

Prisoner Characters

Base Character

STR 2D
DEX 2D
END 2D
INT 2D
EDU 2D
SOC 2D
(Status 2D)

Generate with two columns of best 2 of 4d6, take the best of the two.

Years in a term: 4
Starting age: 18
Aging rolls begin at: 34

Generation Process

Characters are all to be generated at the table. Up to the first 4 terms may be served in almost any other career normally available to Imperials. Skill rolls resulting from normal assignments are assumed to succeed; rolls from Specials must still be made. The last 1 term at least must be served as Prisoner.

Bonus Skills

After generation, sum up the character's total stat bonuses. Subtract from 20. Result is the number of bonus elective skill points awarded.

Add 1 point to an already held skill, max level 6	- costs 1
Add a skill not already held to level 1	- costs 2
Add an Attribute Point	- costs 5
Buy Either-handedness	- costs 2
Buy Ambidexterity (from EH)	- costs 2
Buy a light weapon	- costs 1
Buy a military weapon (up to gauss rifle)	- costs 2

Survival failures in normal careers

Fail: Wounded - roll location. PH awarded. Scar optional.

Natural 2: Body part destroyed or badly damaged; roll location, design replacement part. Start with basic prosthetic; if it *increases* any stats, that's fine, if it *decreases* any stats, add bonus components to bring them back up to original value.

Survival failures in Prisoner career

Fail: Wounded - roll location. Scar compulsory. +2 Status.

Natural 2: Body part badly damaged; roll location. Tough.

Academic options:

College

Adm 9+ DM +2 if Edu 9+
Succ 7+ DM +2 if Int 8+
(4 years; failure takes 1)
SOTC 8+ DM +1 if Par 5+
Educ 1D-2 DM +1 if Int 9+
Hons 10+ DM +1 if Edu 9+

Prisoner Career

Assignment - Inside

Survive: 5+
Status: 8+
Skill: 4+

Each Status result adds a point of Prisoner Status, replacing Soc inside the prison. Failure reduces it by one.

Skill tables

Personal

1 PHYSICAL
2 +1 Dex
3 +1 End
4 VICE
5 HAND COMBAT
6 CRIME

Service

1 Acrobatics
2 CHARM
3 CRIME
4 DETERMINATION
5 ECONOMIC
6 INTERACTION

Advanced

1 HAND COMBAT
2 PERCEPTION
3 VICE
4 +1 Str
5 +1 Edu
6 -1 Soc

'Mustering-out' Benefits:

Material	Financial
1 Nothing	1
2 Map	2
3 Contact	3 Cr10
4 +1 Str	4 Cr50
5 +1 Edu	5 Cr100
6 -1 Soc	6 Cr200
7 Weapon	7 Cr1,000

+1 DM if Status 2+

Weapon is 'home-made' and must be concealable small blade or sap or similar.

Any character without Streetwise-1 is granted it – dead if they didn't!

Reduce Social to 3, but record previous value in case names are cleared or other needs arise.

All characters have – prison jumpsuit, grunties, socks, boots, work gloves, filter mask, 1-hour air tanks

Characters start play in prison, of course!