**Prompt for Prenglar Nights**

OOC: I’d like to try running a simulation based on the Star Frontiers RGP. This would be a story centered on Vrik (details below), and maybe exploring his vrusk heritage a little.

|  |  |  |  |
| --- | --- | --- | --- |
| *Vrik “The Jinx”* | *Z’Kralik* |  |   |
| **Race:** | Vrusk | **Height:** | 1.6 m. |
| **Age:** | 43 | **Weight:** | 86 kg. |
| **Profession:** | TechEx | **Sex:** | Male |
| **Title:** | Roboticist |  |  |
| **Organizations:** | freelance |
| **Place of origin:** | Zik-Kit, Kizk’-Kar |  |
| **Languages:** | Vrusk, Pan Galactic |  |
| **Land Speed:** | 15/36/6k | **Aquatic Speed:** | 2/4/1k |
| **Credits:** | 100 | **Unused XP:** |   |
| **Strength:** | 40 | **SM:** | 20% |
| **Stamina:** | 40 | **Current Sta.:** | **40** |
| **Dexterity:** | 50 | **DM:** | 25% |
| **Reaction Speed:** | 50 | **IM:** | 5 |
| **Intuition:** | 55 | **Comprehension:** | 15% |
| **Logic:** | 55 | **Knockout:** | 01-02 |
| **Personality:** | 45 | **PS:** | 2 |
| **Leadership:** | 45 | **Wt. Capacity:** | 60 kg |

The initial purpose of this is for me to learn my way through the downtown Port Loren map (which comes with the boxed set), but I also want to playtest alternate rules such as D20 Modern/Future, and have some plots that could be introduced into the story to add depth.

Please omit any default compliments on my posts and strategies. If it would add value, add warnings or constructive criticism, as I’m not very familiar with the rules.

Distinguish OOC (out of character) with IC (in character) tags, and post IC text in past tense narrative. Please use “smart quotes” and ‘apostrophes’, not 'straight ones".

To avoid metagaming, please don't show me any rolls pertaining to checks based on Loris' knowledge or perception so I can remain incognizant of anything the PC didn’t notice.

Please don’t reiterate my IC posts; just pick up the narrative after mine leaves off.

This Star Frontiers campaign starts in 10 FY, and I expect could span until 50 FY.

I’ll gradually introduce factions and social elements characteristic of Port Loren, Gran Quivera, Prenglar, the civic center of the Frontier, as well as important events taking place on other worlds.

Please don’t invent any new factions, corporations, gangs, etc.

Though I’m using Alpha Dawn rules with Zebulon’s Guide skills, the technology catalog borrows from the Gadget System in D20 Future Tech, which allows for a wide customization of weapons and other equipment. The general conversion from D20 to SF metrics is such that for every +1 boost (or -1 penalty), the SF rate adds a 5% probability increase (or decrease) to the desired outcome in a resolution.

Campaign Background: The Prenglar System

While the comparatively monolithic vrusk civilization that established the initial Prenglar colonies over a century ago was founded on order, predictability, and collective loyalty, recent decades have seen an influx of dralasites, humans, and yazirians, and this has disrupted the traditional structures, replacing them with a cosmopolitan bureaucracy that has run Gran Quivera since the founding of the UPF.

Consequently, the city of Port Loren—capital of Gran Quivera and headquarters of the UPF—is rife with corruption and civil strife during the heyday of the Frontier’s founding. The economy is still simple, surveillance infrastructure has yet to saturate the city, and there’s plenty of opportunity and temptation in Port Loren drawing a steady influx of ne’er-do-wells from every corner of the Frontier and in-between.

Starships with hyperdrives can travel at hundreds of times the speed of light (1 light year per day), so it takes a few weeks to cross the Frontier at this point. In a departure from canon, there is no acceleration/deceleration period associated with FtL travel in this campaign. Subspace communication has a lag of 1 hour per light year (about 24 times faster than moving matter FtL). This may change with advancements in technology.

