

Family Background

The PC may be rolled-up as part of a traditional nuclear family (having a mother, father and one or more siblings) along with an extended family (grandparents, uncles, aunts and cousins). This roll-up process is open to interpretation and modification by the GM. If a contradiction occurs the GM and Player will need to work out the problem to the best advantage of the PC.

If the GM allows Players to play species other than humans, he must insure that they do not receive talents or capabilities that will overwhelm the game or cause problems within the group. With the exception of non-human species: androids, changelings and photonics the PC can be from one of the following human-based races: Solomani, Viliani, Zhodani, Sword Worlder or Darrian. No matter what their species they are Imperial citizens and automatically speak Galanglic at SL-3 (native speaker). If their ancestry is from the Sol Rim Alliance, Viliani Empire, Zhodani Consulate, the Sword Worlds or the Darrian Federation the PC receives an automatic SL-3 in that language (as a native speaker). The Player will roll 2d10 below to determine exact species or unique situation.

Family Ancestry / Racial Background (2d10)

- 01-50 Solomani Ancestry ¹
- 51-75 Viliani Ancestry ²
- 76-80 Sword World Ancestry ³
- 81-85 Darrian Ancestry ⁴
- 86-90 Zhodani Ancestry ⁵
- 91-00 Hybrid Ancestry (“Half Breed”) (roll twice to determine the racial mix, Re-roll until two different results occur)

- ¹ Solomani are humans from the Sol Rim Alliance (Capital: Terra) (Language:* see below)
They have many sub-racial groups
 - Caucasian / White
 - Black / Negro
 - Asian / Oriental
 - Hispanic / Latin
 - Arabic
- ² Viliani are humans from the Viliani Empire (Capital: Viliani) (Language: Viliani)
- ³ Sword Worlders are humans from the Sword World Confederation (IMTU they migrated from Earth and are of Anglo-Saxon ancestry) (Language: German)
- ⁴ Darrians are humans from the Darrian Federation (IMTU they migrated from Earth and are of Anglo-Saxon ancestry) (Language: French)
- ⁵ Zhodani are humans from the Zhodani Consulate (Capital: Zhodan) (Language: Zdetl)

* Choose one of the following languages: French, German, English, Chinese, Russian, Japanese, Spanish or Arabic (or select another language).

Skin Color (Race) (2d6)

- 2 Dark Brown (Negro)
- 3 Yellowish (Asian)
- 4 Light Brown (Hispanic)
- 5 Copper (Arabic)
- 6-12 Cream (Caucasian)

	Hair Color* (2d6)	Eye Color* (2d6)
2	Auburn	Brown
3-4	Black	Brown
5-7	Brown	Green
8-9	Brown	Green
10-11	Blonde	Blue
12	Choice	Choice

	Hair Length (Female)	Hair Style (Male)
2	Bald or Shaved	Bald or Shaved
3-4	Short	Crew Cut
5-9	Medium (Collar)	Medium (Collar)
10-11	Long (Shoulder)	Long (Shoulder)
12	Choice or Unique	Choice or Unique

IMTU Viliani skin color is grey-toned – varies from light to dark. IMTU both males and females of the Viliani race are totally hairless from head to toe. Eye color can vary from black to grey to yellowish. The vast majority of Viliani are quite tall and slender. It's hard to find a fat or short Viliani.

Facial Hair

Most human males can grow a full or partial beard, mustache, sideburns or a goatee. Keep in mind that hair can be color treated, cut or a hair piece of any color or style can be worn. Hair may be straight, wavy, curled, braided, multi-colored, pinned up, corn-rowed, etc.

Early Childhood Social Environment

Do not decide this until the family background has been fully developed. Then using details of the PCs homeworld, their family ancestry, and elements of the family background the GM will determine the social environment that the PC was raised in. The Social Status and Employment of the PCs parents will be a factor.

Urban (Residential)

- Wealthy Class (Penthouses / Exclusive High-rise Condos / 5-Star Resort Hotels)
- Upper Class (Elite Condos Lofts / Gated Up-Scale Townhomes / 4-Star Residential Hotels) (Arcotropolis (Vertical Mega City))
- Middle Class (Condos, Apartments & Townhomes / 3-Star Residential Hotels) (City)
- Lower Class (Public Housing / 1 & 2-Star Residential Motels) (Community) (Ghetto Slum)

Suburban (Residential)

- Wealthy Class (Gated Palace Estates / Exclusive Mansions)
- Upper Class (Gated Homes, Condos & Up Rent Apartments)
- Middle Class (Mid Rent Apartments)
- Lower Class (Low Rent Apartments / Trailer Parks)
- Industrial (Industrial Parks / Factories)
- Commercial (Malls / Shops / Entertainment Theme Parks)

Rural (Residential)

- Wealthy Class (Plantation Estates / Corporate Farms & Ranches)
- Upper Class (Town / Remote Estates, Large Farms & Ranches)
- Middle Class (Commercial Village / Motels / Family Farms & Ranches)
- Lower Class (Trading Outpost / Cabins / Trailer Parks / Motels)
- Wilderness (Tents / Cabins / Compound / Commune / Tribal Village)
- Terraformed / Devastated (No Human Population)
- Mining Camp / Fishing Village

