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 ÷ 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): Correlates roughly to IQ. Values 10+ and over are genius level; 5- indicates learning difficulties.

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

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 Porfia 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)

#### Autofire (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
- Survive
- 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
# Table of Ranks and Promotions

<table>
<thead>
<tr>
<th>Deck Department</th>
<th>Rank</th>
<th>Title</th>
<th>Exam</th>
<th>Required Qualifications</th>
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## Skill Tables

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<td>Bribery</td>
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## 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.

**Musterin 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 homeworld.
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 Muster 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 homeworld.
   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 Muster Out Benefits.
      2) Write Resume.

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