This portion of the rules borrows from *D20 Modern/Future*. By 50 FY, Fusion Age (PL6) vehicular technology is commonplace. Gravity Age (PL7) tech is available to the elites in the Frontier’s capital, and only scarcely available as prototypes. Laser, needler, and gyrojet weaponry are still considered necessary personal belongings for most working-class people planetside, and even some elites. BodyComp progits contain thousands of apps, rather than just a handful, and are integrated into powerhelmets and other personal empowerment technology.

This setting departs from canon in that the day/night cycle on Gran Quivera lasts 24 hours, not 15 (as in Zebulon’s Guide, p. 49). Galactic Standard Time is synchronized to Gran Quivera’s planetary time, so GST and Prenglar local time will be synonymous. Therefore, at tropical latitudes on Gran Quivera, it’ll always be dawn around 06:00, and sunset around 18:00. Gran Quivera’s axial tilt is about 23 degrees, and its temperate bands and arctic circles are comparable in range to those of Earth.

I’d like to begin with an overview of Greater Port Loren. The Star Frontiers boxed set contains a map of a few city blocks of Downtown Port Loren. The image I’m attaching shows that downtown area in the middle of the map (just assume it does if you don’t recognize it), in the midst of a metropolitan area that spans 300 square miles.

Vrik just moved from Zik-Kit, Kizk’-Kar, into a flat in the “New Housing Developments” area, and is getting situated as a roboticist. I’m hoping to spend a few days of downtime establishing his social and professional life before anything momentous happens in the story.

Do you have any questions?

You mentioned wanting to spend a few days of downtime establishing Vrik’s social and professional life. Are there specific types of interactions or establishments you’d like him to explore in Port Loren? For example, would he be visiting tech shops, networking with other roboticists, or exploring the local culture?

On day 1, he’ll be equipping himself a bit better, will take the monorail to the downtown area, and will have an interview with Frontierwide Freight & Shipping (FF&S) on day 2.

While I see his stats and background, do you have any specific personality traits or goals in mind for Vrik that I should emphasize during this downtime phase? For instance, is he particularly ambitious, cautious, or curious about his vrusk heritage?

Yes, his vrusk heritage is something he wants to explore further, and will periodically look up archaeological articles uncovering troves of artifacts that shed light on pre-Contact vrusk civilization. His name—Vrik—is akin to Adam or Andrew (Anthropos), meaning something like “basal vrusk”, and serves as the genus name for all vrusk species. He’s also interested in evolutionary biology, and knows the following:

Vrusk Timeline

38,000,000 pF: Vitsa-K’ar, the vrusk homeworld, emerges from a million-year ice age, and crustacean-like ovoviviparous vertebrates evolve from saltwater species that had been limited to warm rifts on the ocean floor during the longevous glacial period.

100,000 pF (PL 0): Five species of the Vrik genus now inhabit Vitsa-K’ar, evolving separately based on their respective biomes’ selection pressures. The Vrik afarensis, Vrik centauri, Vrik v’zz’kizt, Vrik drowensis, and Vrik vrusk species proliferate for tens of thousands of years, to some degree interbreeding when coming into mutual contact.

10,000 pF (PL 0): The species Vrik vrusk, arguably an amalgam of the ancestral species, has homogenized across the two continents on Vitsa-K’ar, and it is at this time that the seven major rivers of the planet begin to see the rise of horticulture and simple agriculture, with each independently forging their respective, unique societal structures. Two of these are hive-oriented cultures; the other five are staunchly individualistic. Thousands of hives slowly arise along these major riverbanks.

6,000 Pf (PL 1): The first machine using inanimate power—the water wheel—is invented in the hive settlement of Riverstween, to be followed soon thereafter by the incorporation of the plow to the bruteroach, the first domesticated draught animal. The Orthohive culture centered in Riverstween soon thereafter comes into contact with its rival hive civilization, the K’arzut culture, and the two remain interconnected by a political-military network.

4,000 pF (PL1 & 2): A down-the-line trade network is established across the planet’s two continents and nearby islands.

2,500 pF (PL 2): Seven decentralized civilizations have combined into three rival mega-hive states: the Vrik Hierarchy, the Vitsa-K’ar Singularity, and the Collective of the True. A handful of rogue nation-states remain on the outskirts of the most remote and/or hostile peripheries of the planet. Colonization efforts are few and largely unsuccessful during this period. By contrast, most internal schisms are characteristically put down with swift efficiency during the zenith of this autocratic, collectivist age.

