

# Rogue Character Generation System

*by Alex Ingram*

Crime is rampant within today's world. Committing a crime is primarily about gaining great wealth. But pulling off a successful crime is more about the details. Who's the target? How much money can be gained? How many crew members will be needed? What about security? How do you minimize forensic evidence being left behind? How do you eliminate the possibility of witnesses? What's the method of escape? How do you launder the money or fence the goods? All of these issues must be addressed, along with many others. Another consideration is what if someone gets caught? Who will investigate and prosecute? What charges would be filed. What is the seriousness of the charges — what's the maximum punishment? What rights does a suspect have if in custody? Planning is everything!

Crimes are committed in geographical jurisdictions which determines what law enforcement agency and court system ultimately has authority to investigate and prosecute a crime and what specific laws, rights and penalties apply.

High crimes are prosecuted by the Imperial Ministry of Justice (MoJ) through the colonial court system which is present on each Imperial-member planet. The MoJ Special Branch will always be the investigative agency. Only crimes of the most serious nature are prosecuted. Colonial courts are inquisitional in scope and are composed of an appointed panel of tribunes (always of nobles rank). The defendant is afforded few legal rights and a jury system does not exist. If convicted, sentencing will be either death or life to be served on an Imperial prison world or in a colonial penal colony. Also, there's no parole system; so life means life! The only way out is a pardon by the Emperor or the Sector Duke.

Felony crimes are prosecuted through planetary, national (federal) or state courts. These courts are adversarial in scope and are composed of an elected or appointed judge or magistrate. The defendant has many legal rights including the right to be tried by a jury of their peers. If convicted, sentencing can be either probation or one year to life without parole to be served in a state prison, federal penitentiary or planetary penal colony.

Misdemeanor crimes are prosecuted only through the state courts. These courts are basically the same as for felony crimes with the same rights but punishment ranges from probation up to one year in a county jail.

There are other types of court systems that the PC may run into in his or her travels. In frontier environments tribal courts may be present. These can be inquisitional, adversarial or trial-by-ordeal. In more primitive societies when right vs. wrong or good vs. evil must be decided, the tribal leadership may require ritual combat to prove one's position. This could take the form of a fight to the death against an opponent or animal, resulting in whether the victor is telling the truth or is innocent of the crime or not. A variety of other forms of judicial bodies could include: ecclesiastical (religious), family (or juvenile), civil, a corporate board of inquiry, municipal (or traffic), military court marshal, etc.

## The PC's Initial Crime

An initial event propels the PC into a life of crime. Out of money and desperate someone states that they can provide the PC with a place to stay and the possibility of eventually making a lot of money. The PC eventually agrees and is running small errands for great money. At some point the person confesses that they're involved in something quite illegal and does the PC want to make serious money. If the PC agrees he or she finds out the crimes are serious — involving robbery, burglary, trafficking in contraband, etc. The person states that he or she is the boss of a criminal gang or crew. If the PC says no, it's too late. The other person claims the PC is already implicated in the crimes that have been committed and if he or she goes to the police they will most likely arrest the PC. So, the PC starts as a crew member (CM) and will receive one equal share of the take on all future crimes that he is involved with. The PC finds that being a crew member is the best way to learn the business from the bottom up. As the PC is involved in more criminal activities he or she becomes more experienced. At some point the PC will want to command his or her own crew and dictate what crimes to commit. Each year the PC will roll to define their status within the gang — eventually becoming a crew boss.

### Status Within the Gang (2d6)

(Roll once each year)

- 2-10 Crew Member
- 11-12 Crew Boss

Initially, as a crew member the PC has no control over the type of crimes being committed. After obtaining more experience the PC will move up to Crew Boss. As a crew member, roll on the tables below to determine details of the type of crime. The PC may be involved in crimes that he or she is not comfortable with. When they command their own crew they'll be able to call all the shots.

