CHARACTER RECORD

Character Name _____ Age ____ Sex ____ Player Name _____

Potentials: Physique ____ Coordination ____ Intellect ____ Social Background ____ **Study Points** ____ **Social Standing** ____

Initial Skill Pts ____ **Fields of Study:** _____

Characteristics: Strength (**ST**) ____ Endurance (**EN**) ____ Dexterity (**DX**) ____ Agility (**AY**) ____

Intelligence (**IN**) ____ Mental Power (**MP**) ____ Leadership (**LD**) ____ Empathy (**EM**) ____ Aggression (**AG**) ____

Profession _____ Skill Pts ____ Benefit Level ____ Money: Trans ____ Mils ____

SKILLS (Level Limit/Characteristic Limit)

Military Skills	Level	EP's	Vehicle Skills	Level	EP's	Scientific Skills	Level	EP's
Ambush 7/AY			Air Vehicles 9			Astronomy 6/IN		
Artillery 6/IN			• Direct Lift			Biology 9/IN		
Battlefield 6/LD			• Glider			Chemistry 9/IN		
Blades 7/DX			• Helicopter			Diagnosis 9/IN		
Body Armor 6/AY			• Jet Plane			Geology 7/IN		
Demolitions 6/DX			• Propeller Plane			Physics 6/IN		
EVA 6/AY			• Shuttle			Planetology 7/IN		
Jetpack 6/AY			Ground Vehicles 9			Programming 8/IN		
Unarmed Combat 8/AY			• All-Terrain Vehicle			Treatment 9/IN		
Arc Gun 8/DX			• Animal Drawn			**Technical Skills**	Level	EP's
Bows 7/DX			• Automobile			Compu/Robot Tech 9/IN		
Handguns 5/DX			• Sled			Construction 6		
Grenades 8/DX			• Tractor			Electro Tech 8/DX		
Laser/Stun Pistol 5/DX			• Truck			Energy Tech 6/DX		
Longarms 6/DX			Marine Vehicles 9			Spaceship Tech 9/IN		
Machine Guns 5/DX			• Motorboat			Suit Tech 8/DX		
Paint Gun 7/DX			• Oar Boat			Vehicle Tech 8/DX		
Gunnery 9/DX			• Sailing Ship			Weapon Tech 8/DX		
Missile Guidance 9/IN			• Submarine			**Interpersonal Skills**	Level	EP's
Pilot 9/IN			• Supervessel			Diplomacy 6/EM		
Space Tactics 9/LD			Military Vehicles 9			Disguise 8/DX		
Psionic Skills	Level	EP's	• Armed All-Terrain Vehicle			Economics 8/IN		
Life Sense 8/IN			• Armored Personnel Carrier			Forgery/Counterfeiting 8/DX		
Mind Control 9/IN			• Half Track			Gambling 6/IN		
Navigation 9/IN			• Self-Propelled Artillery			Law 8/IN		
Psionic Boost 8/IN			• Tank			Linguistics 8/IN		
Psionic Communication 8/IN						Recruiting 6/EM		
Psychokinesis 9/IN						Streetwise 4/EM		
Psion Tech 8/DX						Teaching 6/EM		
						Trading 6/EM		
						Environmental Skills	Level	EP's
						Agriculture 8		
						Asteroid Mining 6		
						Mining 6		
						Survival 8/IN		

ENVIRON SKILL DISPLAY

Columns: Volcanic (VO), Craters (CR), Barren (BN), Lt Veg (LV), Woods (WD), Forest (FT), Jungle (JU), Marsh (MA), Ice IC

Rows:
- Peaks (PK)
- Mountains (MN)
- Hills (HL)
- Flat (FL)
- Inland Water (IN)
- Water Surface (SF)
- Water Submerged (SB)

Urban Skill Level

Gravity Skill Levels
- 0.0–0.4G (NW)
- 0.7–1.0G (LT)
- 1.3–1.7G (HY)
- 2.0–2.5G (EX)

Temperature Range
- ____ –50–0° (CD)
- ____ 25–100° (NL)
- ____ 125–175° (HO)

POSSESSIONS

_____
_____
_____
_____
_____
_____
_____

DELTAVEE SPACESHIP LOG Nr. 2

Spaceship Name _____ ID _____

Velocity Rating ____ Maneuver Rating ____

Burster Class ____ Force Field Class ____

Target Program ____ Nr. of Battle Commands ____ Nr. of Fires ____

COMPARTMENTS — ARMOR — STATUS
- Bridge
- Engine
- Force Field

ENERGY BLOCKS

Pod 1 – Pod 12

UNGUIDED MISSILES — Pod/#

GUIDED MISSILES — Pod/# — ENERGY UNITS

ENERGY UNIT TRACK

11	5	0
12	6	1
13	7	2
14	8	3
15	9	4
16	10	

INTELLIGENT MISSILES — Pod/# — ENERGY UNITS

MIMS

BATTLECRAFT #1 — Bridge / Engine — ENERGY UNITS — ARMOR — STATUS

BATTLECRAFT #2 — Bridge / Engine — ENERGY UNITS — ARMOR — STATUS

◄NPC Record

Name _____ Profession _____

Age _____ Sex _____ Soc. Standing _____

ST ___/___ EN ___/___ DX ___/___ AY ___/___ IN _____ MP _____

LD _____ EM _____ AG _____ Perception _____ Temp _____ Urban _____

Home Environ _____ Level _____ Gravity _____ Level _____

Skills (Level)   Money and Possessions

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

Name _____ Profession _____

Age _____ Sex _____ Soc. Standing _____

ST ___/___ EN ___/___ DX ___/___ AY ___/___ IN _____ MP _____

LD _____ EM _____ AG _____ Perception _____ Temp _____ Urban _____

Home Environ _____ Level _____ Gravity _____ Level _____

Skills (Level)   Money and Possessions

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

Name _____ Profession _____

Age _____ Sex _____ Soc. Standing _____

ST ___/___ EN ___/___ DX ___/___ AY ___/___ IN _____ MP _____

LD _____ EM _____ AG _____ Perception _____ Temp _____ Urban _____

Home Environ _____ Level _____ Gravity _____ Level _____

Skills (Level)   Money and Possessions

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

◄NPC Record

As noted in 27.4, the GM is responsible for the creation, interjection, and upkeep of all Non-Player Characters. Although a full character record may be used for NCP's, it is recommended that index cards be used instead. The forms provided here may be printed on such cards, allowing the GM to maintain a file of NPC's pertinent to his campaign. Simply take a good photocopy of the master to a quick printer and have them print it on the blank side of 3″ × 5″ index cards. The lined side may be used to keep additional notes about the NPC (such as his location, if he runs a shop, his history). The NPC's listed in 36.0 (and those the GM creates) will be easier to use if transferred to these cards.

