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

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

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

Velocity Rating _____
Maneuver Rating _____
Burster Class _____
Force Field Class _____
Target Program _____

Spaceship Name _____
ID _____
Nr. of Battle Commands _____
Nr. of Fires _____

COMPARTMENTS

ARMOR · STATUS
Force Field
Bridge
Engine

ENERGY BLOCKS

UNGUIDED MISSILES
Pod/#

GUIDED MISSILES
Pod/#
ENERGY UNITS

INTELLIGENT MISSILES
Pod/#
ENERGY UNITS

MIMS

Pod 1 · Pod 2 · Pod 3 · Pod 4 · Pod 5 · Pod 6 · Pod 7 · Pod 8 · Pod 9 · Pod 10 · Pod 11 · Pod 12

ENERGY UNIT TRACK

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

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**
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

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.
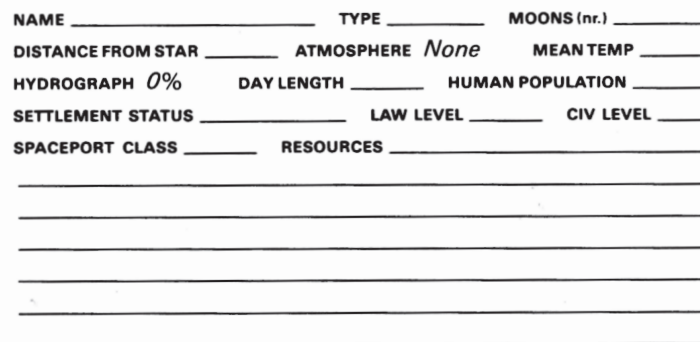

DELTAVEE SPACESHIP LOG Nr. 1

DELTAVEE SPACESHIP LOG Nr. 1

Asteroid circles arranged in a ring:

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

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.

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 (indi-
cated with a **bold** numeral) and
read *diagonally* down the hex col-
umn (indicated with an *italic* num-
eral) to the intersection of row and
column.

Circular diagram labels:

s01, s02, s03, s04, s05, s06, s07, s08, s09, s10, s11, s12, s13, s14, s15, s16, s17, s18, s19, s20, s21, s22, s23, s24, s25, s26, s27, s28, s29, s30, s31, s32, s33, s34, s35, s36, s37, s38, s39, s40, s41

Temperature bands:
$-50°$, $-25°$, $-25°$, $0°$, $0°$, $+25°$, $+25°$, $+50°$, $+50°$