Colony

- Research Station or Archaeological Dig Site (Moon or Asteroid) (Protected, Domed or Subterranean)
- Mining Colony (Vacuum Lunar Station or Asteroid Site) (Protected, Domed or Subterranean)
- Agricultural Colony (Farming / Ranching)
- Industrial Colony (Toxic Materials Processing)
- Imperial Penal Colony
- Trading Station
- Oceanic Colony (Residential Cruise Ship, Coastal, Free-Floating or Submerged (i.e., Stargate Atlantis))
- Orbital Colony (Orbital Habitat / Space Station / Commercial Starport / Megacity (Babylon Five))
- Terraforming Project
- Medical Colony (Quarantined)
- Nomadic** (Wilderness Tribe / Travelling Acting Troupe / Circus Troup / Gypsies / Sports Team / Working Passage Commercial Starship Crew / Residential Starship / Private Yacht / Generation Ship / Migrate Group)

Special Circumstance Roll (2d10)

- 01-75 Normal Human Characteristics
- 75-80 Human Clone (GM will determine how many clones exists)
- 81-85 Genetically-Enhanced Human (with unique physical feature(s))
- 86-90 Human Cyborg (bionically-enhanced implants that look natural)
- 91-92 Human Host carrying Symbiote (dual consciences existing within a single body)
- 93-94 Human Aquatic
- 95-96 Humanoid Android (sentient humanoid machine – i.e., “Data” from *StarTrek: The Next Generation*, “Sonny” from *I Robot*, or the humanoid “Replicators” from *Stargate Atlantis*)
- 97-98 Changeling (sentient polymorphic being or shape-shifter – may hold human identical shape)
- 99-00 Photonic (human identical sentient holographic being)

If the PC rolls up a totally unique identity (i.e., a genetically enhanced human, a cyborg, host / symbiote, aquatic, android, changeling or photonic) the GM may consider an alternative early development process consistent with the PCs specialized talents. One alternative would be that a government or megacorporation assumes responsibility for the PCs early development and education. Even under these circumstances the GM may allow the PC to be adopted by a normal family at age 1d6+6.

Aslans, Vargrs, Hivers and Chippers are the other major species within the Traveller universe. IMTU these species should be controlled by the GM and used as NPCs, but the GM may allow a creative player to assume the role if they are willing to do the prerequisite research.

Other Possible Species: *StarTrek* universe (Vulcans, Klingons, Betazoids, Ferzeni, Romulans, Trill, Talaxians, Deltans, Trass, Andorians, Cardassians, Founders, Hirogen, Species 8472, Kason); *Stargate SG-1* or *Stargate: Atlantis* universe (Jafar, Tok’ra, Asgard, Replicators); *Battlestar Galactica* circa 2004 (Humanoid Cylons); *Babylon Five* universe (Minbari, Centauri, Narn); *Farscape* universe (Luxans, Scarrans, Sebaceans, Peacekeepers); *Alien Nation* universe (Tenctonese). I intentionally excluded predominately “evil” species (Borg, Cybernetic Cylons, Ori & Wraith); of course, the GM may permit anything.

Genetically-Enhanced Human — Genetic engineering has come a long ways in a thousand years. Many married couples consult a geneticist before having children. While it's not illegal to have genes modified, there are limits placed upon licensed geneticist. One may only go so far in modifying genetic characteristics. For example, making sexual and cosmetic modifications (boy or girl, eye color, hair color, skin color, general height and weight, eliminating a disabling medical condition) is acceptable but changing primary characteristics (strength, dexterity, endurance, speed, intelligence, charisma, awareness and determination) are severely restrictions. The science of eugenics has been outlawed and the population is generally fearful of a so called "super race of humans". Of course, such services can be found on black market worlds for couples who are willing to spend large sums of money and live with the fear of discovery.

One of the main problems inherent in genetic engineering is the danger of genetic manipulation, the desired result sometimes having serious negative side effects, including physical and psychological damage. Numerous geneticists have been criminally prosecuted for participating in such practices. It's quite difficult to hide genetic alternations from modern science. If rolled the PC was genetically altered by their parents and this has not been discovered by the authorities. The PC could also have been the product of a government or mega-corporation's eugenics program and was either smuggled out and placed with a normal family or raised strictly within the corporate organization.

Also, some wealthy individuals have been known to illegally clone themselves for obvious reasons. Under Imperial law clones are given the same rights as any other citizen. They cannot be owned (even by their original donor). There are techniques to produce accelerated growth clones specifically for organ harvesting where the clone does not develop psychologically, but this is considered unethical within the Imperium. Clones are generally indistinguishable from their donors in all respects, except they have different personalities, thus slightly different brainwave patterns. The few societies that allow cloning require unique tattooing or altering of the clone's genes at some stage of development to protect the owner's rights. Prior to this practice being made illegal, some societies practiced cloning for hundreds of years and in that time produced thousands of identical clones with the result being a society with many negative social implications.

If the PC rolls a clone consult the GM to determine how many copies are out there. Roll 1d6 to determine how many characteristics have been affected by genetic manipulation. The characteristics that can be enhanced are: Strength, Dexterity, Agility, Endurance, Intelligence and Perception.

Examples of Genetically Engineered Human Clones: the Imperial Storm Troopers in *Star Wars: War of the Clones* or the "Tanks" or "In Vitros" ("Lt. Hawkes" and "Col. McQueen") in *Space: Above & Beyond* or the "Arnold" clone in the movie *The Sixth Day*.