All Characteristic Ratings are abbreviated as on the Character Record. To save room on the card, only the Environ and Gravity type with the highest Skill Level are listed. All other levels would be extrapolated from these if the NPC wandered from his environ (see 5.4). If the NPC has many skills, the back of the card may be used to list the excess. **Note:** The *Perception* listing is used with an advanced skill described in the *Universe First Contact* supplement, pubished separately by SPI and available at local dealers.

Adventure Record►

The Adventure Record (see facing page) allows the GM to have at his fingertips all the data pertinent to the characters playing in his adventure. Prior to the start of play, but after the adventure has been outlined to the players and they have chosen their characters, the GM gives a copy of the Adventure Record to the players and has them fill in the data referring to their characters. The GM then keeps the Record behind his screen for ready reference and notes. He will be able to record the passage of time, characters' wounds, calculate accident chances and the like, without asking the players for information, and take notes about the adventure and its progress. If these records are saved, they form the core of a campaign history which will prove invaluable at later dates for reference.

When having the players fill in their *Possessions*, only the most important should be entered, such as weapons, tech kits, and scientific equipment. For *Main Skills*, only those skills which the character would use the most or are most relevant to this adventure should be entered along with their Skill Levels.

DELTAVEE SPACESHIP LOG Nr. 1

DELTAVEE SPACESHIP LOG Nr. 1
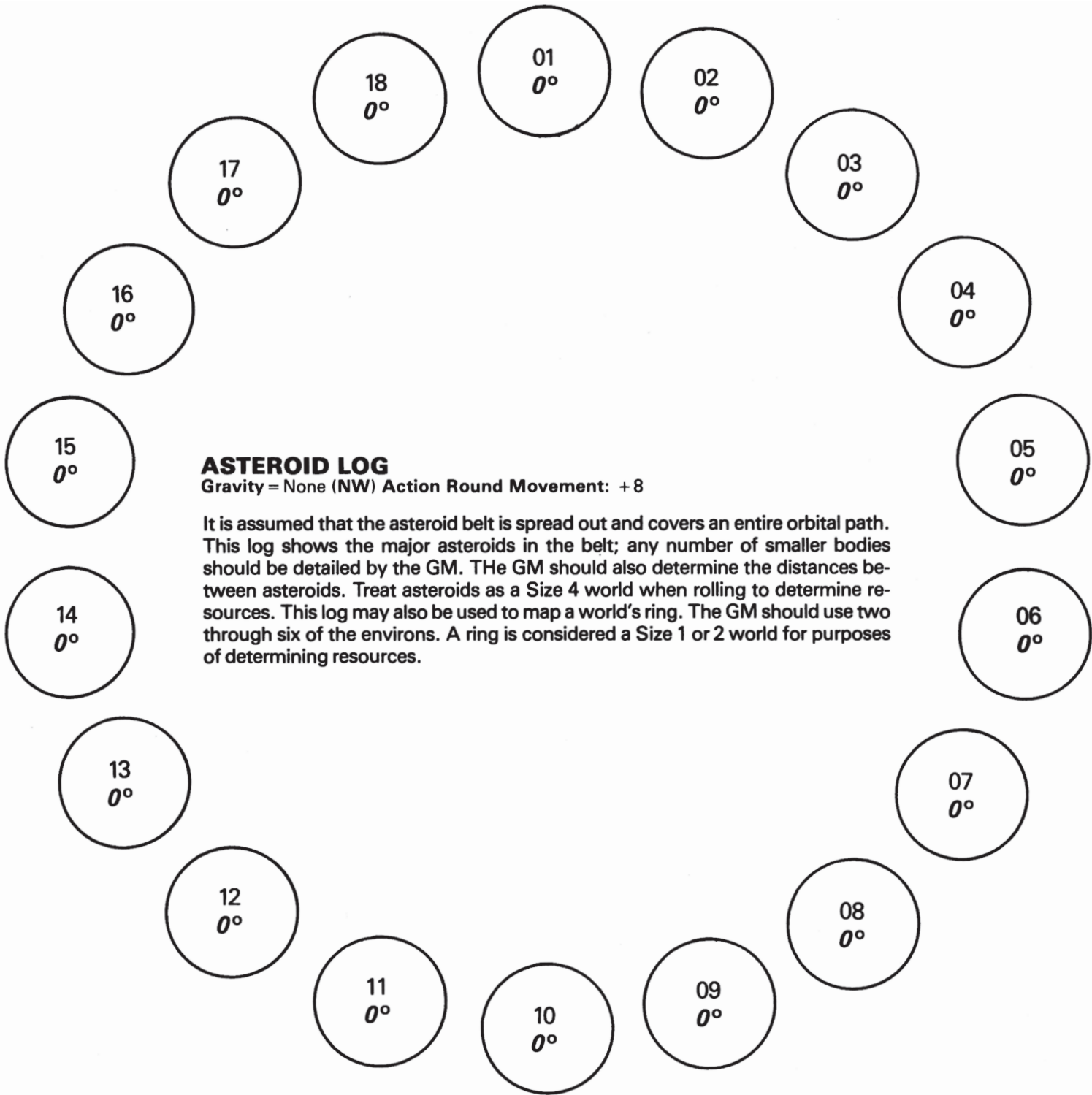
ASTEROID LOG

Gravity = None (NW) Action Round Movement: +8

It is assumed that the asteroid belt is spread out and covers an entire orbital path. This log shows the major asteroids in the belt; any number of smaller bodies should be detailed by the GM. THe GM should also determine the distances between asteroids. Treat asteroids as a Size 4 world when rolling to determine resources. This log may also be used to map a world's ring. The GM should use two through six of the environs. A ring is considered a Size 1 or 2 world for purposes of determining resources.

01 0°
02 0°
03 0°
04 0°
05 0°
06 0°
07 0°
08 0°
09 0°
10 0°
11 0°
12 0°
13 0°
14 0°
15 0°
16 0°
17 0°
18 0°

NAME _____ TYPE _____ MOONS (nr.) _____
DISTANCE FROM STAR _____ ATMOSPHERE *None* MEAN TEMP _____
HYDROGRAPH *0%* DAY LENGTH _____ HUMAN POPULATION _____
SETTLEMENT STATUS _____ LAW LEVEL _____ CIV LEVEL _____
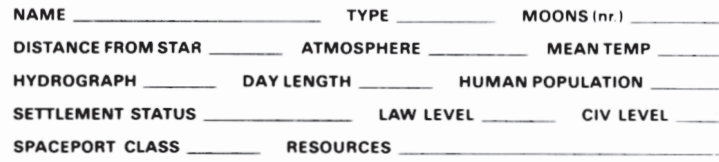SPACEPORT CLASS _____ RESOURCES _____
_____
_____
_____
_____

UNIVERSE
ADVENTURE RECORD

ADVENTURE NUMBER:

GAME DATE: Start   End   Real Date

CHARACTER NAME: PLAYER NAME:

ST	EN	DX	AY	IN	MP	LD	EM	AG

Profession: Social Standing: Weight Carried:

