

Prison Life

The prisoner is transported by either the county sheriffs' or federal marshal's custody bus to the appropriate correctional facility. They are built for specific purposes: depending upon the threats imposed by a prisoner they may be assigned to a supermax, maximum, medium or a minimum security facility to serve out their sentence. A violent serial murder should never be placed in a minimum security environment nor should a person convicted of a DWI offense never be sent to a SuperMax prison. Some prisoners such as prominent white collar non-violent offenders may be placed in a minimum security "Club Fed" style facility or those needing psychiatric care may be placed in a prison that specializes in such support. Upon arriving at the prison, custody is transferred to the correctional facility and a full body cavity search is conducted on the inmate to prevent the introduction of weapons, drugs or other contraband.

The PC is assigned an inmate number and assigned to a specific cell or pod. In some societies the inmate's number may be tattooed or permanently inked into one of his or her arms, hands or on their neck. The inmate is required to shower under supervision of the guards and afterwards, receives a close haircut. The inmate is fingerprinted and photographed for identification purposes. Photographs are also taken of any and all tattoos or body art. An inventory is taken of all personal belongings and a determination is made whether the inmate can keep specific personal items (i.e., a Bible or personal photos) and all other items are placed into locked storage. Prison uniforms and personal toiletries are issued. An in-take interview is scheduled with the prison clerk and the necessary personal data is collected. A physician or nurse at the infirmary will review the inmates medical history and provide a physical examination and administer a series of immunizations. The inmate then attends an orientation briefing where prison rules and procedures are announced along with meeting the warden and guard commander. An interview is scheduled with the prison psychologist, educational counselor and chaplain, as needed. This is only true if the inmate has been assigned to a county jail, state prison, federal penitentiary or a planetary penal colony. Imperial prison worlds are generally much more hostile and less pampering.

In most facilities the routine starts with the cells are opened at 7 am and inspected by the guards for contraband or weapons. Meals are served in the mess hall at 8 am, 1 pm and 6 pm for exactly 60 minutes. Most facilities have a highly structured work schedule where for eight hours each day inmates work either at the farm, the mine, the service area (i.e., laundry, mess hall, infirmary, library), special assignment or at one of the vocational shops. Depending upon the facility, personal time is awarded for three hours daily where inmates may use the available services. Prisoners can have visitors and receive and send mail to relatives and authorized friends but all communications are opened and read by the staff to prevent the movement of contraband and dangerous communications (plotting a prison break or ordering a hit). In most facilities inmates can also take advantage of high school or college courses, group counseling, pastoral counseling, a limited number of approved hobbies and team sports. Everyday at 10 pm the cellblock is locked down for the night.

Inmates can leave for medical treatment, court hearings and transfer to a higher or lower security facility. Inmates in supermax facilities or those serving life without parole or sentenced to death may leave the facility only for medical appointments or court hearings. Security for any outside travel is accompanied by a contingent of armed guards.

Prisoners assigned to a maximum or supermax facilities live in a one-man cell or pod and are only allowed to leave it to exercise for one hour a day. There are no work assignments and life is controlled in every detail. Extreme measures are called for in handling the most dangerous inmates. One method is using an explosive "deadlock collar" which is placed around the inmates' neck and

locked. This device will explode if the inmate moves outside the borders of the prison or if an attempt is made to remove the collar. In some facilities inmates may have a cortical device surgically implanted into their brain stem which can be triggered by either a guard or prison official administering an electrical shock, disabling only the inmate or the entire prison population if a riot should break out. Some societies located their maximum level correctional facilities in remote locations such as on unpopulated worlds, orbital complexes or vacant islands, but this is the exception and not the rule.

Enlightened societies treat prisoners humanely knowing that when they're released back into society, they'll be better citizens, or at the very least, not worse than when they went in. Therefore many facilities have a variety of programs to prepare convicts for eventual release. They can include: counseling in anger management, drug or alcohol abuse, addiction rehabilitation and 10-step programs like AA or NA, GED or college courses, literacy tutoring, life and job skills training, parenting skills, vocational skills, etc.