REMARKS

WORLD LOG: Size 9
Gravity: 2.5 (EX)   Action Round Movement: –8
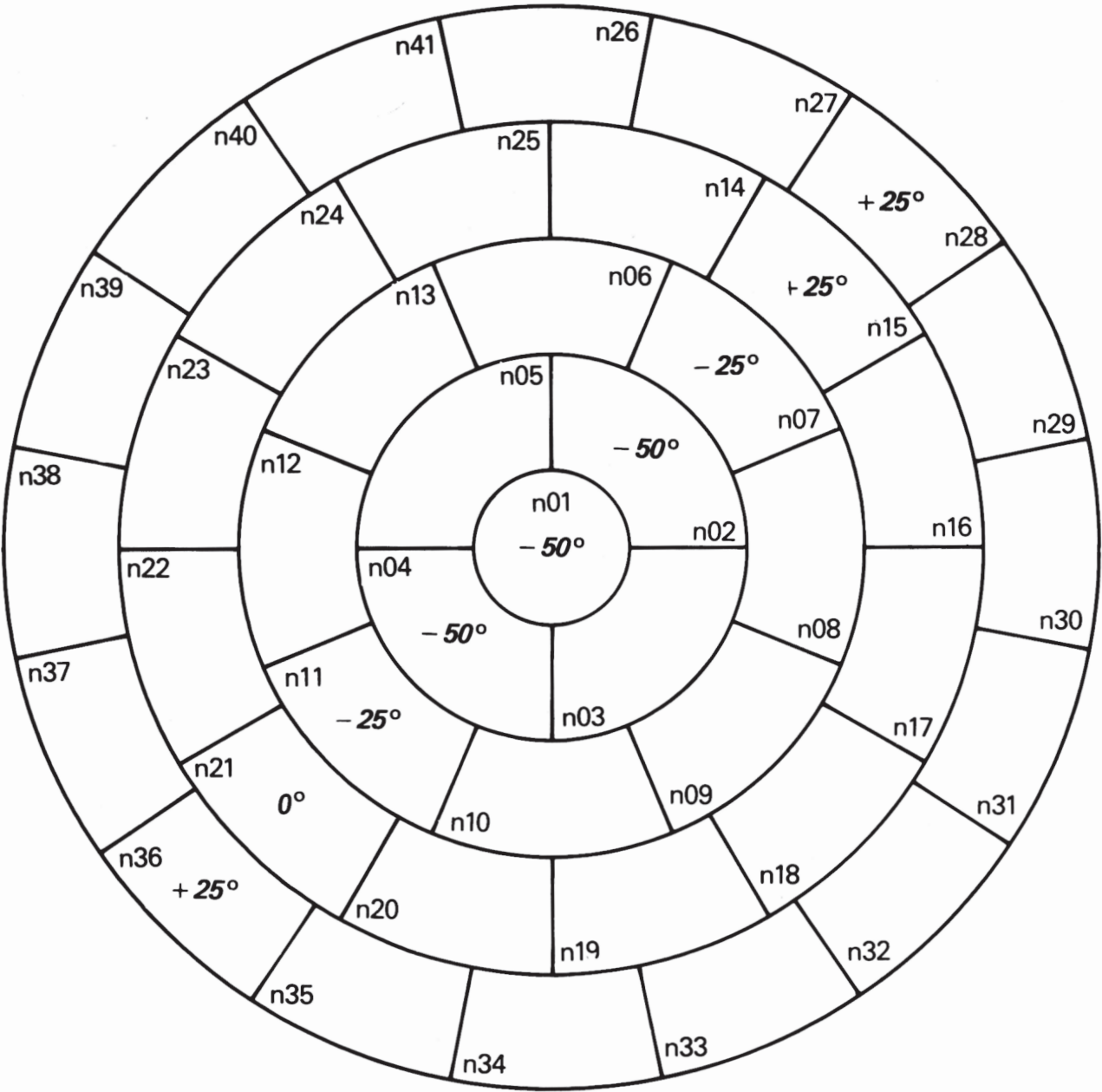
Concentric ring diagram with cells:

Center: n01 **–50°**, n02, n03, n04 **–50°**

Ring: n05, n06 **–25°**, n07, n08, n09, n10, n11 **–25°**, n12, n13

Ring: n14, n15, n16, n17, n18, n19, n20, **0°**, n21, n22, n23, n24, n25 **+25°**

Outer ring: n26, n27 **+25°**, n28, n29, n30, n31, n32, n33, n34, n35, n36 **+25°**, n37, n38, n39, n40, n41

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 Type (circle)

STAR SYSTEM LOG

STAR TYPE
A F G K M

System Name _____   Coordinates _____   Distance from Sol _____

Star type column markers:
- HOSTILE
- NEUTRAL (+2)
- NORMAL (+2)
- BIOSPHERE (–2)
- NEUTRAL (+2)
- HOSTILE

#	Orbit		
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
TO _____ ☐G ☐A ☐R

Capital World _____
Federal Fleet _____
Spaceports _____
_____
_____

WORLD LOG: Size 0
Gravity: None (NW) **Action Round Movement:** +8
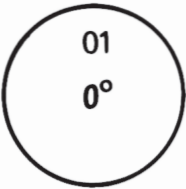
(01 / 0°)