Urban Skill: Gravity Skills: NW LT HY EX   Temperature: Highest Environ Skill:

Main Skills: _____

Possessions:

CHARACTER NAME: PLAYER NAME:

ST	EN	DX	AY	IN	MP	LD	EM	AG

Profession: Social Standing: Weight Carried:

Urban Skill: Gravity Skills: NW LT HY EX   Temperature: Highest Environ Skill:

Main Skills: _____

Possessions:

CHARACTER NAME: PLAYER NAME:

ST	EN	DX	AY	IN	MP	LD	EM	AG

Profession: Social Standing: Weight Carried:

Urban Skill: Gravity Skills: NW LT HY EX   Temperature: Highest Environ Skill:

Main Skills: _____

Possessions:

CHARACTER NAME: PLAYER NAME:

ST	EN	DX	AY	IN	MP	LD	EM	AG

Profession: Social Standing: Weight Carried:

Urban Skill: Gravity Skills: NW LT HY EX   Temperature: Highest Environ Skill:

Main Skills: _____

Possessions:

ACTION ROUNDS (15 seconds)   **HOURS**   **DAYS**

Spokesman:

ENVIRON HEX MAP

1 hex = 100 km

NOTE: To locate a particular hex on the map (e.g., hex **11**-*33*) read *straight* across the hex row (indicated with a **bold** numeral) and read *diagonally* down the hex column (indicated with an *italic* numeral) to the intersection of row and column.

SPI grants permission to photocopy the **Environ Hex Map** for personal use.

REMARKS

WORLD LOG: Size 9
Gravity: 2.5 (EX)   Action Round Movement: −8
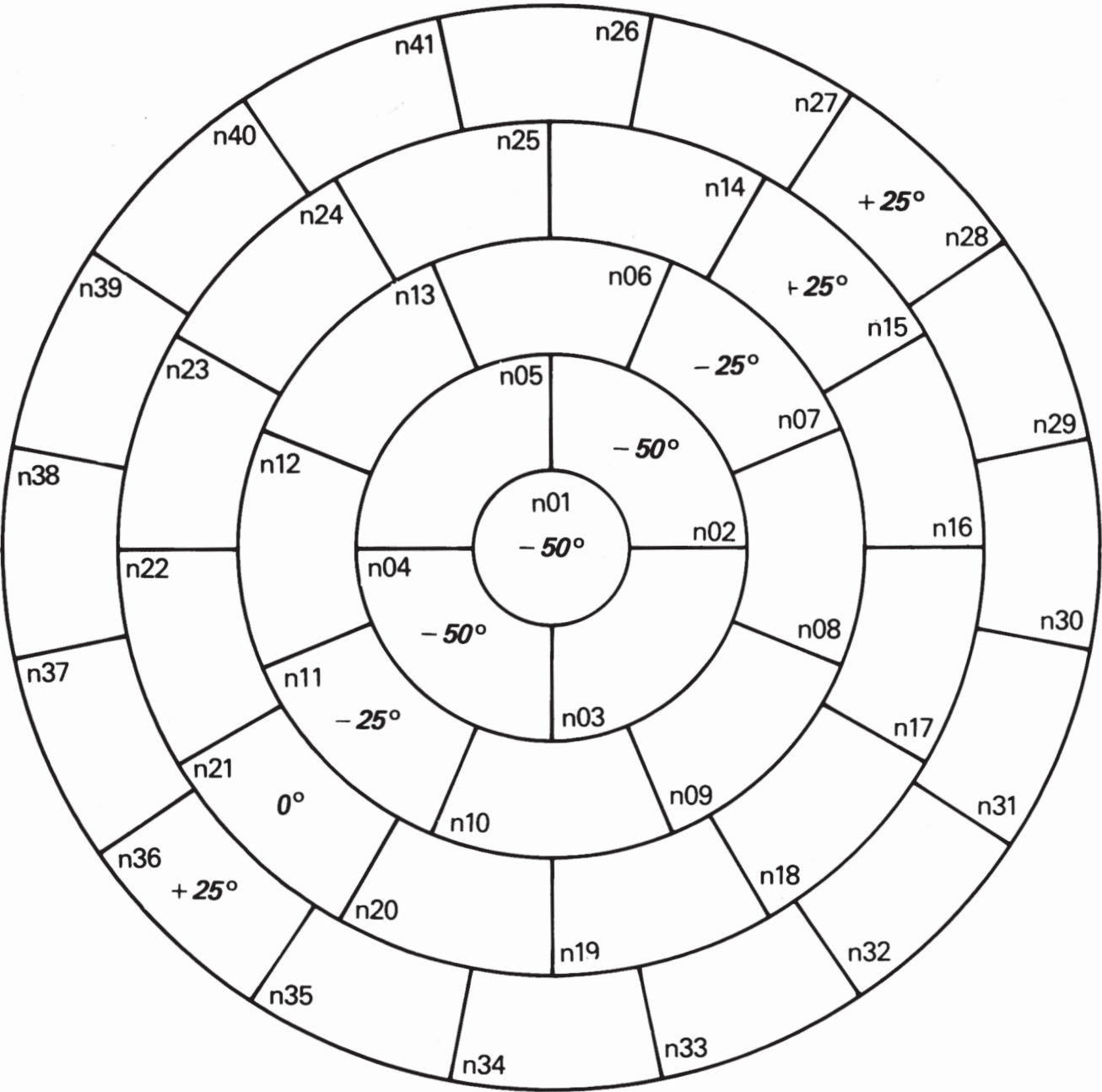
(Circular world map diagram with sectors labeled n01 through n41, with latitude markings: −50°, −25°, 0°, +25°)