1,500 pF (PL 3): Colonization efforts are now enhanced and bolstered by a plethora of new military technologies and bureaucratic innovations. Though tradition prevails throughout all three aging mega-hives, the spirit of entrepreneurship threatens to directly challenge all established thought if it cannot be contained within it like previous attempts, which were corralled by each hive into powerless monastic orders with only vestigial, nostalgic authority.

1,000 pF / 500 VC (PL 3 & 4): The formula for gunpowder is devised, and immediately weaponized by the hive-state formerly known as the Vrik Hierarchy, now redubbed the Hivemind of Great Vrik. Their rivals—the Vitsa-K’ar Singularity, and the Collective of the True—occupy territories of comparable scope across the two continents and surrounding archipelagos, and are initially overpowered by the gunpowder-bearing Hivemind. This common threat rationalizes an alliance between the Singularity and the Collective. Under the Charter of the Singular Collective, ratified on the 500th year of the vrusk calendar, a strong defensive is mounted against the Hivemind’s incursions into previously uncontested hinterlands and beyond. Gunpowder technology—mainly limited to cannon and other large-scale siege engines—quickly proliferates throughout the planet, and the alliance under the Singular Collective ushers a decisive defeat of the Hivemind’s offensive.

900 pF / 600 VC (PL 4): During this period of planetary civil war, gunpowder technology has become miniaturized and specialized, yielding flintlocks, muskets, and rudimentary grenades. The arms race is centered around naval technology as the determining metric of military dominance, though ground troops and vehicles have also become strategic on the two massive continents’ inland regions.

(end of timeline)

Are there any specific factions, corporations, or NPCs from the Star Frontiers lore that you’d like to incorporate early on, or should I stick to generic interactions for now?

Yes, there are 5 corporations (slated to become megacorps), 4 cadres/cults, 6 gangs, and 2 law enforcement entities. I’ll share the most relevant one for now: Frontierwide Freight and Shipping.

Pioneers in containerization and other standardization measures implemented in shipping during the last few decades, FF&S will someday be subsumed into the CDC, but for now, the public megacorp is the definer of the freight industry’s course. FF&S also owns the largest taxi company operating within the city limits: QuiveraCab.

Delivery convoys are currently facing vulnerability to poaching bandits along the road between the city center and Spaceport Loren’s distribution yard, and the call for an investigative team has been published in the local online forum. FF&S is at risk of going under, and is consequently primarily motivated by short-term profits and asset liquidation on peripheral systems.

FF&S produces many of the freight vehicles and vessels that it operates. As a transportation conglomerate, this megacorp boasts the widest variety of commonly used vehicles, and produces some of the highest-end prototypes. However, this megacorp does have more than a few recalls that should never have passed through pre-production inspections, and their cited lack of redundancies in some methods is often to blame. Some speculate these laxities allow for corrupt channels to operate within the otherwise legitimate apparatus of FF&S.

You mentioned playtesting alternate rules like D20 Modern/Future. Are there specific mechanics or systems you’d like to test during this downtime phase, or should we save those for more action-oriented moments?