Again, depending upon the society, a convict may lose some, or all, of their civil or legal rights (i.e., the right to own a firearm, the right to vote, the right to hold public office, the right to obtain a state license (in law, medicine, etc.) and the right to leave the nation or planet (no passport)). In some societies felons may lose their citizenship all together. In others, ex-cons may be deported to other planets or placed on sex offender registries and be hauled in every time a sex crime of takes place.

Types of Correctional Facilities

Confinement Centers are minimum security county or federal facilities for non-violent white-collar criminals located within major population centers. These can be akin to a residential "Club Fed" facility.

Jails are medium security county facilities for misdemeanor offenders serving less than one year and located within major population centers. There are two types of individuals as residents: the defendants awaiting trial and those already convicted of a misdemeanor and serving their sentence. The mandate of a county jail is to provide cell space for county prisoners but many jails rent out cell space to both city and federal prisoners as well.

Prisons are maximum security state facilities for felony offenders serving one year to life and are located outside of major population centers.

Penitentiaries are super-maximum (supermax) security federal facilities for major felony offenders serving one year to life and are located in remote settings far from population centers.

Penal colonies are planetary super-maximum security facilities for high offenders serving life and are located in the most remote and isolated settings, such as on an orbital station, vacant island or an unpopulated world.

Colonial Confinement Centers are subsector or sector medium security facilities for Imperial prisoners serving 1 to 30 years. They are located in remote settings far from population centers.

Prison worlds are Imperial ultra-maximum facilities for the most dangerous and non-rehabilitatable prisoners serving life sentence without parole. There are no guards and no walls present. The inmates are furnished either a tent or hut and basic provisions and are expected to either survive or die. The prisoners run the facility and setup their own society. Food and other supplies are dropped from orbit monthly by Imperial Navy Transport. There are a series of orbital weapons platforms that will detect, engage and destroy any unauthorized ship.

Correctional Facility Assignment (2d6)

(Initial Only)

If High Crime the PC will automatically receive

- 2-5 Super Maximum Security (Imperial Prison World)
- 6-12 Medium Security (Colonial Confinement Center)

If Felony Crime the PC will receive either State Prison, National Penitentiary or Planetary Penal Colony (2d6) applying DMs above:

- 2 Super Maximum Security (Penal Colony)
- 3-5 Maximum Security (Penitentiary)
- 6-9 Medium Security (Prison)
- 10-12 Minimum Security (Detention Center)

If Misdemeanor Crime the PC will automatically receive County Jail

Roll, then apply the following crime DMs
(with 2 always SuperMax and 12 always Minimum)

For Crimes Against Society apply DM of -5
(Mass Murder / Terrorism / Assassination / Espionage / Sabotage)

For Crimes Against Persons apply DM of -3
(Murder / Slavery / Kidnapping / Assault / Rape)

For Crimes Against Property apply DM of -1
(Arson / Robbery / Burglary / Theft / Fraud / Forgery)

For Crimes Against Trade apply no DM
(Smuggling / Techrunning / Piracy / Embezzlement / Bribery)

Prison Work Assignment (2d6)

(Roll once each year — only if maximum, medium or minimum security facilities)

DM of +1 for Intelligence 7-9

DM of +2 for Intelligence 10+

DM of +1 for High School

DM of +2 for Bachelors Degree

DM of +3 for Doctorate Degree

2-4 Labor Battalion

5-8 Service Battalion

9-12 Commercial Battalion

Trustee's receive Trustee Battalion

Prison Labor Battalion (2d6)

- 2 Logging & Lumber Mill (Strength +1)
- 3 Recycling Processing Plant (Streetwise)
- 4 Farm (fruit orchard / field crops / tobacco / cotton) (Agricultural)
- 5 Ranch (cattle / sheep / horses / hogs / chickens) (Agricultural)
- 6 Foundry / Processing Plant (steel / paper / chemicals) (Machine Shop)
- 7 Quarry (cut stone / unprocessed ores) (Eligible for skill in Explosives-Demolitions)
(Strength +1 or Explosives-Demolitions)
- 8 Mine (gemstones / precious metals / coal)
(Explosives-Demolitions)