NAME _____ TYPE _____ MOONS (nr.) _____

DISTANCE FROM STAR _____ ATMOSPHERE _____ MEAN TEMP _____

HYDROGRAPH _____ DAY LENGTH _____ HUMAN POPULATION _____

SETTLEMENT STATUS _____ LAW LEVEL _____ CIV LEVEL _____

SPACEPORT CLASS _____ RESOURCES _____

_____
_____
_____
_____
_____

STAR SYSTEM LOG

Star Type

System Name _____ Coordinates _____ Distance from Sol _____

STAR TYPE
A F G K M

HOSTILE | NEUTRAL (+2) | NORMAL (+2) | BIOSPHERE (−2) | NEUTRAL (+2) | HOSTILE

1 ORBIT 0.5AU
Name _____
Size (−1) _____ Type _____
Resources _____ Moons (nr.) _____

2 ORBIT 1.0AU
Name _____
Size (−1) _____ Type _____
Resources _____ Moons (nr.) _____

3 ORBIT 1.5AU
Name _____
Size (0) _____ Type _____
Resources _____ Moons (nr.) _____

4 ORBIT 2.0AU
Name _____
Size (0) _____ Type _____
Resources _____ Moons (nr.) _____

5 ORBIT 2.5AU
Name _____
Size (0) _____ Type _____
Resources _____ Moons (nr.) _____

6 ORBIT 3.5AU
Name _____
Size (0) _____ Type _____
Resources _____ Moons (nr.) _____

7 ORBIT 5.0AU
Name _____
Size (0) _____ Type _____
Resources _____ Moons (nr.) _____

8 ORBIT 7.0AU
Name _____
Size (+1) _____ Type _____
Resources _____ Moons (nr.) _____

9 ORBIT 10.0AU
Name _____
Size (+1) _____ Type _____
Resources _____ Moons (nr.) _____

10 ORBIT 15.0AU
Name _____
Size (+1) _____ Type _____
Resources _____ Moons (nr.) _____

11 ORBIT 25.0AU
Name _____
Size (+1) _____ Type _____
Resources _____ Moons (nr.) _____

12 ORBIT 40.0AU
Name _____
Size (+1) _____ Type _____
Resources _____ Moons (nr.) _____

SYSTEM NOTES

Interstellar Routes

GREEN _____

AMBER _____

RED _____

Interplanetary Routes

_____ TO _____ ☐G ☐A ☐R
_____ TO _____ ☐G ☐A ☐R
_____ TO _____ ☐G ☐A ☐R
_____ TO _____ ☐G ☐A ☐R
_____ TO _____ ☐G ☐A ☐R
_____ TO _____ ☐G ☐A ☐R

Capital World _____
Federal Fleet _____
Spaceports _____
_____
_____

WORLD LOG: Size 0
Gravity: None (NW)   Action Round Movement: +8

(01 / 0°)

NAME _____ TYPE _____ MOONS (nr.) _____
DISTANCE FROM STAR _____ ATMOSPHERE _____ MEAN TEMP _____
HYDROGRAPH _____ DAY LENGTH _____ HUMAN POPULATION _____
SETTLEMENT STATUS _____ LAW LEVEL _____ CIV LEVEL _____
SPACEPORT CLASS _____ RESOURCES _____
_____
_____
_____

WORLD LOG: Size 1
Gravity: Trace (NW)   Action Round Movement: +8

(n01 / 0°)   (s01 / 0°)

NAME _____ TYPE _____ MOONS (nr.) _____
DISTANCE FROM STAR _____ ATMOSPHERE _____ MEAN TEMP _____
HYDROGRAPH _____ DAY LENGTH _____ HUMAN POPULATION _____
SETTLEMENT STATUS _____ LAW LEVEL _____ CIV LEVEL _____
SPACEPORT CLASS _____ RESOURCES _____
_____
_____
_____

WORLD LOG: Size 2
Gravity: 0.2 (NW)   Action Round Movement: +8

NAME _____ TYPE _____ MOONS (nr.) _____
DISTANCE FROM STAR _____ ATMOSPHERE _____ MEAN TEMP _____
HYDROGRAPH _____ DAY LENGTH _____ HUMAN POPULATION _____
SETTLEMENT STATUS _____ LAW LEVEL _____ CIV LEVEL _____
SPACEPORT CLASS _____ RESOURCES _____
_____
_____

(Size 2 diagram: n05, +25°, n01 −50°, n02, n04, +25°, n03; s01 −25°)

WORLD LOG: Size 3
Gravity: 0.4 (NW)   Action Round Movement: +4

(Size 3 diagram northern: n05, +25°, n01 −25°, n02, n04, +25°, n03)
(Size 3 diagram southern: s02, 0°, s01 −25°, s05, s03, s04, 0°)

NAME _____ TYPE _____ MOONS (nr.) _____
DISTANCE FROM STAR _____ ATMOSPHERE _____ MEAN TEMP _____
HYDROGRAPH _____ DAY LENGTH _____ HUMAN POPULATION _____
SETTLEMENT STATUS _____ LAW LEVEL _____ CIV LEVEL _____
SPACEPORT CLASS _____ RESOURCES _____
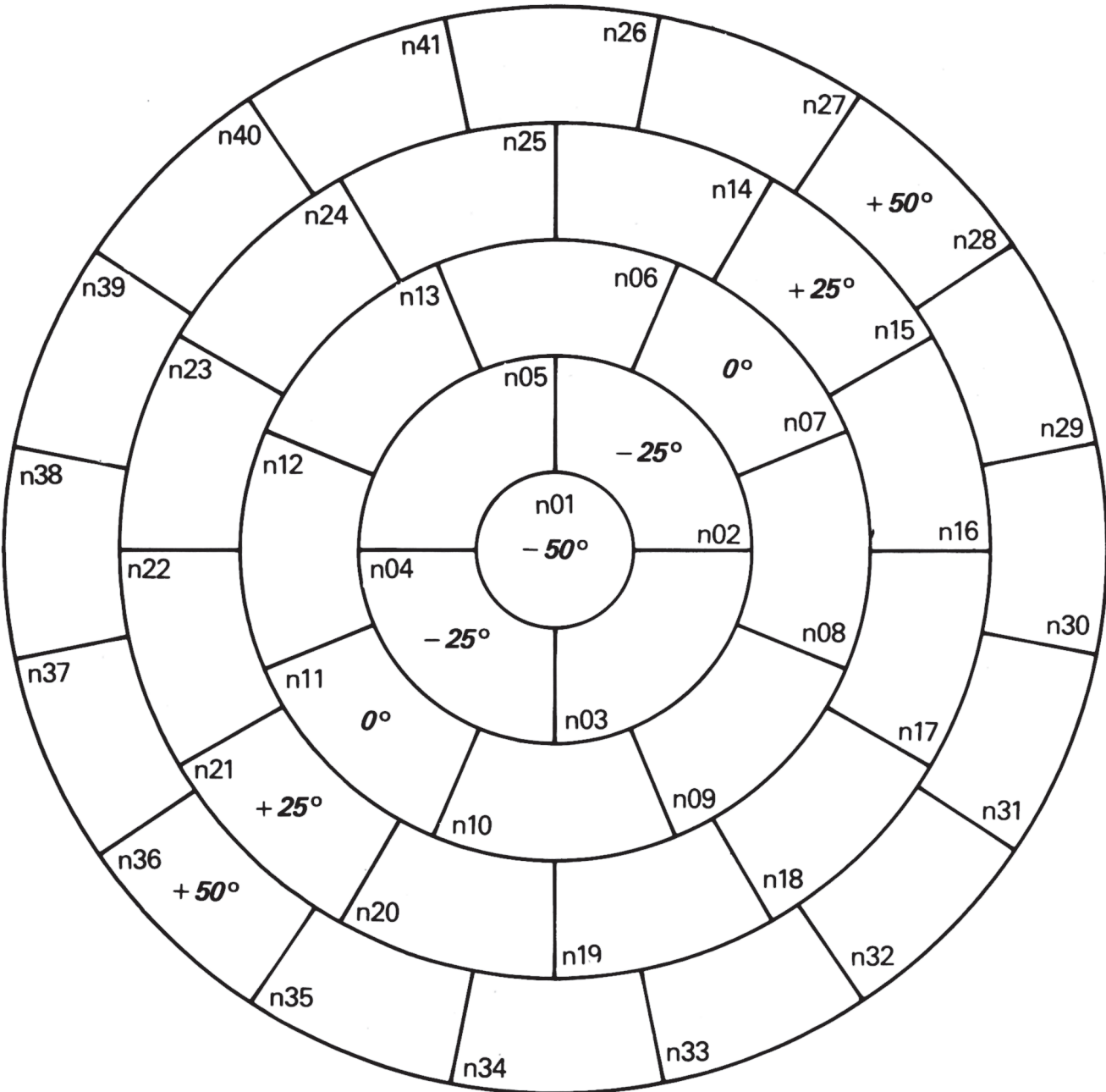_____
_____