### Jurisdiction of the Crime (2d6)

(Once PC becomes a Crew Boss Disregard this Table)

- 2 High Crime — Imperium
- 3-5 Felony Crime — Planetary
- 6-9 Felony Crime — Nation
- 10-11 Felony Crime — State
- 12 Misdemeanor Crime — State

### Crimes Committed (2d6)

(Once the PC becomes a Crew Boss Disregard this Table)

	<b>High Crimes</b>	<b>Felony Crimes</b>	<b>Misdemeanor Crimes</b>
2	Smuggling	Counterfeiting	Identity Theft
3	Assassination	Murder	Burglary
4	Techrunning	Arson	Impersonation
5	Slavery	Kidnapping	Trespassing
6	Terrorism	Blackmail	Possession
7	Espionage	Sexual Assault	Black Marketeering
8	Piracy	Trafficking	Netrunning
9	Sedition	Facilitation	Fraud
10	Rebellion	Robbery	Hazardous Driving
11	Counterfeiting	Grand Thief Auto	Bribery
12	Treason	Smuggling	Forgery

## **The Interstellar Cartel (2d6)**

The Interstellar Cartel is the best organized and most extensive crime syndicate within Imperial space. It's akin to a multi-racial mafia and has contacts on almost every planet. Literally, hundreds of thousands of people are reported to be members and they're also rumored to have hundreds of pirate corsairs in their fleet, some equivalent in size and weaponry to an Imperial battle cruiser. There are persistent rumors that the Cartel operates from a massive asteroid starbase with jump 2 or better capabilities equipped with a well protected Class A starport and an economy that provides every product or service imaginable.

A member's criminal business is referred as an activity. A member is referred to as a Roguesman. Membership in the Cartel is by invitation only and new members swear allegiance to the Cartel with the life. In reality, the Cartel lets its Roguesman operate on their own unless they bring unnecessary attention to the Cartel, then they intervene and counsel that Roguesman accordingly. Membership means that the Roguesman pay to the Cartel 10% of all their activities. This is paid to an assigned Roguesman which can be any rank. Roguesman join as Pawns and are promoted up the ranks to Rook (Sergeant), Bishop (Lieutenant), Knight (Captain), Queen (Colonel), and finally, King (General). Just like in chess the King is only a figure head and is usually the wealthiest Cartel member, setting grand strategy and managing the assets of the Cartel. The Queen actually handles the day-to-day operations of the Cartel including the planning and execution of activities. The Cartel also charters several trade associations including a thief's guild, an assassin's guild and a corsair's (pirate) guild along with many others.

Once a Roguesman one receives a unique form of Cartel identification. Each Roguesman is sworn to assist each other unless it would cause that fellow Roguesman to lose their freedom, profit or activity. Local police on low law level worlds are generally paid off by the Cartel to look the other way. Only on high law level worlds with Imperial presence is the Cartel somewhat venerable. If not a Cartel member be cautious in dealing with other rogues as they may be. They may also attempt to trespass upon a non-members activities. Most Roguesman are members of a gang or crew and function as a contractor without regards to the Cartel. They generally will not inform on a crew boss that is not a Roguesman because of self-interest. Occasionally, if a Roguesman is fired from a crew they may report the crews activities to other Roguesman and it then becomes fair game.

Each year roll to receive an invitation to join the Cartel and choose become a Roguesman.

Roll 9+

### **The Oath of Roguesmanship**

I swear my allegiance to the Interstellar Cartel and its ideals and goals. I agree to obey the command of the Grand Counsel of the Cartel and perform any duties assigned to me unless it directly compromises my safety, profits or activities. I will always protect and assist fellow Roguesman unless it directly comprises my safety, profits or activities. I will promise to pay a tenth of all my activities to the Cartel for its protection through my assigned superior Roguesman. As a Roguesman I have the right to challenge a fellow Roguesman who has violated our agreement, but if I shall be proven wrong I will pay that Roguesman one third of all my worldly possessions. I will never trespass upon a fellow Roguesman's activities and never reveal the names, locations or activities of the Cartel or of any fellow Roguesman. If I violate any portion of our agreement I will be sentenced to death by the Grand Counsel.

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**Authors Notes:** I envisioned the Cartel as a business venture with a little sense of business ethics. While they will steal, rob and murder to obtain profits they consider themselves as an honor society. I started having the Ferengi (Star Trek) in mind along composed of many different races.

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## **Crew Boss**

Once the PC has become a crew boss they can choose their own crew and select targets. Some examples of profitable targets include a private courier carrying a high value shipment, a wealthy socialite or celebrity estate, an armored car carrying a high value shipment, a major commercial bank, a major art gallery or museum, the mob, a political party finance office, a diamond exchange, the box office of a major sporting event or music concert, an ocean cruise ship or star liner, a major resort casino, a mega-corporation, federal reserve bank or a government laboratory or facility. These targets will be always have an armed protective detail.