Human Cyborg — PCs can be wounded in combat and lose a leg, arm or a sensory organ. In TL-9+ societies highly-trained physicians have access to advanced prosthetic devices, bionic implants (augmented systems) or various bio-medical therapies to rebuilt, re-grow or otherwise enhance the human body. Most bionic implants are designed to blend with the body's appearance as not to attract notice. But there are groups such as outlaw bikers and mercenaries who prefer to wear non-cosmetic bio-mechanical body parts, mostly as instruments of intimidation (much like tattoos and piercings). Some individuals have even elected to have perfectly healthy limbs or other body parts replaced with bionic implants making them outcasts from normal society. Within the game, reputable physicians would never agree to such procedures. To voluntarily replace a

healthy body part with a bionic one would suggest some form of mental illness. At TL-13+, medicine can re-grow most body parts using genetic regeneration techniques. Social Status will be negatively affected by a noticeable cybernetic device. Powered bionic devices may enhance strength or other characteristics but there are also many limitations (the rest of the body may not be able to handle the structural stress) or in some instances tissue rejection could be a problem. The GM must use care in allowing the PC access to such procedures and technology. It's also illegal on many worlds to implant any type of weapon within a prosthetic or bionic device.

Examples of Cyborgs: “The Borg” or “Seven of Nine” in *StarTrek: Voyager*, or Will Smith’s character in the movie *I, Robot*. GM will define the PCs enhancements.

Human Host / Symbiote — A few societies of symbiotic beings have been discovered within the known universe; a few hostile, but most are friendly. They maintain positive relationships between an internal symbiotic life form and a host (in specific, a human one). The symbiote shares the body but there are separate personalities and memories, which they shared. One of the personalities is dominate at any one time. In some symbiote relationships the two personalities may seem to merge into a public personality. The GM may decide under what conditions one personality is active. The GM must also decide what specific advantages, disadvantages, skills, talents or traits each entity holds. In some cases this arrangement imparts knowledge, insight, psionic talent, increased sensory awareness or unique healing abilities. The Player will roll a full set of mental characteristics for the host and another for the Symbiote. Rules would have to be established as to when one personality takes charge.

Examples of Host-Symbiotes: “Jadzia Dax” character (Trill race) in *StarTrek: Deep Space Nine* or the “Teal’c” character (Jaffa or Tok’ra races) in *Stargate: SG-1*.

Humanoid Aquatic — PC is a humanoid being who is a member of an aquatic race and can breathe in water as well as in air. They possess both gills and lungs, have webbed hands and feet (for propulsion), can compensate for water pressure (thus preventing nitrogen narcosis and other pressure-related conditions), have protective lens that cover the eyes (which compensates for distorted underwater vision), retains an under-layer of body fat to ward off cold water environments (protection from temperatures down to 20⁰F), a specialized inner ear for underwater hearing, along with some form of marine navigation (such as organic sonar, echo location or electrical field sensor detection). They have reflective blue/green micro-scales or an outer skin which contains millions of chromatophore cells each capable of changing color, luminosity and opacity to offer camouflage or to communicate with others. Such beings can live in an atmosphere and water but may have limits as to how long they can remain out of water without having problems such as skin drying. They could communicate verbally out of the water using normal human languages, and also have some means of underwater communications, much like dolphins or whales, which most likely would be their pets or require an electronic voice device. The GM can define additional enhancements or limitations as needed.

Examples of an Aquatic: “The Mariner” (Kevin Costner’s nameless character) in the movie *Water World*.

Android — While robots (often called mechas or droids) are common within Traveller, sentient robots are rare, especially those which appear to be uniquely human in appearance, personality and temperament. Several mega-corporations have produced their own line of near-sentient servant robots for use as personal assistants, or to accomplish high risk tasks such as mining or construction. Their unique programming incorporates the three laws of robotics preventing conflict with humans. A few unique robots (called “androids”) have been produced, but not marketed, that have true sentience and therefore their own unique personalities. The law is still unclear as to their legal status. At the current time most people would consider them property. Androids are manufactured from the most advanced composite materials and can visually pass for human. A new group of androids actually have human- tissue grown over their exoskeleton. Only close examination with specialized equipment will reveal that they are, in fact, robots. All androids have a “positronic processing unit” or “uber-chip” allowing the ability to interface with nearby wireless computer networks. They are able to receive software upgrades and external data effortlessly. If the PC rolls an android, it will be fully-sentient and without an owner. This may be a problem in most cultures and the PC may need to assign another PC to be his or her legal master or the GM may allow a separate NPC companion/owner. Androids are rolled-up using 1d6+12 for Strength, Dexterity, Agility, Endurance, Intelligence, Perception, but roll 2d6–3 for Charisma, Determination and Integrity. They never have Psionic Aptitude. Roll 2d6 for Body Mass and Appearance. They automatically receive a 3 for Social Status since they are considered property.

