

◀ 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" x 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, published separately by SPI and available at local dealers.

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

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LD _____ EM _____ AG _____	Perception _____ Temp _____ Urban _____
Home Environ _____ Level _____	Gravity _____ Level _____
Skills (Level)	Money and Possessions
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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.

<h1 style="margin: 0;">UNIVERSE</h1> <h2 style="margin: 0;">ADVENTURE RECORD</h2>		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:									

<p>ACTION ROUNDS (15 seconds)</p> <table border="1" style="width: 100%; height: 100%; border-collapse: collapse;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																																																																																																																																																																																									<p>HOURS</p> <table border="1" style="width: 100%; height: 100%; border-collapse: collapse;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																																			<p>DAYS</p> <table border="1" style="width: 100%; height: 100%; border-collapse: collapse;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																																																																																																																																																																				
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