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
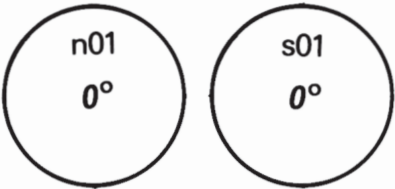
(n01 / 0°) (s01 / 0°)

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 northern hemisphere dial: n05, +25°, n01 −50°, n02, n04, +25°, n03)
(Size 2 southern hemisphere dial: s01 −25°)
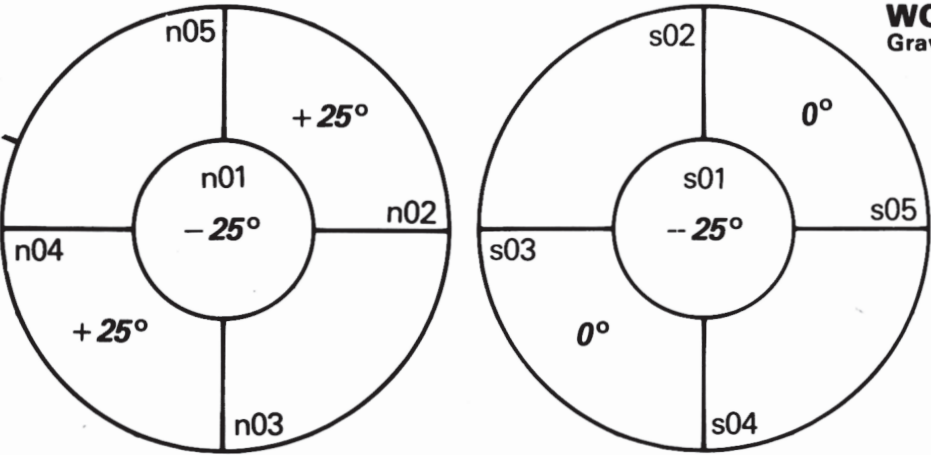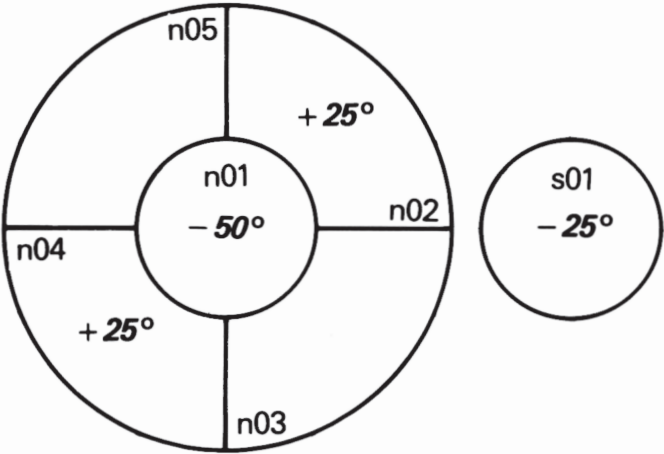
WORLD LOG: Size 3
Gravity: 0.4 (NW) **Action Round Movement:** +4