HOW THE ENVIRON NUMBERS WORK

Note that the northern (**n**) and southern (**s**) hemispheres represent a complete globe. When both hemispheres are the *same size*, identical numbers in the outermost band of each hemisphere are contiguous (e.g., in a Size 3 world, **n02** is contiguous with **s02**). When the northern hemisphere is *larger*, the outermost northern band is identically contiguous with northern and southern bands (e.g., in a Size 4 world, **s02** is contiguous with **n06, n07, n08**, just as **n02** is contiguous with the same northern environs).

(Large circular diagram: s01 −50°, s02, s03, s04, s05 with inner band labels −25°, 0°, −25°, +25°, 0°, +25°; outer band s06–s25 with +25°)
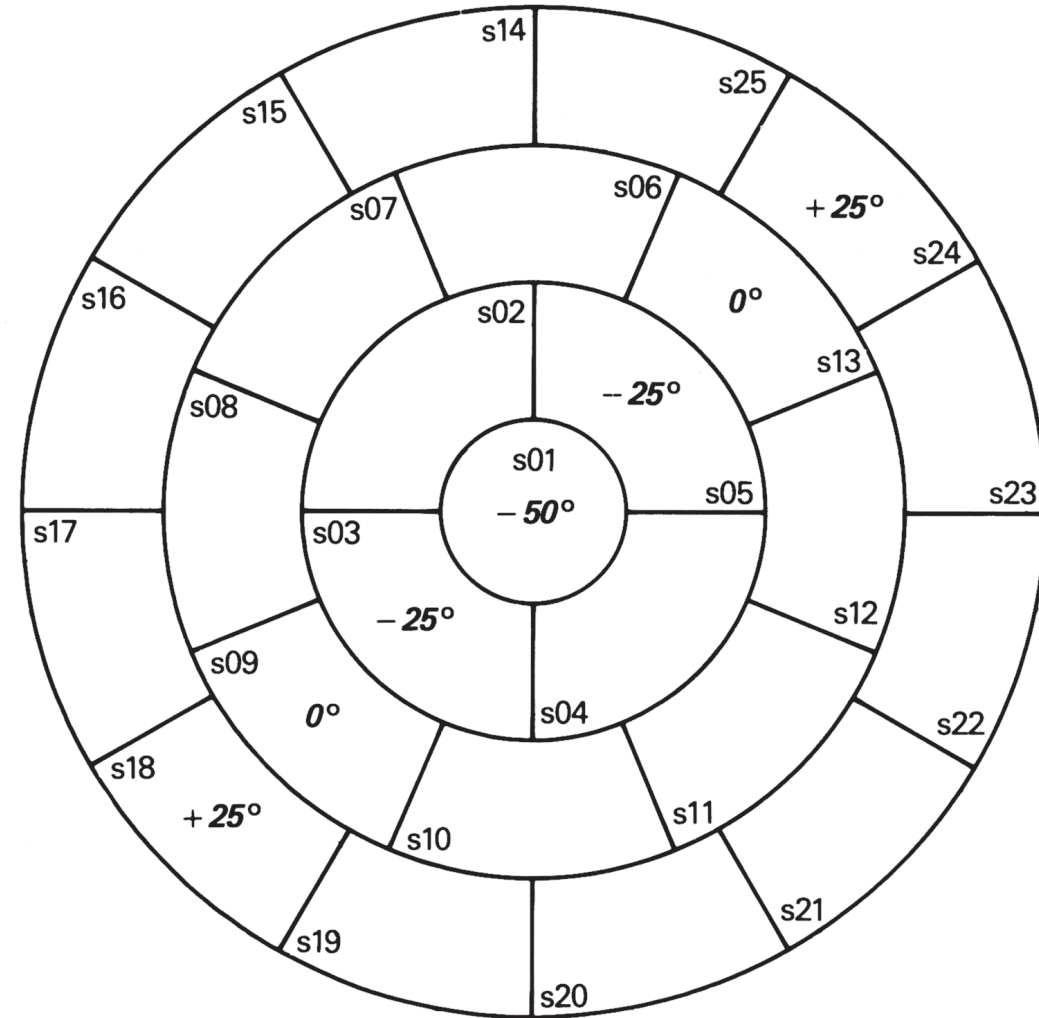
REMARKS _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

WORLD LOG: Size 8
Gravity: 2.0 (EX)   Action Round Movement: −6

Inner circle: n01 −50°

Ring: n02, n03, n04, n05, n06, n07, n08
With temps: −25°, −25°, 0°

Middle ring: n09, n10, n11, n12, n13, n14, n15, n16
With temps: 0°, +25°, +50°

Outer ring: n17, n18, n19, n20, n21, n22, n23, n24, n25, n26, n27, n28, n29, n30, n31, n32, n33, n34, n35, n36, n37, n38, n39, n40, n41
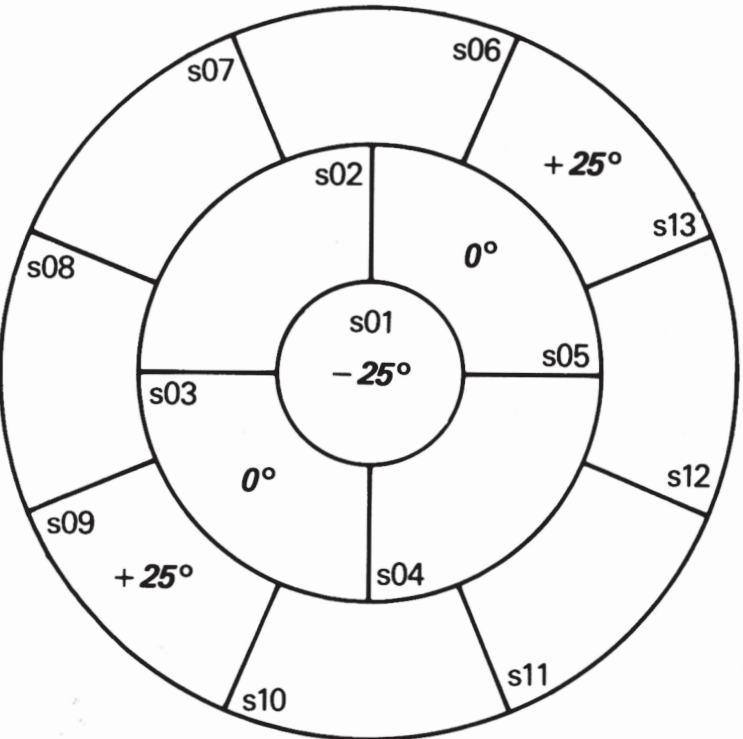With temps: +50°, +25°