Examples of Androids: “Data” in *StarTrek: The Next Generation*, the Cylon warriors and human-like Cylons in *Battlestar Galactica*, “Bishop” in *Aliens*, T-100-series in *Terminator*, the Replicates in *Bladerunner*, the “David-series” in *AI*, or “Sonny”, the Nestor NS-5-series robot, in *I, Robot*, or the humanoid Replicators in the *Stargate: SG1 or Stargate Atlantis* universe. The GM will have to be careful to not allow this PC to over powering the game balance. Built-in fail safes may be incorporated such as the three laws of robotics.

Changeling — Several species of polymorphic beings have been discovered, but little is actually known about them. They’re reported to be able to change shape into anything of equal mass and hold that shape for x number of hours before being forced to revert back into a liquid form. Consult the GM for additional details and limitations.

Example of Changelings: “Odo” (or the “Founder” race) in *StarTrek: Deep Space Nine*; the T-1000-series in *Terminator 2* or the Replicates in *Stargate SG-1*.

Photonic — This being is a three-dimensional holographic entity who has a programmed heuristic learning matrix and two selectable levels of physical existence which resides within a one-of-a-kind futuristic mobile self-contained holographic emitter. This device has an unknown internal energy source but supplements its power using external light and electrical sources (i.e., sunlight and ambient room lighting / electrical networks / various forms of radio waves). Due to its unique nature the photonic does not have to sleep, eat or breathe. It may have a limited time that it can hold a solid physical form dependent upon the energy source available. The GM will have to be careful not to allow this PC to over powering the game.

Example of Photonic: “The Doctor” in *StarTrek: Voyager*.

Psionically-Gifted Human (2d6) —Human PCs may roll to determine if they have a talent for Psionics.

- 2-9 No Psionic Talent
- 10-12 Psionically-Gifted (Discuss with GM)

If Psionically Gifted they roll 2d6 to determine their Psionic Aptitude (PsiA). PsiA is their psionic potential. An untrained psionic may have a number of generalized talents but may not be able to fully control them. Once trained in a discipline by a Psionic Master PsiA becomes Psionic Strength (PsiS).

Within Imperial society the use of Psionics is closeted. Many in society are fearful that psionics will violate their privacy or steal their secrets. The Imperial Scouts run a small group of psionics known as the “Psi Corps”. (I actually coined this term prior to the appearance of the *Babylon 5* television series so I will continue to use it). Psionics that have been identified by the authorities are either employed by this agency or are required to submit to a drug that suppresses their talent (borrowed from *Babylon 5*). The PC rolls 2d6+6 to determine the age that they first discovered they had this talent. It can be assumed that their talent has been discovered by the society. Once public they are required to join the Psi Corps or receive the drug. If their ability remains secret they roll 9+ to develop one or more specific psionic skills, but only if coached by a Psionic Master. Roll 2d6 below for the talent awarded:

- 2-3 Body Control (Control of heart rate, body temperature, blood pressure, pain, etc.)
- 4-5 Psionic Healing (Accelerated self-healing and limited healing of others)
- 6-7 Telekinetics (Moving items by thought)
- 8-9 Sensory Awareness (Sensing bio-signatures or energy fields)
- 10 Telepathy (Reading the surface thoughts of others, and in extreme cases, being able to alter them)
- 11 Invisibility (A form of mass hypnosis — making ones presence invisible to others)
- 12 Choice of any of the above (or create a unique one)

Examples of Psionics: “Counselor Deanna Troy”, a Betazoids in *StarTrek: The Next Generation* and the Telepaths or “Teeps” of *Babylon 5*.

Early Childhood (2d6)

- 2-3 PC was raised under unique circumstances ^
- 4-12 PC was raised by parent(s) or in an extended family setting

Unique Circumstances (1d6)^ (Optional)

Denotes that the PC was some how separated from their natural parents at an early age and raised by another individual or couple, a group or the state orphanage and foster care system until age 18.

- 1 PC was removed from their natural parent(s) at age 1d6+6 due to serious family problems or documented abuse/neglect. They were placed in a state orphanage and/or in the foster care system until age 18.
- 2 PC was given (or sold) by their natural parent(s) at age 1d6 to another couple or family relative who raised them until age 18. This was considered to be a private adoption.
- 3 PC was kidnapped at age 1d6 by an unrelated person. For all practical purposes the PC accepted this person (couple) as their parent(s). At age 2d6+6 they were rescued and either returned to their natural parents, placed in a state orphanage or in the foster care system.
- 4 PC was raised and socialized by a criminal street gang beginning at age 1d6+6. At age 2d6+6 they were rescued and placed in an orphanage or the foster care system.
- 5 PC was raised and socialized by a religious sect or cult at age 1d6. At age 2d6+6 they were rescued and placed in a state orphanage or the foster care system.
- 6 PC was raised and socialized by a radical hate group at age 1d6. At age 2d6+6 they were rescued and placed in a state orphanage or the foster care system.
- 7 PC was raised and socialized in a tribal commune at age 1d6. They remained with this group until age 2d6+6. If they left at less than age 18 they will be placed in a state orphanage or the foster care system.
- 8 PC committed a serious crime and was sentenced to a state reformatory until age 18. At age 18 they are released and their criminal record is sealed by the court.

The GM may determine that the PC has been in and out of various orphanages and/or numerous foster care families until age 18.

GM and Players are encouraged to be creative in developing their PCs early background. If the PC falls under unique circumstances the GMs should carefully monitor their childhood development to insure consistency. Example: If the PC was raised in an orphanage environment they will have more than likely attended the state orphanage school, but the GM may allow them to attend a public high school instead, but never a boarding school or reformatory school.