The main departure at the start will be in the form of the D20 Gadget system, which modifies weapons, etc. I will eventually provide a set of Gadgets for vehicles as well. I may later switch over from Alpha Dawn (AD) to D20, and can share a table of the FF&S protagonists that shows both their D20 Class and their Zebulon’s Guide (ZG) Profession, so you can get a sense of how I’ll convert the skills and other stats.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Moniker/Title*** | ***Last*** | **Sex** | **Race** | **Faction** | **Type** | **Level** | **Planet of Origin** | **Occupation** | **D20 Class** | **Role** | **Idiosyncrasies** | **Str** | **Sta** | **Dex** | **RS** | **Int** | **Log** | **Per** | **Ldr** | **m** | **IM** | **ZG Profession** | **D20 Skills** | **Weapons** | **Notable Equipment** |
| ***Ruvilatus*** | ***Aquidens*** | F | Vrusk | Frontierwide Freight and Shipping | M | 4 | Corpco | White Collar | Infiltrator | Espionage | About to quit and go work for Speakeasy Enterprises | 50 | 60 | 80 | 50 | 70 | 50 | 60 | 70 | 61.7 | 5 | Enforcer | Gather Information, Sleight of Hand | Flechette Pistol | Disguise Kit (Morphic) |
| ***Gaia*** | ***Kidof Hanguk*** | N | Dralasite | Frontierwide Freight and Shipping | M | 4 | Anker | Entrepreneur | Negotiator | Leader | Still plays FarmVille | 45 | 50 | 45 | 45 | 50 | 85 | 80 | 95 | 60.8 | 5 | Explorer | Bluff, Gather Information | Laser Pistol | Briefcase |
| ***Confrederich*** | ***Einstein-Rosen*** | M | Human | Frontierwide Freight and Shipping | M | 4 | Minotaur | Astronaut | Shadowjack | Technical | Bigamist; has a second family back on Minotaur | 60 | 70 | 60 | 60 | 80 | 55 | 50 | 40 | 59.2 | 6 | TechEx | Craft: Elect & Mech, Know: Tech, Research | Charge Pistol | Travel Case (10 lb.), Electrical Toolkit |
| ***Cassidine*** | ***Kidof Bonapart*** | N | Dralasite | Frontierwide Freight and Shipping | M | 4 | Anker | Transporter | Techie | Technical | Disgusted by skin; hair; and reptile scales | 50 | 50 | 75 | 50 | 80 | 65 | 45 | 35 | 59.2 | 5 | TechEx | Craft: Elect & Mech, Disable Device | Tangler Grenades | Briefcase |
| ***Bashir*** | ***Drementior*** | M | Yazirian | Frontierwide Freight and Shipping | M | 4 | Corpco | White Collar | Tracer | Espionage | Fully loyal to FF&S; opportunistic on their behalf | 50 | 50 | 85 | 50 | 85 | 50 | 55 | 50 | 61.7 | 5 | Spacer | Computer Use, Investigate | Compound Bow | Briefcase, Forgery Kit |

Since you’re using the Downtown Port Loren map, would you like me to describe specific locations or districts in detail as Vrik explores them, or should I keep things more abstract until you indicate a specific area of interest?

Let’s focus only on the places that Vrik visits and researches for now; otherwise, there will be too much information noise.

Here are some random, unstatted NPCs that you can use as needed.