NAME _____   TYPE _____   MOONS (nr.) _____
DISTANCE FROM STAR _____   ATMOSPHERE _____   MEAN TEMP _____
HYDROGRAPH _____   DAY LENGTH _____   HUMAN POPULATION _____
SETTLEMENT STATUS _____   LAW LEVEL _____   CIV LEVEL _____
SPACEPORT CLASS _____   RESOURCES _____

WORLD LOG: Size 4
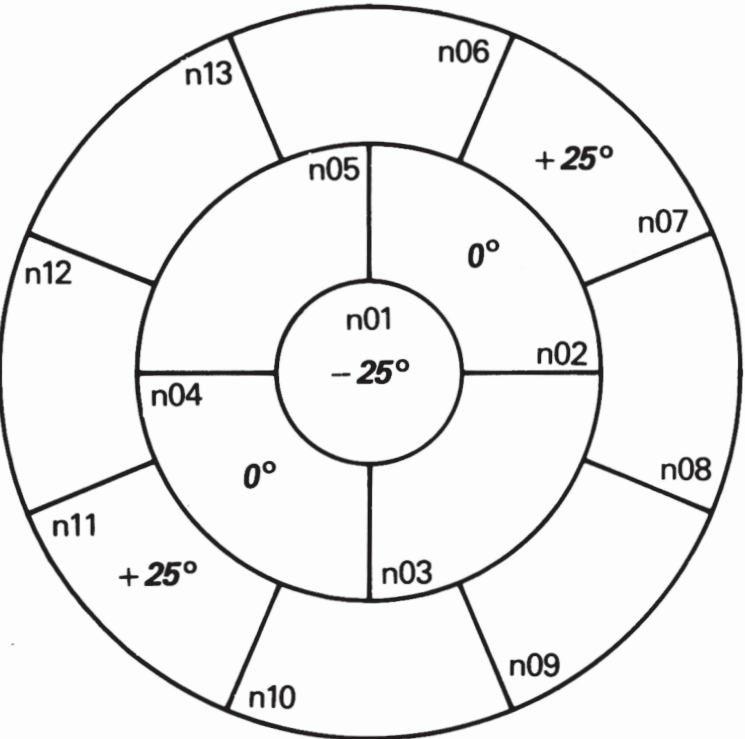Gravity: 0.7 (LT)   Action Round Movement: +2
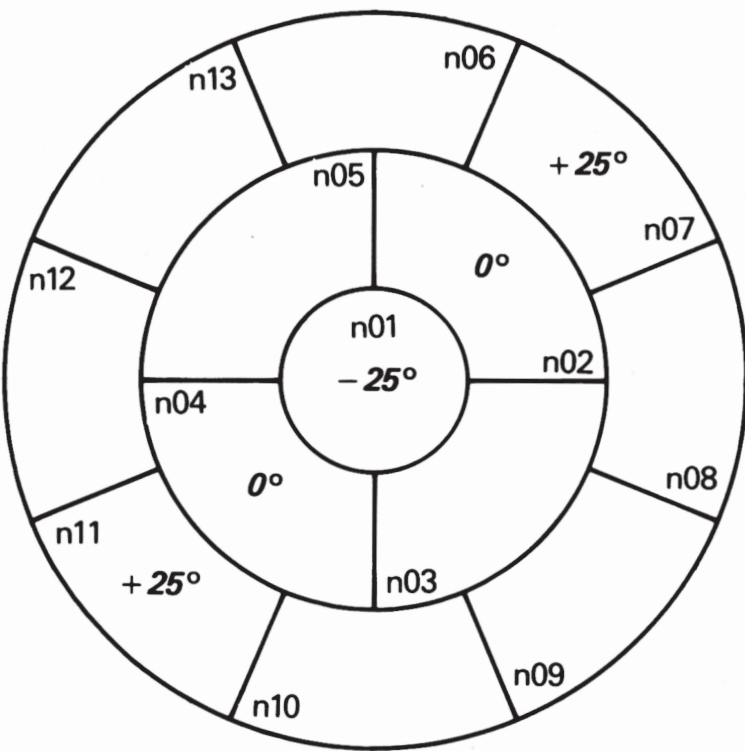
NAME _____   TYPE _____   MOONS (nr.) _____
DISTANCE FROM STAR _____   ATMOSPHERE _____   MEAN TEMP _____
HYDROGRAPH _____   DAY LENGTH _____   HUMAN POPULATION _____
SETTLEMENT STATUS _____   LAW LEVEL _____   CIV LEVEL _____
SPACEPORT CLASS _____

North: n01 −25°, n02–n13, +25°, 0°, 0°, +25°
South: s01 −25°, s02–s05, 0°, 0°
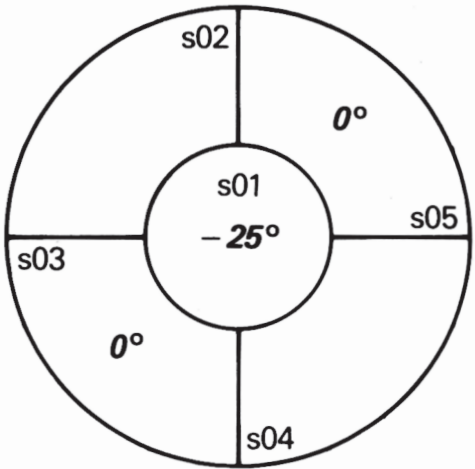
RESOURCES _____

WORLD LOG: Size 5
Gravity: 1.0 (LT)   Action Round Movement: None

North: n01 −25°, n02–n13, 0°, +25°, 0°, +25°
South: s01 −25°, s02–s13, 0°, +25°, 0°, +25°