Orphanage run by:

- 2-3 Privately-Funded Home (more of a Child Labor Camp) with Limited Schooling (placed there by a corrupt judge or governmental official)
- 4-8 State-Funded Home with Public School
- 9-10 Charity or Religiously-Sponsored Home with Church School
- 11-12 Corporate-Funded Home with Private School

PC left Orphanage at Age 2d6+6 due to:

- 2-4 Criminal behaviors (sent to State Reformatory)
- 5-6 Ran away (or connected with alternative lifestyle)
- 7-9 Adopted by a loving couple / family
- 10-12 Joined the military* (Lied about age / fake documents)

Status of PCs Biological Parents (2d6)

(Roll Once for Each Parent)

- 2-4 Parent Is Dead *
- 5-7 Parent Is Missing **
- 8-12 Parent Is Alive ***

If both parents are dead the GM will determine the next of kin as their legal guardian.

*** Dead (2d6)^**

(Discuss details with GM)

- 2-3 Suicide (due to mental illness, severe emotional stress or to prevent suffering from medical condition or illness)
- 4-5 Natural Cause (died from medical condition or disease)
- 6-7 Accident (killed in a vehicle, aircraft, watercraft or spacecraft accident or as the result of a natural disaster)
- 8-9 Murder (killed by another person during a crime) Roll 2d6: 1 = killer was never identified, 2 = killer was identified but not enough evidence was available for prosecution, 3 = killer was found guilty and sentenced to 1d6 years in prison, 4 = killer was found guilty and sentenced to 3d6 years in prison, 5 = killer was found guilty and sentenced to life without parole, or 6 = killer was found guilty and later executed by the state. Optional: On a natural 12 the killer manages to escape.
- 10-12 Killed In Action (KIA) (while serving in the military)

^ Roll 1d20-2 to determine the PC's age when parent actually died. (A result of 0 could denote the mother died during childbirth).

**** Missing (2d6)^**
(Discuss details with GM)

- 2-3 Unknown
- 4-5 Parent is either on-the-run from the law or in hiding from dangerous people
- 6-12 Parent listed as Missing In Action (MIA) by the military
(Parent may still be alive but body or personal effects were never found)

^ Roll 1d20-2 to determine the PCs age when their parent actually reported missing.

***** Alive (2d6)**
(Discuss details with GM)

- 2-3 Parent is in prison for felony crime (1d6+18 years)
- 4-5 Parent voluntary gave up custody and working off planet (was not ready to be a parent at the time)
- 6-8 Parent job required them to be away much of time
- 9-12 Parent has been a constant presence in PCs life

**Parent's Marital Status
at the Time of PCs Birth (2d6)**

- 2 Parents met only once and never married (PC was product of a one night stand)
- 3-5 Parents lived together but never married (their relationship lasted 2d6 years)
- 6-9 Parents were married but divorced after 3d6 years**
- 10-12 Parents have remained married (or until the death of spouse – See Widowed Parent)

Relationship between Biological Parent & PC
(Roll Once for Each Parent Even if One or Both is Dead or Missing)

- 2 Parent is/was openly hostile towards PC (bordering on emotional or physical abuse)
- 3 Parent is/was distant and unfriendly to PC (bordering on emotional neglect)
- 4 Parent is/was doting, controlling and overly protective to PC
- 5-6 Parent is/was friendly towards PC but not very active with PC
- 7-12 Parent is/was loving, nurturing and actively involved with PC

Widowed Parent (2d6)
(If one parent died the remaining parent)

- 2-5 Never remarried
- 6-8 Remarried (and is still in marriage)*
- 9-10 Remarried 1d6+1 (had multiple marriages since)*
- 11-12 Currently living in a relationship but not married

***Relationship between PC & Step Parent (SP) (2d6)**

PCs Attitude		SPs Attitude	
2-3	= PC hates SP*	2-3	= SP hates PC*
4-6	= PC dislikes SP*	4-6	= SP dislikes PC*
7-9	= PC likes SP**	7-9	= SP likes PC**
10-12	= PC loves SP**	10-12	= SP loves PC**

*If one hates or dislikes the other the GM should not develop the SP story line any further unless a game hook is possible.

**If both the PC and SP like or love each other a formal adoption can occur.

The Parent Most at Fault for the Divorce (1d6)

1-3	Mother
4-6	Father

Reason for Divorce (2d6)^

2	Infidelity
3	Criminal Activity
4	Domestic Violence
5	Homosexuality
6	Workaholic
7	Serious Mental Illness
8	Extensive Medical Problems
9	Abandonment (One Parent Walked Out on the Family)
10	Addiction (Determine Substance)
11	Financial Problems (Habitual Shopping / Gambling / Borrowing from Loan Sharks)
12	Chronic Unemployment

^Reason can be explained as family rumor or listed in divorce papers.