|  |  |  |  |
| --- | --- | --- | --- |
| ***Moniker/Title*** | **Race** | **Profession/Idiosyncrasies** | **Sex** |
| ***“Motherboard” Jimm Eyepod*** | Yazirian | Roboticist, Entrepreneur | M |
| ***Agent Mun-Sok*** | Human | Detective, Sharpshooter | F |
| ***Apollo Iskombisza*** | Human | Holovid Director | M |
| ***Armend Kidof Gumibehr*** | Dralasite | Sociology Professor | - |
| ***Artemisia Kitcha Om*** | Human | Health Instructor, Baker | F |
| ***Att. Grl. José Gates*** | Human | Attorney General | M |
| ***Balzac the Larlumite*** | Human | Aggravated Assaulter | M |
| ***Blackstar Kidof Surdorm*** | Dralasite | Field Anthropologist | - |
| ***Boris Cabrenovich*** | Human | Welder, Mechanic, Spy | M |
| ***Bragi Cisne-Shang*** | Human | Heir (Shang), College Student | M |
| ***Cedric Butros*** | Human | Veterinarian, Schrax Whisperer | M |
| ***Cyrus Vonantioch*** | Human | Combat Specialist | M |
| ***Demetria Gita***  | Human | Entrepreneur, Day Care Proprietor | F |
| ***Dr. Brodd Xar*** | Yazirian | Computer Programmer | M |
| ***Dr. Eva Saavedra*** | Human | Historian, Machinist | F |
| ***Dr. Fenris D. Wolfgang*** | Human | Neurosurgeon | M |
| ***Duessel Kidof Barmit*** | Dralasite | Medic’s Assistant, Masseur | - |
| ***Freyja Bacardi*** | Yazirian | Cigar Vendor | F |
| ***Georgia Berlusconi*** | Human | Stunt Driver | F |
| ***Gragatnam Kidof Brey-Tar*** | Dralasite | Bounty Hunter, Trophy Hunter, Butcher | - |
| ***Greta-Darcy Chevrolet*** | Human | Traffic Constable | F |
| ***Gruna Defendparry*** | Yazirian | Fashion Model, Youth Influencer | F |
| ***Grunge Oldsmobile*** | Yazirian | Bartender, Server | M |
| ***Hiroki Kimushi-Kura*** | Human | Flying Traffic Controller | M |
| ***Hiu Hoang*** | Human | Entrepreneur, Suspected Drug Smuggler | M |
| ***Hon. Nastassia Godiva*** | Human | Restaurant Manager | F |
| ***Hon. Solange Royce*** | Human | Judge, Former Prosecutor | F |
| ***Insp. Sophia Ferrari*** | Human | Private Investigator, Former Hitwoman | F |
| ***Jay-Rad Sudofed*** | Yazirian | Building Manager | F |
| ***Joaquín Nguyen*** | Human | Merchant, Adventurer | M |
| ***Kalbrun Kidof Farfeigh*** | Dralasite | Adjunct Xenobiology Instructor | - |
| ***Lana “Szlerelek” Vergogna*** | Human | Madame, Bartender, Medic | F |
| ***Lars Thagomizer*** | Human | Plumber, Tinkerer, Junk Artist | M |
| ***Loris Cabrenovich*** | Human | Bouncer, Bodyguard, Usher | M |
| ***Malcolm de Angus*** | Human | Card Player, Ex-Convict, Spy | M |
| ***Martia di Manila*** | Human | Social Activist, Writer, Teacher | M |
| ***Merritt Gamorrah*** | Human | Pet Shop Owner, Musician | F |
| ***Mischka Svenlor*** | Human | Chef, Florist | F |
| ***Nedjma Firenze*** | Human | Distiller, Barkeep | F |
| ***Niles Steiz*** | Human | Jeweler, Gem Cutter, Physics Buff | M |
| ***Off. Sonja bint Abdel-Qadir*** | Human | Collector, Investor, Speculator | F |
| ***Pa’ Kch Krakar*** | Vrusk | Cartographer, Graphic Artist | F |
| ***Parjheah Kidof Blastileen*** | Dralasite | Fellowship Recipient, Researcher | - |
| ***Pragnilar De’eromdaati*** | Yazirian | City Planner, Former Schoolteacher | M |
| ***Prof. Achilles Makeba*** | Human | Party Promoter, PR Agent | M |
| ***Prof. Federico Balintawak*** | Human | Artist, Translator, Cultural Anthropologist | M |
| ***Prof. Hiroko Mitsubishi*** | Human | Writer, Philosopher, Activist | F |
| ***Qaleb Cambyses*** | Human | Information Clerk | M |
| ***Quinta Kidof Orion*** | Dralasite | Martial Artist, Bodyguard, Private Eye | - |
| ***Runnor Kidof Farfeigh*** | Dralasite | Bail Bondsperson, Bounty Hunter | - |
| ***Sarasvati Star-Buck*** | Human | Butcher, Spice Vendor | F |
| ***Satsuki McCartney*** | Human | Custodian, Security Guard | F |
| ***Scrognar Dregaværiu*** | Yazirian | Freestyle Fighter, Extreme Sportsman | M |
| ***Spencer Arango*** | Human | Medic, Architect, Tourist | M |
| ***Stephanja 291*** | Human | Drifter, Prostitute, Arsonist, Hairdresser, Amateur Demolitionist | F |
| ***Stevia “Rumours” Fleetmac*** | Human | Street Performer, Undercover Agent | F |
| ***Tåriq Sarkrin*** | Human | Food Vendor, Cuisine Blogger | M |
| ***Tatiana Prudenshol*** | Human | Taxi Driver, Homewrecker | F |
| ***Tenerife Zodiac*** | Yazirian | Homebody, Artisan, Holovid Addict | F |
| ***Uma Mike-Rosof*** | Human | University Campus Security Chief | F |
| ***Vanderbilt Dungaree*** | Human | Attorney, Animal Rights Activist, Ex-Con | F |
| ***Vashte Miramoto*** | Human | Tourism Executive | F |
| ***Vektor Narnak*** | Human | Cult Leader, Degenerate Pervert | M |
| ***Vreknar Jebron-Xia*** | Human | Glutton, Restaurant Owner | M |
| ***Weimar Larfshnagg*** | Human | Elected Official, Chief of Transportation | F |
| ***Xhila Rex*** | Yazirian | Monorail Conductor, Employee of the Year | F |
| ***Yale Gorgon-Zoloft*** | Yazirian | Thief, Photographer | F |
| ***Yul the Freckled*** | Vrusk | Fuel Station Attendant | M |
| ***Zarg “Redrum” Ulright*** | Yazirian | Spaceport Longshoreman | M |
| ***Zelenorr Kidof Zelenrem*** | Dralasite | Holo-book Narrator, Voice Actor | - |
| ***Zsa-zsa van Rockefeller*** | Human | Dance Instructor, Broker | F |