NAME _____   TYPE _____   MOONS (nr.) _____
DISTANCE FROM STAR _____   ATMOSPHERE _____   MEAN TEMP _____
HYDROGRAPH _____   DAY LENGTH _____   HUMAN POPULATION _____
SETTLEMENT STATUS _____   LAW LEVEL _____   CIV LEVEL _____
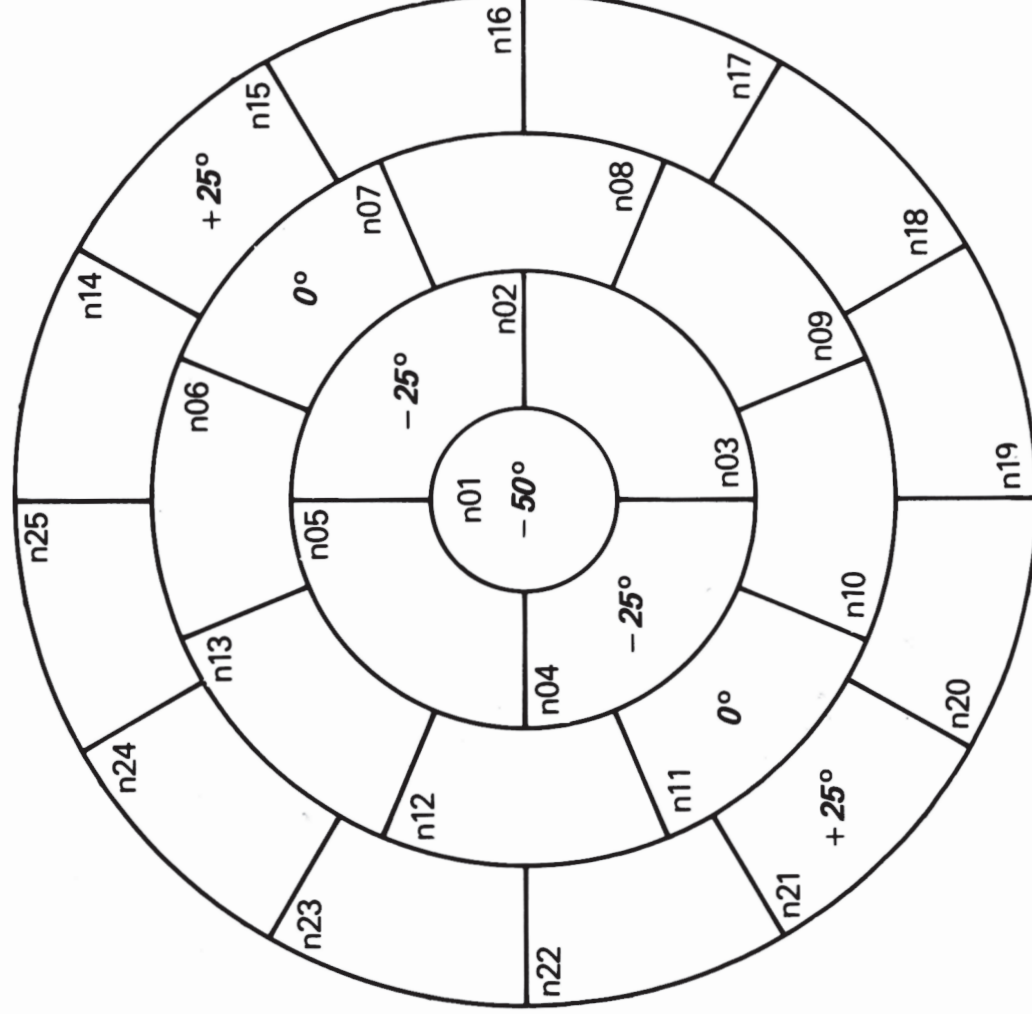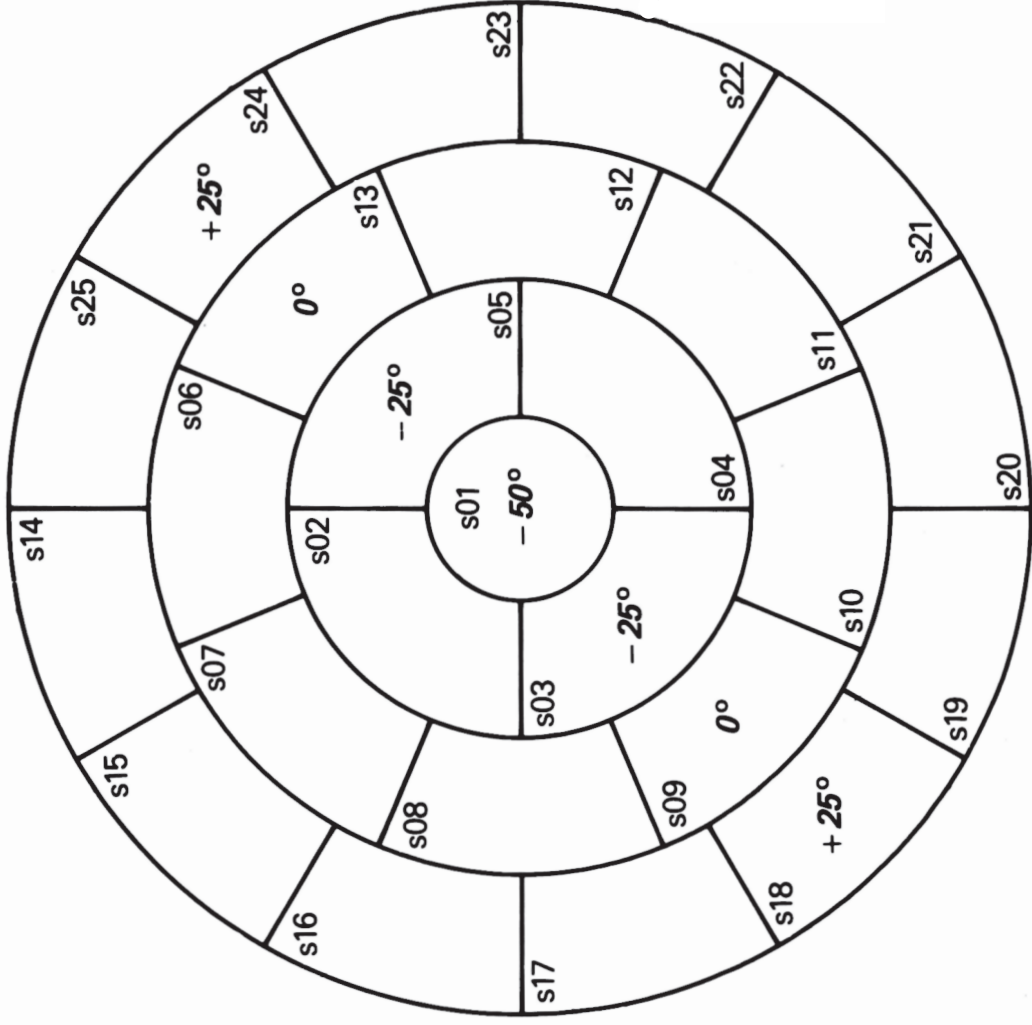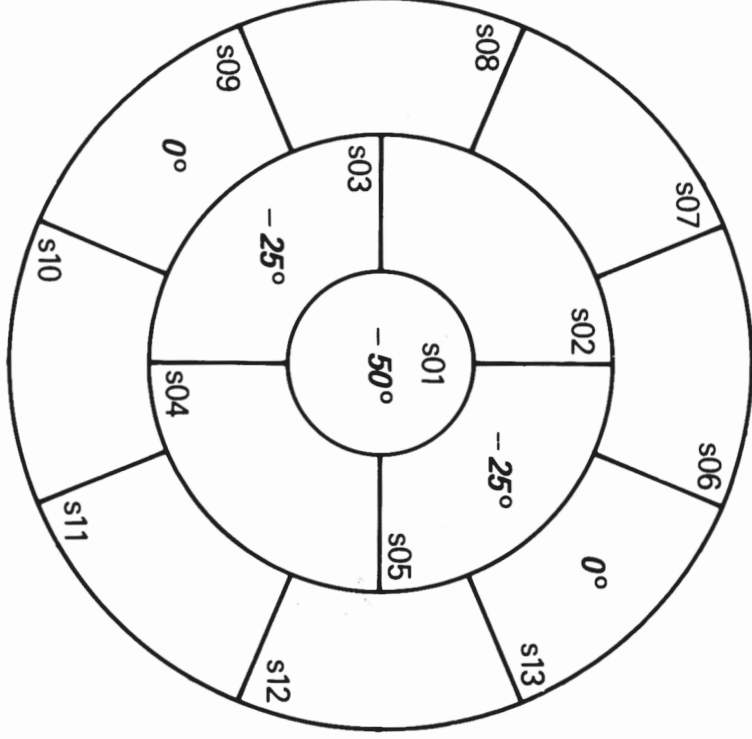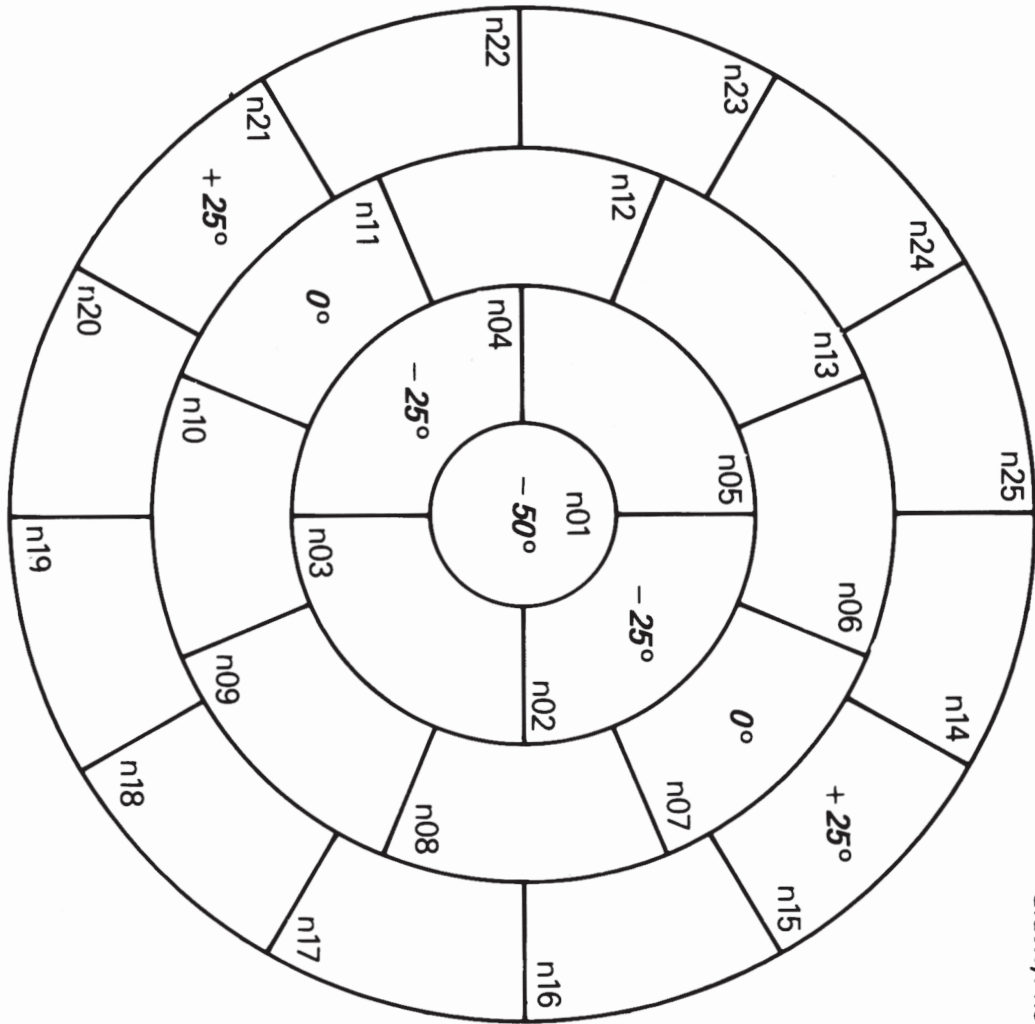SPACEPORT CLASS _____   RESOURCES _____