The more complex the crime the more specialized and costly the equipment and talent needed. If the PC has the financial resources he or she may use them, but if funds are not available, find a financier.

### **The Financier (2d6)**

(Applies only to Crew Boss)

CMs never know or meet the Financier, only the crew boss and his assistant. Consult with the gamemaster to obtain the name and location of a financier. Such a person can make available some of their money once they check out the PCs references. Roll to determine who the financier is and get their name from the gamemaster:

- |       |                                    |
|-------|------------------------------------|
| 2     | The meeting is an undercover sting |
| 3-5   | Organized Crime Boss               |
| 6-9   | Mega Corporation Executive         |
| 10-12 | Professional Financier             |

If the financier agrees to finance the venture, they will require two shares of the take plus return of their principle. If something goes wrong and the PC gets caught it's customary for him or her to pay the financier back their principle once their prison stay is over, or offer to commit another crime to pay them back.

## **Crew Members (CMs)**

The PC must determine the size of the crew needed. Complex crimes generally require more CMs to pull off and crimes such as robbing a casino or stealing a starship rarely succeed without a large crew. Some CMs may have a direct role in the execution of the crime, whereas others may participate indirectly by providing inside information or other assistance. Only those that participate in the crime actually receive a share of the loot. People in indirect roles are paid a fee. Information about the target and details of the job are released on a need to know basis and only the most trusted CMs will know the entire plan. There are some basic rules to running a crew. Each CM will require an equal share of the take which will be paid to their family if they are caught or killed. The more CMs needed the larger the take must be. The gamemaster will provide the PC with the names and details of any CMs based upon their skills and background. It's the crew boss's job to check out any new CMs before letting them in on the plan. Doing this poorly could lead to the infiltration of an undercover cop or someone intent on double-crossing the gang.

The problem with working with a crew is occasionally one gets caught by the authorities either before, during or after the crime. There's the possibility that that CM will be forced to confess details of the crime or will cooperate with the police as to the identities of the other participants in order to obtain a plea bargain. Also keep in mind that a CM could also be an undercover cop, or be intent on ripping the gang off once the loot's been stolen. And sometimes parties other than the police may be interested in recovering the stolen loot (the cartel or another criminal gang). Remember, the more CMs involved, the better the chances of success, but the more risk that the job may be compromised.

There are many criminal specialties that can be recruited as a CM:

- Tacticians (Crew Bosses, Planners)
- Supply Specialist (Thieves, Pickpockets)
- Con Artist (Super Attractive and Persuasive Types, Salesmen, Ex-Politicians)
- Drivers (Former Race Car Drivers, Mechanics)
- Muscle (Former Military, Professional Mercenaries)
- Surveillance Experts (Ex-Cops, Private Investigators, Information Brokers)
- Explosives Experts (Safe Crackers, Arsonist, Ex-military EOD)
- Nuclear, Biological and Chemical Warfare Experts (Ex-military NBC Specialist)
- Electronics Experts (Electricians)
- Special Effects Experts
- Construction Experts (Carpenters, Welders, Roboticists, Fabrication or Machine Shop Specialists, HVAC Specialists, Plumbers)
- Security Experts (Counter-Security Specialist)
- Computer Experts (Super-Hackers, Netrunners or Cyberjocks)
- Communications Specialist (Intercept Specialists)
- Chemist (or Pharmacist)
- Seducers (Male or Female)
- Acrobats (Gymnasts or High-wire Specialists)
- Medical Experts (Paramedics, Nurses, Physicians)
- Document Experts (Forgers, Printers or Engravers)
- Specialist with unique knowledge in Business, Engineering or Science
- Subject Matter Experts (an ancient art professor or a gemologist).

The gamemaster will provide the PC with a listing of criminal contacts in each specialty. Be aware that is person may be a member of the Cartel. For the best examples of running a criminal crew view the following movies: *Die Hard I, II, & III*, *Oceans Eleven & Twelve*, *The Italian Job*, *The Sting I & II*, many of the *James Bond* films, *The Art of War*, *Enemy of the State*, *To Live & Die in LA*, *The Heist*, *Heat*, *The Thomas Crown Affair*, *Swordfish*, *Entrapment*, *The Score*, *The Getaway*, *Hackers*, and *Sneakers*.