- 9 Refinery / Oil field or Ocean Drilling Platform (crude petroleum) (Excavation-Drilling)
- 10 Ocean Factory Boat / Crab Boat / Whaling Boat (fish / shellfish) (Seamanship)
- 11 Wildfire Hotshot Crew / Wilderness Projects (Eligible for skill in Firefighting)
(Wilderness Survival)
- 12 Highway Projects (Chain Gang) (Streetwise)

Service Battalion (2d6)

- 2 Mess Hall & Kitchen (Culinary)
- 3 Laundry Plant (Streetwise)
- 4 Power Plant (Electro-Mechanical)
- 5 Waste Water Treatment Plant (Electro-Mechanical)
- 6 Infirmary (Medical)
- 7 Commissary (Procurement)
- 8 Counseling Center (Behavioral)
- 9 Chapel (Administration)
- 10 Gym / Sports Center (Strength +1)
- 11 Legal Services (Legal)
- 12 Library (Investigation)

Commercial Battalion (2d6)

- 2-3 Machine Shop (Machine Shop)
- 4-5 Textile & Carpentry Shop (Fabrication Shop)
- 6-8 Print Shop (desktop publishing / electronic pre-press / printing / bindery) (Forgery)
- 9-10 Fabrication Shop (working with glass / ceramics / polymers / rubber / carbon composites)
(Fabrication Shop)
- 11-12 Automotive Shop (vocational program / building custom vehicles for rich clients)
Automotive Mechanics

Trustee Battalion (2d6)

- 2-3 Telephone Call Center (telemarketing / tech support / customer services) (Persuasion)
- 4-5 Records & Data Processing (document scanning / information retrieval & analysis)
(Databasing)
- 6-8 Dog Kennel or Horse Stable (Dog Handler or Horsemanship)
- 9-10 Prison Newspaper (Photography)
- 11-12 Administrative Services (Warden's Office / Records Room / Purchasing Office)
(Administration or Procurement)

Survival (2d6)

(Roll once each year)

The tougher the facility the more opportunities for
an inmate to get into trouble or get killed.

DM of +5 for Prison World

DM of +4 for Penal Colony

DM or +3 for Penitentiary

DM of +2 for Prison

DM of +1 for Jail
 No DM for Detention Center
 DM of -1 for Intelligence of 7 - 9
 DM of -2 for Intelligence of 10+
 DM of -1 for each skill level in Streetwise

- 2 Death (killed by guard, inmate or work accident)
- 3-6 Injured in Fight or Riot
- 7-12 Survive

Good / Bad Time (2d6)

(Roll once each year)

DM of +5 for Prison World
 DM of +4 for Penal Colony
 DM or +3 for Penitentiary
 DM of +2 for Prison
 DM of +1 for Jail
 No DM for Detention Center –
 DM of -1 for Intelligence of 7 - 9
 DM of -2 for Intelligence of 10+
 DM of -1 for each skill level in Streetwise

- 2 Bad Time — Add extra 6 months to sentence
- 3-12 Good Time — Subtract 6 months from sentence

Prison Skills (2d6 + PIPs)

(Roll once each year)

	Academic Skills	Physical Skills
2	Language (Specify)	Leadership
3	Electronics	Automotive Mechanics
4	Applied Science	Vacuum Suit
5	Computer	Streetwise
6	Personality	Electro-Mechanical
7	Academics	Technical
8	Administration	Combat Knife
9	Technical	Excavation
10	Personality	Machine Shop
11	Applied Science	CargoMaster
12	Computer	Martial Arts
13	Medical	END +1
14	EDU +1	STR +1
15	INT +1	DEX +1

	Trustee Skills	Prison Life Skills
2	Interrogation	END +1
3	Medical	Combat Knife
4	Dog Handler	STR +1
5	Security	Electro-Mechanical
6	Combat Shotgun	DEX +1
7	Combat Rifle	Technical
8	Combat Pistol	END +1
9	Wilderness Survival	Streetwise
10	Grav Vehicle	DEX +1
11	Wheeled Vehicle	Martial Arts
12	Financial	STR +1
13	Legal	Acting
14	Instruction	INT +1
15	Leadership	Medical

Skill in **bold** denotes a cascade skill.