Parent's Formal Education (2d6)

(Roll Once for Each Parent)

(If no biological parent then roll adopted parents or legal guardian)

2	Unknown
3-4	Less than High School — 2d6 Years of Formal Education
5-6	High School Graduate — 12 Years of Formal Education
7-8	Associate Degree — 14 Years of Formal Education
9-10	Bachelor Degree — 16 Years of Formal Education
11	Master Degree — 18 Years of Formal Education
12	Doctorate Degree — 20 Years of Formal Education

Parent's Criminal History (2d6)

(Roll Once for Each Parent)

- 2 Charged with Felony Crime (Roll on Felony Crime Table Below)
- 3-5 Charged with Misdemeanor Crime (Roll on Misdemeanor Crime Table Below)
- 6-7 Unknown
- 8-12 No Criminal Record

DM of +1 if Integrity is 9+; DM of +2 if Integrity is 11+

Accused of Crime (2d6)

	Felony Crime	Misdemeanor Crime
2	Espionage	Forgery
3	Sabotage	Fraud
4	Piracy	Trafficking
5	First Degree Murder	Embezzlement
6	Negligent Homicide	Black Marketeering
7	Manslaughter	Smuggling
8	Armed Robbery	Tech-running
9	Kidnapping	Money Laundering
10	Arson	Public Corruption
11	Grand Larceny	Tax Evasion
12	Extortion	Simple Assault

Parent's Actual Guilt (2d6)

2-3	Unknown
4-8	Guilty
9-12	Not Guilty

Jury Verdict (2d6)

- 2-4 Found Guilty (Convicted) (Roll on Sentence Table below)
- 5-12 Found Not Guilty (Acquitted)

Sentence (2d6)

(DM of +5 if Misdemeanor Crime)

- 2 Death Penalty
- 3 Life Without Parole
- 4 5d6 in Years in Prison
- 5 4d6 in Years in Prison
- 6 3d6 in Years in Prison
- 7 2d6 in Months in Local Jail
- 8 1d6 in Months in Local Jail
- 9 Probation
- 10 Probation
- 11 Probation
- 12 Received Immunity for Testimony

Final Disposition (1d6)

(Only if Sentenced and Not Receiving Death Penalty or Life Without Parole)

- 1 Currently serving prison time (SOC 2) (To be paroled in 2d6 years)
- 2 Currently on parole (sentence commuted to time served) (SOC 5)
- 3 Currently on parole (released 1d6 years ago) (SOC 5)
- 4 Finished parole (released 2d6 years ago) (SOC 5)
- 5 Pardoned by Authorities (SOC returns to initial status)
- 6 Exonerated (record expunged) (SOC returns to initial status)

Location of Incarnation (2d6)

(DM of +7 if Misdemeanor)

- 2-3 Imperial Penal Colony
- 4-6 Colonial Correctional Facility
- 7-8 Planetary or National Penitentiary
- 9-11 State Prison
- 12 County Jail

Parent's Military History (2d6)

(Roll Once for Each Parent)

(DM of -5 for Female Parent)

- 2-4 Never Served
 - 2-4 Determined unfit for military service (4F)
 - 5-8 Intentionally avoided the draft (Draft Dodger)
 - 9-12 Moved to a planet / nation without a draft and never served
- 5-9 Drafted (Roll on Military Service Tables below)
- 10-12 Voluntarily Enlisted (Roll on Military Service Tables below)

Branch of Service (2d6)

- | | | | |
|-----|-------------------------|----|----------------------|
| 2-3 | National Army | 9 | Colonial Star Patrol |
| 4-5 | National Air Force | 10 | Imperial Army |
| 6 | Planetary Defense Force | 11 | Imperial Marines |
| 7 | System Defense Force | 12 | Imperial Navy |
| 8 | Colonial Guard | | |

Enlisted or Commissioned (2d6)

If parent had adult criminal record they're automatically enlisted

If parent holds:

bachelors degree then DM of +2, masters degree then DM of +4,

Doctorate degree then DM of +6

- | | |
|-------|----------|
| 2-9 | Enlisted |
| 10-12 | Officer |

Length of Military Service (2d6)

2-7	4 Years
8	8 Years
9	12 Years
10	20 Years (Full Retirement)
11	30 Years (Full Retirement)
12	40 Years (Full Retirement)

Highest Enlisted Military Rank Held (2d6)

(DMs of +1 if 4 Years, +2 if 8-12 Years, +3 if 20 Years, +4 if 25 Years, +5 if 30 Years, +6 if 40 Years)

2	E-04	Corporal (IA / CG / IM / PDF / NA) / Crewman First Class (IN / CSP / SDF / NAF)
3	E-05	Sergeant (IA / CG / IM / PDF / NA) / Petty Officer Third Class (IN / CSP / SDF / NAF)
4	E-06	Staff Sergeant (IA / CG / IM / PDF / NA) / Petty Officer Second Class (IN / CSP / SDF / NAF)
5-6	E-07	Sergeant First Class (IA / CG / PDF / NA) / Gunnery Sergeant (IM) / Petty Officer First Class (IN / CSP / SDF / NAF)
7-9	E-08	Master Sergeant (IA / CG / PDF / NA) / Master Gunnery Sergeant (IM) / Chief Petty Officer (IN / CSP / SDF / NAF)
10	E-09	First Sergeant (IA / CG / IM / PDF / NA) / Master Chief Petty Officer (IN / CSP / SDF / NAF)
11	E-10	Sergeant Major (IA / CG / IM / PDF / NA) / Fleet Chief Petty Officer (IN / CSP / SDF / NAF)
12	E-11	Command Sergeant Major (IA / CG / IM / PDF / NA) / Command Fleet Chief Petty Officer (IN / CSP / SDF / NAF)