### **Loyalty of the Crew**

The crew boss will recruit all CMs. Many of them will reference other crew bosses that the PC has previously worked with. Choose wisely. The gamemaster will secretly roll for each CM presented as to if they have a secret that will comprise the gang. The PC will then roll for each CM and if the roll's successful will instantly know their secret.

## **Gamemasters' Secret (2d6)**

(Gamemaster Rolls and Does Not Announce Results)

- 2 The CM is an undercover cop
- 3 The CM is planning to double-cross the gang.
- 4-5 If arrested the CM will confess the details of the plan and the names of all involved in exchange for immunity from prosecution
- 6-12 All CMs are professionals if captured willing to remain silent, assuming they'll eventually get their portion of the loot.

## **Infiltrator's Discovery (2d6)**

(If Intelligence is 9+ apply DM of -1)

DM of -1 for each skill in Surveillance

or

DM of -1 for each skill in Streetwise

Base Roll of 9+ (minus DMs)

If successful, the undercover cop or double-crosser is found out and kicked out of the group before gaining any useful information. This should alert the PC that others are surveilling them and take appropriate precautions. But, if unsuccessful, the gamemaster will announce a "failed roll" giving nothing as to the nature of the true identify of any CM. The PC may receive other chances for discovery. The gamemaster can occasionally roll or ask the player to roll to secretly determine if the CM infiltrator gives away his or her hand. Be aware that is person may be a member of the Cartel.

## **Stages of a Crime**

**Planning Stage** — This involves obtaining critical information about the target (currency, gold, gems, drugs, etc.) of the crime. This would include the details of security personnel and systems protecting the target and conducting surveillance and monitoring key players. It also includes determining the number and skills of crew members and the equipment and vehicles needed. This may also entail coordinating with a Financier and a Fence or Money Launder. Finally, this may involve building a set and rehearsing and refining the plan.

**Execution Stage** — This is the execution of the plan. Obtaining the target and controlling events.

**Escape Stage** — This is essentially the get-away.

## **Results of the Crime (2d6 + DMs)**

(DM of +1 if Intelligence is 9+)

DM of -1 for each skill in Leadership

or

DM of -1 for each skill in Counter Security

- 2-3 Planning and/or execution was flawed. The police were alert to the crime. Roll to determine who was arrested at the scene. No monetary gain.
- 4-5 The crime was unsuccessful due to unexpected problems. The crew escaped in the nick of time. No monetary gain.
- 6-12 The crime was successfully planned and executed. Roll for monetary gain on either the high, felony or misdemeanor tables below. PC and all CMs escaped.

## Arrested (2d6)

Roll once for the PC and each crew member. If arrested the gamemaster should refer to the “Criminal Courts” module to determine the charges against the PC. This is where the gamemaster has a lot of lead way.

- 2-4 Arrested at the crime scene
- 5-7 Arrested later at residence or a known hangout
- 8-12 Escaped and on the lamb.

## On The Lamb

If the PC chooses to run from the law first determine which law enforcement agency will be in pursuit. If the crime is a state or national felony it’s highly unlikely that they will pursue the PC outside the national borders. But if the crime is against the Imperium the only safe place would be on a world outside of Imperial space. Decide accordingly.

## The Loot

### Monetary Gain — High Crime (2d6)

2	None
3-4	1d6 x 1,000,000 ICrs
5-6	2d6 x 1,000,000 ICrs
7-8	3d6 x 1,000,000 ICrs
9-10	4d6 x 1,000,000 ICrs
11	5d6 x 1,000,000 ICrs
12	6d6 x 1,000,000 ICrs

### Monetary Gain — Felony Crime (2d6)

2	None
3-4	1d6 x 100,000 ICrs
5-6	2d6 x 100,000 ICrs
7-8	3d6 x 100,000 ICrs
9-10	4d6 x 100,000 ICrs
11	5d6 x 100,000 ICrs
12	6d6 x 100,000 ICrs

### Monetary Gain — Misdemeanor Crime (2d6)

2	None
3-4	1d6 x 10,000 ICrs
5-6	2d6 x 10,000 ICrs
7-8	3d6 x 10,000 ICrs
9-10	4d6 x 10,000 ICrs
11	5d6 x 10,000 ICrs
12	6d6 x 10,000 ICrs

As you can tell above its not very productive to commit a misdemeanor crime unless only the PC is involved. Consider either High Crimes or Felony Crimes.