Gamemasters must consider if a skill would be appropriate for a prisoner to have. Keep in mind that a trustee can receive a skill in Combat Shotgun or Pistol or a prisoner working at a mining site may receive a skill in Demolition.

Trustee Status (2d6 + DMs)

(Must have completed 1/3 of sentence without having bad time in pass year)

DMs of -1 for each skill level in Streetwise

or

DMs of -1 for each skill level in Leadership

Once an inmate completes one third of their sentence and has never attempted an escape or any bad time they may roll to become a trustee. Trustees are inmates that are given special status. They are paid as part-time prison guards and allowed to carry a limited selection of close in weapons with limited ammunition to control other inmates. They also receive more freedom of movement. They escort inmates into solitary confinement or supervise hard labor details. This status can be lost if disciplinary problems or an escape attempt occurs.

Trusteeship is awarded on a roll of 9+

Special Event (2d6 + DMs)

(Roll once each year)

- 2 Made Enemy of a Guard (2d6 months) (setup for punishments, receives frequent beatings, forced to fight other prisoners, put in confinement box for days, food rationed, etc.)
(No chance to escape this year)
- 3 Solitary Confinement (2d6 months) (total isolation from the main prison population)
(No chance to escape this year)
- 4 Major Riot* (Roll on Escape Table with DM of -3)
- 5 Planned Escape* (Roll on Escape Table with DM of -5)
- 6 Scheduled court appearance or medical appointment *
(Roll on Escape Table with DM of -2)
- 7 Transfer to another correctional facility via van, bus or aircraft *
(Roll on Escape Table with DM of -1)

- 8 Immediate Early Release (Majority of the Parole Board was bribed)
- 9 Immediate Early Release (Governor bribed and awards executive clemency)
- 10 Immediate Early Release (Conviction is overturned by the Court of Appeals and the prosecutor chooses not to retry the case)
- 11 Immediate Early Release (Exonerated when the real criminal was either caught or someone else confessed to the crime and the authorities believed them)
- 12 Immediate Early Release with Exoneration (PC is a paid undercover informant (snitch) working for law enforcement)**
- 13 Immediate Early Release with Exoneration (it can now be revealed that the PC is an undercover law enforcement officer)

* denotes an opportunity to escape. Roll on Escape Factor table below.

** denotes that PC was a paid informant for a law enforcement agency assigned to the surveillance of one or more inmates at the correctional facility. The gamemaster will determine the specific circumstances, but the PC once released may be offered a law enforcement position in that agency. However rare, it's not unheard of that criminals of exceptional talent (mostly computer hackers and counterfeiters / forgers) have been recruited into the ranks of law enforcement.

Escape Factor (Optional roll once each year)

Each facility has a different possibility of escape but only if properly planned and executed. Once each year the PC may attempt to escape. Keep in mind that to attempt escape at every opportunity and fail is foolish. Escape only when the odds are in one favor, such after becoming a trustee in a critical position and having all the information about the correctional facility and surrounding area.

If the escape attempt fails the inmate will automatically receive 1d6 years added to his or her sentence and it will also wipe out all good time acquired.

In the case of an Imperial Prison World a starship will be needed providing it can evade the numerous orbital weapon platforms. If the PC is a trustee at the time of the escape or a prison riot or uprising occurs prior to or during the escape they receive a DM of -2 on this roll. Skills may also be a factor depending upon the location of the prison. The gamemaster will provide a general description of the prison terrain and any relevant information that may help the escape.