Let’s keep this dialogue OOC for now as we discuss the rest of the details.

~\*~

These vehicles are owned by FF&S, and can be used when showcasing members of this faction going out and about.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Vehicle Name/ID** | **Reference Model** | **Locomotion** | **Body** | **Faction** | **PL** | **Defensive Gadgets** | **Offensive Gadgets** | **Misc. Gadgets** |
| Executive Board | AutoDyn HoverboardP | Hover | Misc | Frontierwide Freight and Shipping | 7 | none | none | Collapsible |
| Einstein-Rosen XV | Bendel Motors SpiritP | Wheeled | Sedan | Frontierwide Freight and Shipping | 7 | Reflective Plating | none | AudioAct, C-DIS |
| Cichlid | Shang XRL | Wheeled | Sport | Frontierwide Freight and Shipping | 7 | Armored Plating, Reflective Plating | Oil Slick | AudioAct, C-DIS |
| Security Unit | AD-Bright Police Cruiser | Hover | Sedan | Frontierwide Freight and Shipping | 6 | Armored Plating, Reflective Plating | Swivel Turret (Flechette Rifle) | none |
| Hovertrike | AutoDyn Hoverbike | Hover | Cycle | Frontierwide Freight and Shipping | 6 | none | none | none |
| Hoverbus | AutoDyn Hoverbus | Hover | Bus | Frontierwide Freight and Shipping | 6 | Armored Plating, Reflective Plating | none | Air Brakes,  |
| Hovercar | AutoDyn Hovercar | Hover | Sedan | Frontierwide Freight and Shipping | 6 | Duralloy Armor | none | Air Brakes, SkidHold |
| Hovertruck | AutoDyn Hovertruck | Hover | Truck | Frontierwide Freight and Shipping | 6 | none | none | none |
| Miniyacht | HydroDyn SeaHawk | Hover | Boat | Frontierwide Freight and Shipping | 6 | Armored Plating, Reflective Plating | none | AudioAct, C-DIS |
| Shuttle | AutoMac Taxi | Wheeled | Sedan | Frontierwide Freight and Shipping | 6 | none | none | Air Brakes,  |
| Minivan | Gaia Virgo | Wheeled | Minivan | Frontierwide Freight and Shipping | 6 | Duralloy Armor | none | none |
| Explorer | Hecaton Explorer | Wheeled | SUV | Frontierwide Freight and Shipping | 6 | Duralloy Armor | none | Air Brakes,  |
| Pickup | Kentaur Pickup Scout | Wheeled | Truck | Frontierwide Freight and Shipping | 6 | none | none | none |
| Sportscar | Kirsh Sunflower | Wheeled | Coupe | Frontierwide Freight and Shipping | 6 | none | none | none |
| Station Wagon | Nakazawa Delta-9 | Wheeled | S.Wagon | Frontierwide Freight and Shipping | 6 | Armored Plating, Reflective Plating | none | none |
| Sedan | SKG Lamplighter | Wheeled | Sedan | Frontierwide Freight and Shipping | 6 | Duralloy Armor | none | none |