IA = Imperial Army / IM = Imperial Marines / IN = Imperial Navy /
CG = Colonial Guard / CSP = Colonial Star Patrol /
PDF = Planetary Defense Force / SDF = System Defense Force /
NA = National Army / NAF = National Aerospace Force

Highest Officer Military Rank Held (2d6)

(DMs of +1 if 4 Years, +2 if 8-12 Years, +3 if 20 Years, +4 if 30 Years, +5 if 35 Years, +6 if 40 Years)

2	O-03	Captain (IA / CG / IM / PDF / NA) / Lieutenant (IN / CSP / SDF / NAF)
3	O-04	Major (IA / CG / IM / PDF / NA) / Lieutenant Commander (IN / CSP / SDF / NAF)
4	O-05	Lieutenant Colonel (IA / CG / IM / PDF / NA) / Commander (IN / CSP / SDF / NAF)
5-6	O-06	Colonel (IA / CG / IM / PDF / NA) / Captain (IN / CSP / SDF / NAF)
7-8	O-07	Brigadier (IA / CG / IM / PDF / NA) / Brigadier (IM) / Commodore (IN / CSP)
9-10	O-08	Major General (IA / CG / IM / PDF / NA) / Rear Admiral (IN / CSP / SDF / NAF)
11-12	O-09	Lieutenant General (IA / CG / IM / PDF / NA) / Vice Admiral (IN / CSP / SDF / NAF)

Highest Decoration Awarded (2d6)

(DMs: +1 if 4 Years, DM of +2 if 8 Years, +3 if 12 Years,
+4 if 20 Years, +5 if 30 Years, +6 if 40 Years)

- 2-6 None
- 7-8 Commendation Medal
- 9 Bronze Star Medal
- 10 Silver Star Medal
- 11 Distinguished Service Cross
- 12 Medal of Honor (PC automatically receives appointment to Imperial Service Academy of choice)

Type of Military Discharge (2d6)

(If parent retired from military they automatically receive an honorable discharge)

- 2-3 Court Marshaled (roll on Court Marshal Table below)*
- 4-12 Honorable Discharge

* The military will never court marshal a member who has won either the Distinguished Service Cross or the Medal of Honor. GM will allow them to quietly resign or retire from the service.

Court Marshaled (2d6)

- 2 Charged with a serious crime and sentenced to 2d6 years in military barracks and issued Dishonorable Discharge upon discharge (Social Status decreases to 2)
- 3 Charged with serious crime and sentenced to 1d6 years in military barracks and issued Bad Conduct Discharge upon discharge (Social Status decreases to 3)
- 4-12 Acquitted of any crime and continued on active duty until normal separation or retirement. Upon completion of military service issued an Honorable Discharge

Civilian Employment
Parent's First & Last Profession (6d6)

Roll for each parent — Roll for entry profession and extrapolate to the current profession. The GM should insure that the NPC's formal education matches their profession. Adjustment to profession should be made if mismatch occurs.

	Initial Profession	Last Profession
6	Criminal (Specify)	Criminal Boss (Specify)
7	Cook	Chef
8	Bookkeeper	Accountant
9	Paramedic	Physician
10	Paralegal	Attorney
11	Sales Representative	Corporate Executive
12	Electrician	Electrical Engineer
13	Teacher	Professor
14	Construction Worker	Civil Engineer
15	Secretary	Executive Administrator
16	Journalist	Publisher
17	Police Officer	Chief of Police
18	Factory Worker	Labor Union Executive
19	Truck Driver	Shipping Executive
20	Farmer / Rancher	Agribusiness Executive
21	Lab Technician	Scientist
22	Customer Service	Public Relations Executive
23	Computer Tech	MIS Executive
24	Translator	Diplomat
25	Roughneck	Geological Engineer
26	Civil Service Clerk	Politician
27	Retail Sales Clerk	Fashion Buyer
28	Mechanic	Automotive Engineer
29	Carpenter	Architect
30	Starship Crewman	Starship Captain
31	School Janitor	Principal
32	Bank Teller	Bank Manager
33	Firefighter	Fire Chief
34	Artist	Museum Director
35	Unknown Entertainer	Celebrity Entertainer
36	Musician	Music Producer

The GM or Player may suggest alternative pairings

Highest Level of Authority Held During Employment (2d6)

(Roll Once for Each Parent)

If SOC is 4 or less DM of -2

If SOC is 9 or higher DM of +4

If parent is a member of the Nobility DM of +7

If parent is Corporate Executive DM of +9

If parent has Masters Degree DM of +1

If parent has Doctorate Degree DM of +2

If parent has Fellows Degree DM of +3

- 2 Lowest level worker, clerk or technician — never had authority
- 3-4 Lower middle-level team leader — minimal control over own career and no control over the career of others
- 5-9 Mid-level section supervisor — limited control over own career and limited control over the career of others
- 10 Upper mid-level department manager — moderate control over own career and some control over the career of others
- 11 Upper-level executive (vice president of corporation) — high level of control over career and major control over the career of others
- 12 Highest level executive (president or CEO of corporation) or high level government official or major celebrity — Total control over career and over the career of others. PC receives 3 PIPs for being the son or daughter of a powerful or famous person.