Success Roll for Escape

Prison World = 2d6+6
 Penal Colony = 11+
 Penitentiary = 9+
 Prison = 7+
 Jail = 5+
 Detention Center = 3+

Governor's Pardon (2d6 + PIPs) (Roll once each year)

A pardon (also known as executive clemency) can be granted by the governor or a state or colony, the head of state (president or prime minister) of a nation, world leader (secretary general), subsector or sector Duke or the Emperor of the Third Imperium. It's an official form of forgiveness of any crimes or punishments. It's original intended was to exonerate those individuals that were

falsely convicted of a crime and re-establish their good name. It can also be a powerful political tool used to reward political friends. With Pardon SOC returns to original status.

Pardon Awarded on a roll of 12+

Parole Board (2d6 + PIPs)

Parole is only available after the PC has served 2/3 of their sentence (including time added or subtracted due to good or bad time or previous escape attempts). Upon reaching the 2/3 mark the PC can start rolling each year for parole. The PC does not receive a parole board roll if bad time was awarded for that year..

Parole (also known as early release program) is a way correctional facilities have of influencing positive behavior—by offering early release to those with good behavior. Awarded by a Parole Board only to prisoners that have served a minimum of two-thirds of their original sentence and who have exhibited positive behavior (or good time) and/or significant or special achievement while in prison. Overcrowding, governmental budget cutbacks and other political considerations may influence early release decisions, as does bribes offered to corrupt parole board members. A parolee is generally assigned to a halfway house for an initial period before living on their own. A parole officer (also called a PO) is assigned to supervise the parolee and enforce the conditions of parole. With Parole SOC is elevated to 5.

Parole Granted on a roll of 7+

If released from the correctional facility and they violate the conditions of parole they can be returned to prison to serve out the full term of their sentence. To be paroled the inmate gives consent to the PO to control major aspects of their life, such as the right to monitor where they live and work, allowing the PO to search their residence at any time without notice or a search warrant, requiring weekly counseling visits with the PO, and agreeing to drug or alcohol testing upon demand. It may also include paying restitution to a former victim or to the state. Other conditions of release may include:

No possession of a firearm of any kind

No travel outside a specified jurisdiction (without notification and approval by their PO)

No association with known felons or former convicts

No contact with former victims under any circumstances

No involvement with criminal activity of any kind

No drug or alcohol usage (with mandatory testing)

Maintain full-time employment (approved by their PO)

Maintain a permanent residence (approved by their PO)

NPC Contact Roll (2d6 + PIPs)

(Roll once for each year in prison / *Roll for Inmates Crime)

2	Inmate*	2	Rapist
3	Inmate*	3	Arsonist
4	Inmate*	4	Smuggler
5	Trustee	5	Thief
6	Guard	6	Forger
7	Warden	7	Con Man
8	Police Detective	8	Murder
9	Crime Reporter	9	Cat Burglar
10	Judge	10	Netrunner
11	Defense Attorney	11	Armed Robber
12	Crime Reporter	12	Net Thief

Attitude Towards PC

- 2 Nemesis or Major Enemy (Hates and will do anything they can to harm or kill PC)
- 3-4 Minor Enemy (Dislikes the PC but will work with him)
- 5-9 Acquaintance (Neither likes nor dislikes the PC but will work and socialize with him or her)
- 10-11 Friend (Really likes the PC but won't lay down their life for PC)
- 12 Best Friend and Sidekick (Will lay down their life to save PC)

Contact's Level of Influence in Society (1d6)

- 1 Lowest level worker, clerk or technician / Known only to personal friends and family
- 2 Lower middle level team leader / Known only to personal friends, family and all co-workers
- 3 Middle level section supervisor / Known to personal friends, family, coworkers, neighbors and business clients
- 4 Upper middle level manager / Known to above plus in city business and social circles
- 5 Upper level corporate executive / Known to above plus state and national business, political and social circles
- 6 Highest level corporate executive / Known to above plus international or Imperial business, political or social circles and mega corporations or has celebrity status