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

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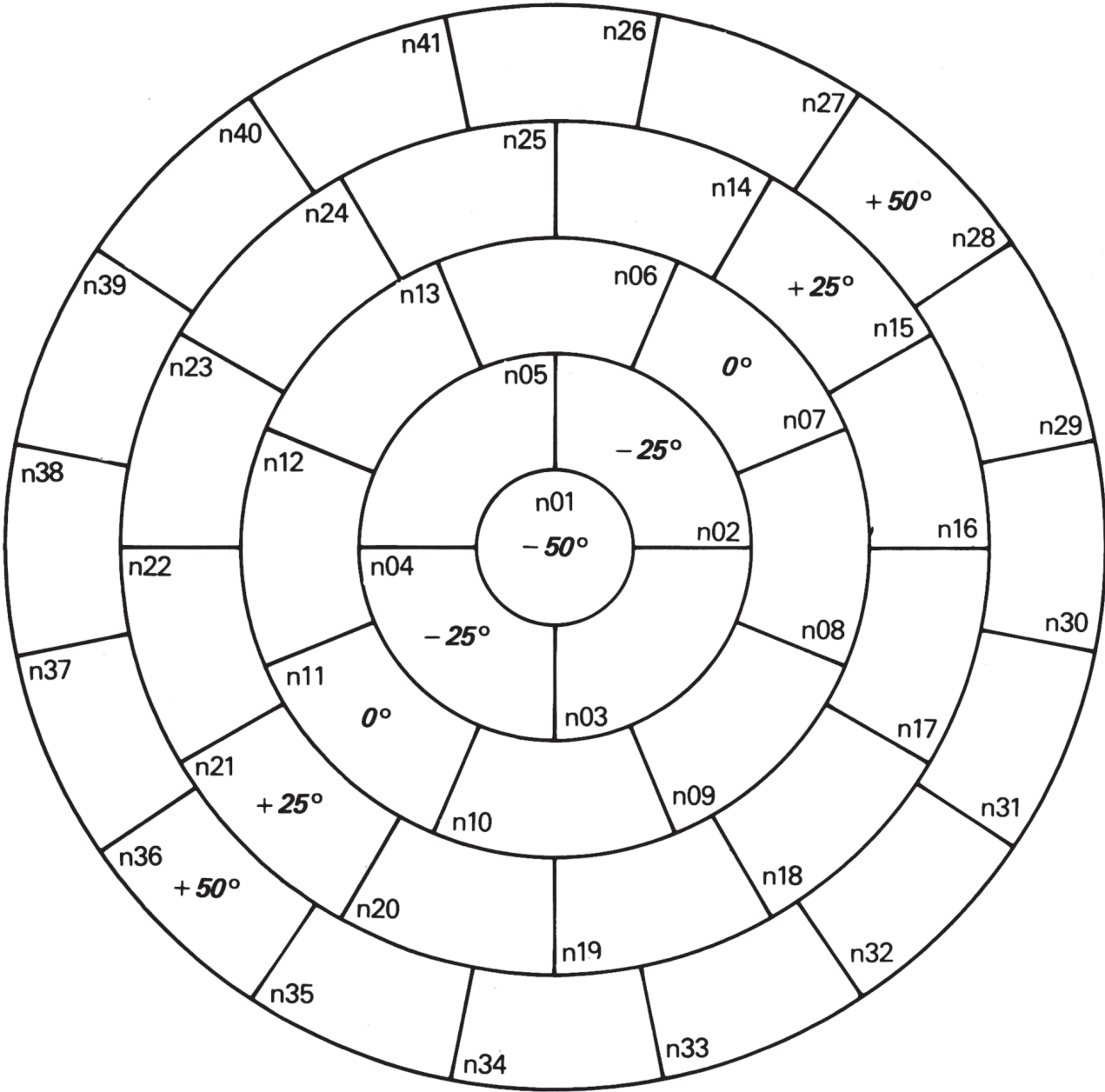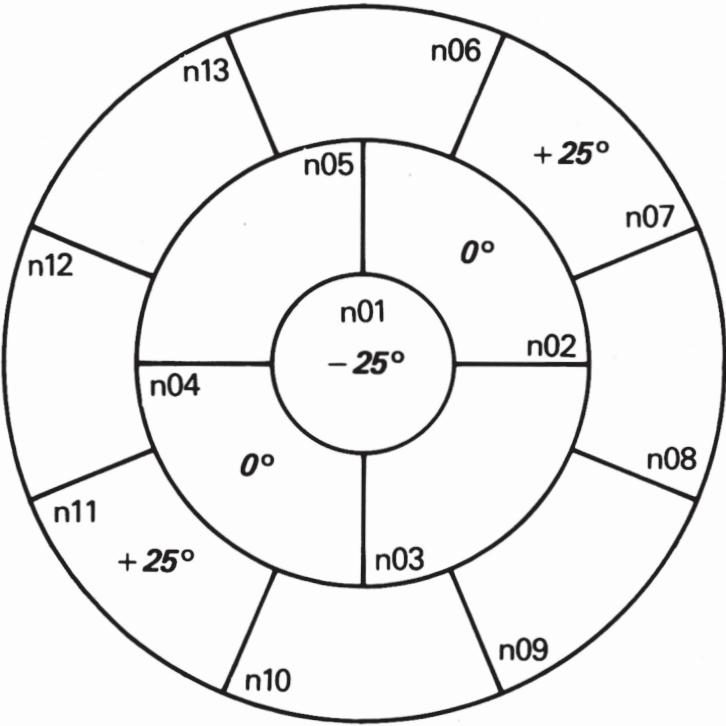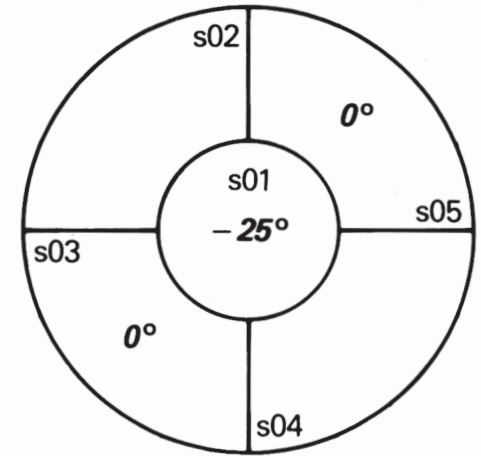.g., in a Size 3 world, n02 is contiguous with s02). When the northern hemisphere is *larger*, the outermost northern band is identically contiguous with northern and southern bands (e.g., in a Size 4 world, s02 is contiguous with n06, n07, n08, just as n02 is contiguous with the same northern environs).