Parent's Annual Salary (2d6)

(Roll Once for Each Parent)

If SOC is 9 or higher DM+1

If parent is Corporate Executive DM +3

If parent is a member of the Nobility DM of +7

If parent is Corporate Executive DM of +9

If parent has Masters Degree DM of +1

If parent has Doctorate Degree DM of +2

If parent has Fellows Degree DM of +3

(ICrs (Imperial Credits) equal to the US Dollar)

2-7	1d6 in 10,000 ICrs
8	2d6 in 10,000 ICrs
9	3d6 in 10,000 ICrs
10	1d6 in 100,000 ICrs
11	2d6 in 100,000 ICrs
12	3d6 in 100,000 ICrs

If retired add both civilian retirement pay as well as any military retirement income

Parent's Total Accumulated Wealth (2d6)

(Roll Once for Each Parent)

Accumulated wealth includes cash, banking accounts, investment portfolios, real estate holdings, ownership of vehicles or even a starship. When one parent dies the wealth automatically transfers to the surviving spouse. If both parents die the wealth is equally divided between their surviving children. Debt may be in bank loans, credit card debt, owed back taxes or other liens against the estate.

- 2 Estate in Debt: $-3d6 \times 1,000,000$ ICrs
- 3 Estate in Debt: $-3d6 \times 100,000$ ICrs
- 4-5 Estate in Debt $-3d6 \times 10,000$ ICrs
- 6-8 No Wealth and No Debt
- 9-10 Estate Worth: $3d6 \times 10,000$ ICrs
- 11 Estate Worth: $3d6 \times 100,000$ ICrs
- 12 Estate Worth: $3d6 \times 1,000,000$ ICrs

PC automatically receives 1 PIP if parent(s) have a cumulative worth of between 1 and 9 million ICrs.
PC automatically receives 2 PIPs if parent(s) have a cumulative worth of 10+ million ICrs.

Parent's Current Primary Source of Income (2d6)

(If accumulated wealth suggests much more than annual salary then roll for secondary income)

- 2 Criminal Enterprise (Rumored or Actual)
- 3 Family Inheritance (Proceeds from Life Insurance Policies)
- 4 Lottery or Gambling Winnings
- 5 Judgment Award from Civil Lawsuit
- 6 Successful Business Venture
- 7 Successful Investment Portfolio
- 8-12 Employment / Retirement
(including base salary, sales commissions,
annual bonus & any stock options)

Parent's Current Social Status (2d6)

If family wealth is 100,000 ICrs or greater DM of +1
If family wealth is one million ICrs or greater DM of +2
If parents has bachelors degree DM of +1
If parent has masters degree DM of +2
If parent has doctorate degree or greater DM of +3

- 2-10 Average Citizen
- 11 First Citizen (Consult GM)
- 12 Noble Title Awarded*

*** Noble Title Awarded (2d6)**
(Roll Once for Each Parent)

2-5	Baronet	PC automatically receives 1 PIP
6-7	Baron	PC automatically receives 1 PIP
8-9	Marquis	PC automatically receives 2 PIPs
10-11	Viscount	PC automatically receives 2 PIPs
12	Count or Earl	PC automatically receives 3 PIPs

IMTU the titles of Duke, Arch-Duke or Prince are only awarded to members of the royal family.

Reason for Award of Noble Title (2d6)

2-4	Line of Succession (Inherited Position from their parent)
5-8	Exceptional Achievement to the Imperium
9-12	Exceptional Valor to the Imperium (During War)

Provide the Name of Each Parent (Consult GM)

Provide the Current Location of Each Parent (if Alive) (Consult GM)

The GM may wish to provide a later game hook using PCs parent(s) or siblings.

Siblings

(Brothers and Sisters – This could also include step or adopted siblings)

Does PC Have an Identical Twin or Triplet?

2-10	No
11	Twin
12	Triplet

Number of Siblings (2d6)

(If PC has a twin or triplet sibling(s) this is to determine any additional siblings)

2-4	No More
5-6	1 additional sibling
7-8	2 additional siblings
9-10	3 additional siblings
11-12	1d6+3 additional siblings*

Sex of Each Sibling (1d6)

(Roll Once for Each Sibling)

1-3	Sister
4-6	Brother

Current Health Status of Each Sibling (1d6)

(Roll Once for Each Sibling)

1	Unknown
2	Deceased
3-6	Alive and Healthy

Birth Order Sequence (1d6)

1-2	PC is youngest child
3-4	PC is middle child
5-6	PC is oldest child

Provide the Name of Each Sibling (Consult GM)

Provide the Last Known Location of Each Sibling (if Alive) (Consult GM)

Provide the Current Martial Status of Each Sibling (if Alive) (Consult GM)

Relationship Status between Each Sibling(s) and the PC (1d6)

(Roll Once for Each Sibling)

- 1-2 Relationship is poor; PC and sibling rarely, if ever, speak and dislike each other or has lost touch with one another
- 3-4 Relationship is fair; PC and sibling occasionally speak, but are not close or has not visited each other in some time
- 5-6 Relationship is good; PC and sibling speak when circumstances permit and consider themselves close

The GM may provide details on the PCs sibling if interaction will occur later within the game setting. This may require the sibling to be worked up as an NPC.