REMARKS _____

WORLD LOG: Size 6
Gravity: 1.3 (HY)   Action Round Movement: −2

Size 6 — Northern hemisphere diagram:
n22, n23, n21, n24, +25°, n11, n12, n13, 0°, n20, n04, n10, −25°, n05, n25, n01, −50°, n03, n19, n02, n06, n09, 0°, n14, n18, n08, n07, +25°, n15, n17, n16

Size 6 — Southern hemisphere diagram:
s08, s09, s03, 0°, s07, −25°, s02, s10, s01, −50°, s06, s04, −25°, s05, 0°, s11, s13, s12

Form fields (Size 6):
NAME ____
DISTANCE FROM STAR ____   TYPE ____
HYDROGRAPH ____   ATMOSPHERE ____   MOONS (nr.) ____
SETTLEMENT STATUS ____   DAY LENGTH ____   HUMAN POPULATION ____   MEAN TEMP ____
SPACEPORT CLASS ____   LAW LEVEL ____   CIV LEVEL ____   RESOURCES ____
REMARKS ____

WORLD LOG: Size 7
Gravity: 1.7 (HY)   Action Round Movement: −4

Size 7 — Southern hemisphere diagram:
s23, s24, s22, +25°, s13, s12, s25, 0°, s05, s21, s06, s11, −25°, s14, s02, s01, −50°, s04, s20, s07, s03, −25°, s10, s19, s15, s08, s09, 0°, s18, s16, +25°, s17

Size 7 — Northern hemisphere diagram:
n16, n15, n17, +25°, n07, n08, n14, 0°, n02, n18, n06, n09, −25°, n25, n05, n01, −50°, n03, n19, n13, n04, −25°, n10, n20, n24, n12, n11, 0°, +25°, n23, n21, n22

Form fields (Size 7):
NAME ____   TYPE ____
DISTANCE FROM STAR ____   ATMOSPHERE ____   MOONS (nr.) ____
HYDROGRAPH ____   DAY LENGTH ____   HUMAN POPULATION ____   MEAN TEMP ____
SETTLEMENT STATUS ____   LAW LEVEL ____   CIV LEVEL ____
SPACEPORT CLASS ____   RESOURCES ____
REMARKS ____