These are Vrik’s skills:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Level** | **Ability** | **Mod** | **Ability Mod** | **Fixed Mod** | **% succ.** | ***Properties*** |
| Analyze Ecosystems | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Appraisals | 1 | Intuition | 28% | Int 27.5% |  | 38% |  |
| Archaeology | 1 | Logic | 28% | Log 27.5% | 10% | 48% |  |
| Astronomy | 1 | Logic | 28% | Log 27.5% | 10% | 48% |  |
| Biology | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Bluff | 1 | Intuition | 28% | Int 27.5% |   | 38% |  |
| Botany | 1 | Logic | 28% | Log 27.5% | 20% | 58% |  |
| Chemistry | 1 | Logic | 28% | Log 27.5% | 20% | 58% |  |
| Communication | 1 | Intuition | 28% | Int 27.5% |   | 38% | *+5% vrusk mod.* |
| Communication Devices: Operate | 1 | Logic | 28% | Log 27.5% | 10% | 48% |  |
| Communication Devices: Repair | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Computers: Access & Operate | X | Logic | 28% | Log 27.5% |   | 100% | *-10%/CL* |
| Computers: Display Information | 1 | Logic | 28% | Log 27.5% | 30% | 68% | *-10%/CL* |
| Computers: Interface | 2 | Logic | 28% | Log 27.5% |   | 48% | *-10%/CL* |
| Computers: Program BodyComp | 1 | Logic | 28% | Log 27.5% | 10% | 48% |  |
| Computers: Program Writing | S | Logic | 28% | Log 27.5% |   | See text |  |
| Computers: Repair BodyComp | 1 | Logic | 28% | Log 27.5% | 10% | 48% |  |
| Computers: Repair Mainframe | 1 | Logic | 28% | Log 27.5% | 10% | 48% |  |
| Cryptography | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Empathic Understanding | 1 | Intuition | 28% | Int 27.5% |   | 38% |  |
| Exobiology | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Finance | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Forgery | 1 | Logic | 28% | Log 27.5% |   | 38% | *+20% to detect* |
| Gemology | 1 | Logic | 28% | Log 27.5% | 20% | 58% |  |
| Geology | 1 | Logic | 28% | Log 27.5% | 20% | 58% |  |
| Haggling | 1 | Intuition | 28% | Int 27.5% |   | 38% | *18.75% off standard prices.* |
| Law | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Persuasion | 1 | Intuition | 28% | Int 27.5% |   | 38% | *+5% vrusk mod.* |
| Politics | X | Intuition | 28% | Int 27.5% | 70% | 70% |  |
| Robotics: Activate/Deactivate | A | Logic | 28% | Log 27.5% |   | Automatic | *-10%/ROBL* |
| Robotics: Identification | X | Logic | 28% | Log 27.5% |   | 100% | *-10%/ROBL* |
| Robotics: Modifications | X | Logic | 28% | Log 27.5% |   | 100% | *-10%/ROBL* |
| Robotics: Repair | 1 | Logic | 28% | Log 27.5% |   | 38% | *-10%/ROBL* |
| Robotics: Robopsychologist | 1 | Logic | 28% | Log 27.5% |   | 38% | *-10%/ROBL* |
| Society | 1 | Intuition | 28% | Int 27.5% |   | 38% |  |
| Theology | 1 | Logic | 28% | Log 27.5% | 20% | 58% |  |
| Vehicles: Cycles | X | Intuition | 28% | Int 27.5% |   | 100% |  |
| Vehicles: Repair | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Weapons: Beam | 1 | Dexterity | 25% | Dex 25% |   | 35% |  |
| Weapons: Repair | 1 | Logic | 28% | Log 27.5% |   | 38% |  |
| Zoology | 1 | Logic | 28% | Log 27.5% | 20% | 58% |  |

Many of them—such as the life science skills—will not be developed further, and will likely not directly contribute to his professional success. These are just to add flavor based on his scientific interests. He’ll be interviewing for a Robotics-oriented position, but I’m hoping FF&S will not overlook his business-oriented skills (including appraisals and gemology), and consider him for a position brokering freight hauls for various Robotics-oriented commodities at first, possibly eventually moving into an all-commodity position.