The loot is not always in useable form. Currency can be marked with fluoresce or radioactive markers or have their serial numbers recorded and posted on an international police and bank database, or laws exist in many countries that will alert the authorities if large amounts of currencies are deposited into a bank account. Such money must first be laundered — routed through third world banks that have secrecy laws that won't report transactions to other national governments. Items such as loose diamonds or other precious gems, gold or other precious metals, illegal substances (drugs or chemicals) or negotiable financial instruments (bearer bonds) are easy to convert Credit for Credit. Other items such as unique pieces of artwork, antiquities or artifacts or rare coin or stamp collections can only be sold to private buyers who are willing to pay big and promise to never display them publicly. This is where the services of a money launder or a professional fence come into play. Get their names and locations from the gamemaster, but beware they could be cooperating with the police or planning a double-cross.

A money launder will customarily charge to exchange “hot” currency for “clean” money. A professional fence will charge the same to convert precious gems and metals to cash. Be aware that is person may be a member of the Cartel.

### **Money Launder Exchange Fee (2d6)**

(DM of +1 for each skill level in Persuasion)

2	75%
3	65%
4	60%
5	55%
6	50%
7	45%
8	40%
9	35%
10	30%
11	25%
12	20%

On the other hand, unique items such as artwork or rare collections would be much harder to fence. Be aware that is person may be a member of the Cartel.

### **Professional Fence Fee (2d6)**

(DM of +1 for each skill level in Persuasion)

2	85%
3	80%
4	75%
5	70%
6	65%
7	60%
8	55%
9	50%
10	45%
11	40%
12	35%

The proceeds of a crime must be divided up in the following manner: two shares to the crew boss, two shares to the financier and one share to all crew members directly involved. There are also other expenses that must be paid: the initial loan principle from the financier and bribes to insiders or public officials and if a member of the Cartel a tenth of all profits must be paid to the Cartel.

## Rogue Skills

Administration  
Procurement  
Instruction  
Recruiting  
Financial  
Investments  
Expertise-Appraisal  
Criminal Codes  
Streetwise  
Liaison  
Persuasion  
Leadership  
Voice-Acting  
Cultural  
Seduction  
Graphic Design-Electronic Publishing  
Disguise-Wardrobe  
Pick Pocketing-FX  
Team Tactics  
Tactical Communications  
Cryptography  
Signal Analysis-ELINT  
Keyboarding-OS  
Commercial Programming  
Databasing-Networking  
Cybertectural  
Medical-First Aid  
Surveillance-PEST  
CounterSecurity  
Drugs-Toxins  
Locksmithing-Intrusion  
Forgery-Printing  
Explosives-Demolition  
Excavation-Drilling  
Welding-Machine Shop  
Architectural-Drafting  
Fabrication Shop  
Electro-Mechanical  
Martial Arts  
Skydiving-Hang Gliding  
Scuba Diving-Submersibles  
Snow Skiing-Snowmobiles  
Acrobatics-Gymnastics  
Mountaineering  
A-Grav Combat  
Racing-Evasive Driving  
Kayaking-Surf Boarding  
Horsemanship  
Archery-Combat Bow

Golf  
Billiards  
Tennis  
Combat Pistol  
Combat SMG  
Combat Shotgun  
Combat Rifle  
Grenade Launchers  
Machine Guns  
Gunsmith-Armorer  
Combat Knife  
Aerial Navigation-Meteorology  
Aerial Tactics  
Wheeled Vehicles  
Grav Vehicles  
Exo-Frames-AGrav Loaders  
Unmanned Remote Vehicles  
Heavy Equipment  
Automotive Mechanics  
Propeller Aircraft  
Jet Aircraft  
Grav Craft  
Helicopters-Vertical Lighters  
UltraLights-Gliders  
Unmanned Aerial Vehicles  
Aviation Mechanics  
Watercraft-Performance Boats  
Airboats-Skippers  
Unmanned Surface-Submersible Vehicles  
Marine Mechanics

### **Other Possible Criminal Organizations**

Black Widow Society (Assassins Guild)

Psionic Institute (Illegal)

Imperial Political Party System

- The Free Trade Party
- The Colonial Renewal Party
- The Grand Imperial Party
- The Moralist Party

Colonial Liberation Organization (CLO)(also known as “The Rebels”)

- Force de Republic (Military Arm)
- Black Lightning (Terrorist Arm)
- Liberterium (Political Arm)