnery	Steward
6	Broker	Brawling	Legal	Leader	Broker

REENLISTMENT

Merchant Reenlistment: Reenlistment in the Merchant service requires a throw of 6+; DM of +1 if rank E4+ or rank O1+. If the die roll is 12+, then the individual is required to reenlist.

Reenlistment in a Different Branch: Characters may not reenlist in a different branch unless cross-trained in the desired branch. If cross-trained, the individual may reenlist at the beginning of the new four-year term of service.

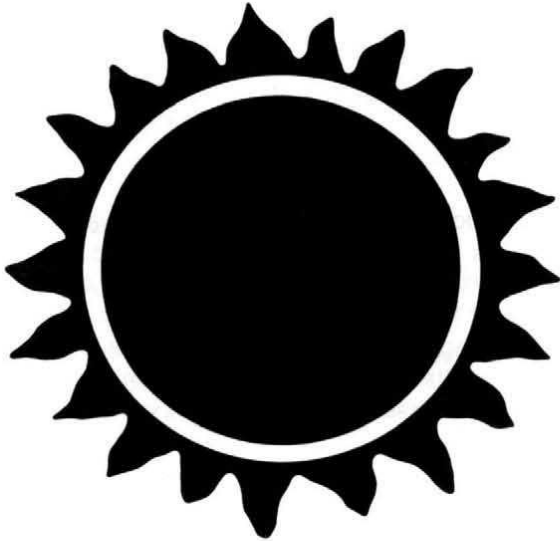
Mustering Out: At the conclusion of a character's last term, all mustering out benefits are received as described in basic character generation.

Retirement: Retirement is treated as indicated in basic character generation.

SKILL TABLE NOTES

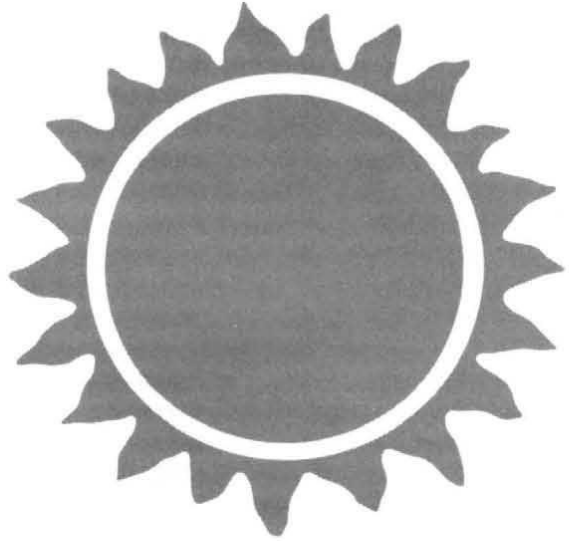
Skill columns are available to members of the specified departments. Sales is available only to the Sales Department. Planet Life is available to Admin and Sales departments. Free Trader columns are available to all Free Traders.

MERCENARY AND NAVAL CHECKLISTS



MERCENARY CHARACTER GENERATION CHECKLIST

1. Generate character.
 - A. Generate six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.
 - B. Determine character's homeland.
2. Pre-Enlistment Options.
 - A. College.
 - B. Service Academy.
 - 1) Military Academy.
 - 2) Naval Academy.
 - C. Medical School.
 - D. Flight School.
3. Enlistment.
 - A. Imperial Army.
 - B. Imperial Marines.
4. Select Arm.
5. Receive Initial Training.
6. Resolve Current Term.
 - A. Resolve Current Year (four years per term).
 - 1) Determine Assignment.
 - 2) Determine if Command Duty (officers).
 - 3) Resolve Assignment.
 - a) Survival.
 - b) Promotion.
 - c) Decoration.
 - d) Skills.
7. Conclude Current Term.
 - A. Aging.
 - B. Reenlistment.
 - 1) Reenlist in Different Arm?
 - C. Muster Out.
 - 1) Determine Mustering Out Benefits.
 - 2) Write Resume.



NAVY CHARACTER GENERATION CHECKLIST

1. Generate character.
 - A. Generate six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.
 - B. Determine character's homeland.
 - C. Determine subsector tech code.
2. Pre-Enlistment Options.
 - A. College.
 - B. Naval Academy.
 - C. Medical School.
 - D. Flight School.
3. Enlistment.
 - A. Imperial Fleet.
 - B. Sector Fleet.
 - C. System Squadron.
4. Determine Branch Assignment.
5. Receive Initial Training.
6. Resolve Current Term.
 - A. Resolve Current Year (four years per term).
 - 1) Determine Assignment.
 - 2) Determine if Command Duty (Officers).
 - 3) Resolve Assignment.
 - a) Survival.
 - b) Decoration.
 - c) Promotion.
 - d) Skills.
 - B. Determine if Retained in Assignment.
7. Conclude Current Term.
 - A. Aging.
 - B. Reenlistment.
 - 1) Reenlist in Different Branch?
 - C. Muster Out.
 - 1) Determine Mustering Out Benefits.
 - 2) Write Resume.