(Large dial, outer band: s14, s25, s15, s24, s16, s13, s17, s12, s18, s11, s19, s21, s20, s22, s23, +25°, 0°, −25°)
(Middle band: s07, s06, s08, s05, s09, s04, s10, −25°, 0°, +25°)
(Inner band: s02, +25°, s03, s01 −50°, s04, −25°, 0°)

REMARKS _____
_____
_____
_____
_____
_____
_____
_____
_____
_____

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

Concentric ring diagram with segments labeled:
n01, n02, n03, n04, n05, n06, n07, n08, n09, n10, n11, n12, n13, n14, n15, n16, 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

Temperature bands: −50°, −25°, 0°, +25°, +50°
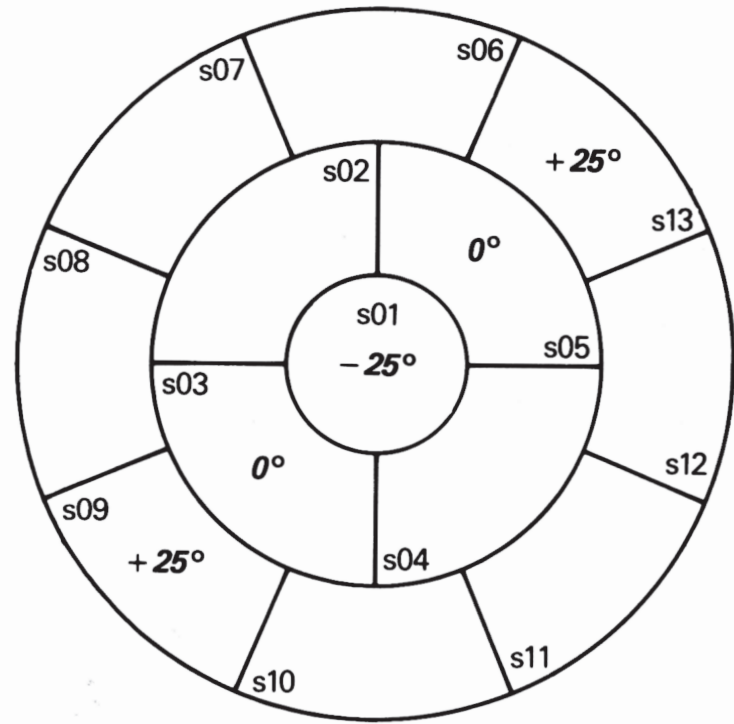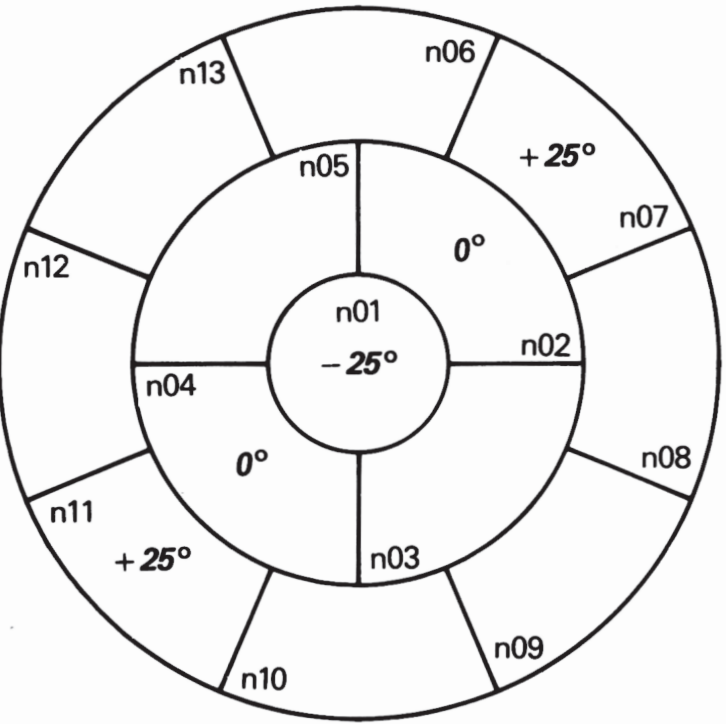
NAME _____ TYPE _____ MOONS (nr.) _____
DISTANCE FROM STAR _____ ATMOSPHERE _____ MEAN TEMP _____
HYDROGRAPH _____ DAY LENGTH _____ HUMAN POPULATION _____
SETTLEMENT STATUS _____ LAW LEVEL _____ CIV LEVEL _____
SPACEPORT CLASS _____ RESOURCES _____

WORLD LOG: Size 4
Gravity: 0.7 (LT)   **Action Round Movement:** +2

Diagram segments (northern): n01, n02, n03, n04, n05, n06, n07, n08, n09, n10, n11, n12, n13
Temperature bands: −25°, 0°, +25°

Diagram segments (southern): s01, s02, s03, s04, s05
Temperature bands: −25°, 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 5
Gravity: 1.0 (LT)   **Action Round Movement:** None

Diagram segments (northern): n01, n02, n03, n04, n05, n06, n07, n08, n09, n10, n11, n12, n13
Temperature bands: −25°, 0°, +25°

Diagram segments (southern): s01, s02, s03, s04, s05, s06, s07, s08, s09, s10, s11, s12, s13
Temperature bands: −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

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

NAME
DISTANCE FROM STAR
HYDROGRAPH
SETTLEMENT STATUS
SPACEPORT CLASS

TYPE
ATMOSPHERE
DAY LENGTH
LAW LEVEL
RESOURCES

MOONS (nr.)
MEAN TEMP
HUMAN POPULATION
CIV LEVEL

REMARKS