

# Prisoner

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with inspirations from Christoph Dolge and Bertram Jansch

You are a convict, criminal, political prisoner or simply someone who was at the wrong place at the wrong time and got caught.

Qualification: a lost trial

Decrease Soc by one per term (except honor prisoner)

Assignments: Choose one of the following:

- Forced Labor: Mining on airless asteroids, working on the surface of hot hellholes or building roads on primitive colonies is your pastime.
- Guinea pig: You are testing -not quite voluntarily- new drugs and treatments, but also warfare agents and new survival methods.
- Honor prisoner (Minimum Soc 10): You spend your time in humble comfort at a distant place, from where you can cause no more harm.

	Überstehen	Aufstieg
Forced Labor	Str 4+	End 8+
Guinea pig	End 6+	Str 6+
Honor prisoner	Soc 8+	Soc 4+

## Mustering out benefits

Roll	Cash	Benefit
1	none	none
2	none	none
3	none	+1 End
4	20	+1 Str
5	50	Melee weapon
6	100	Kontakt
7	200	Ally

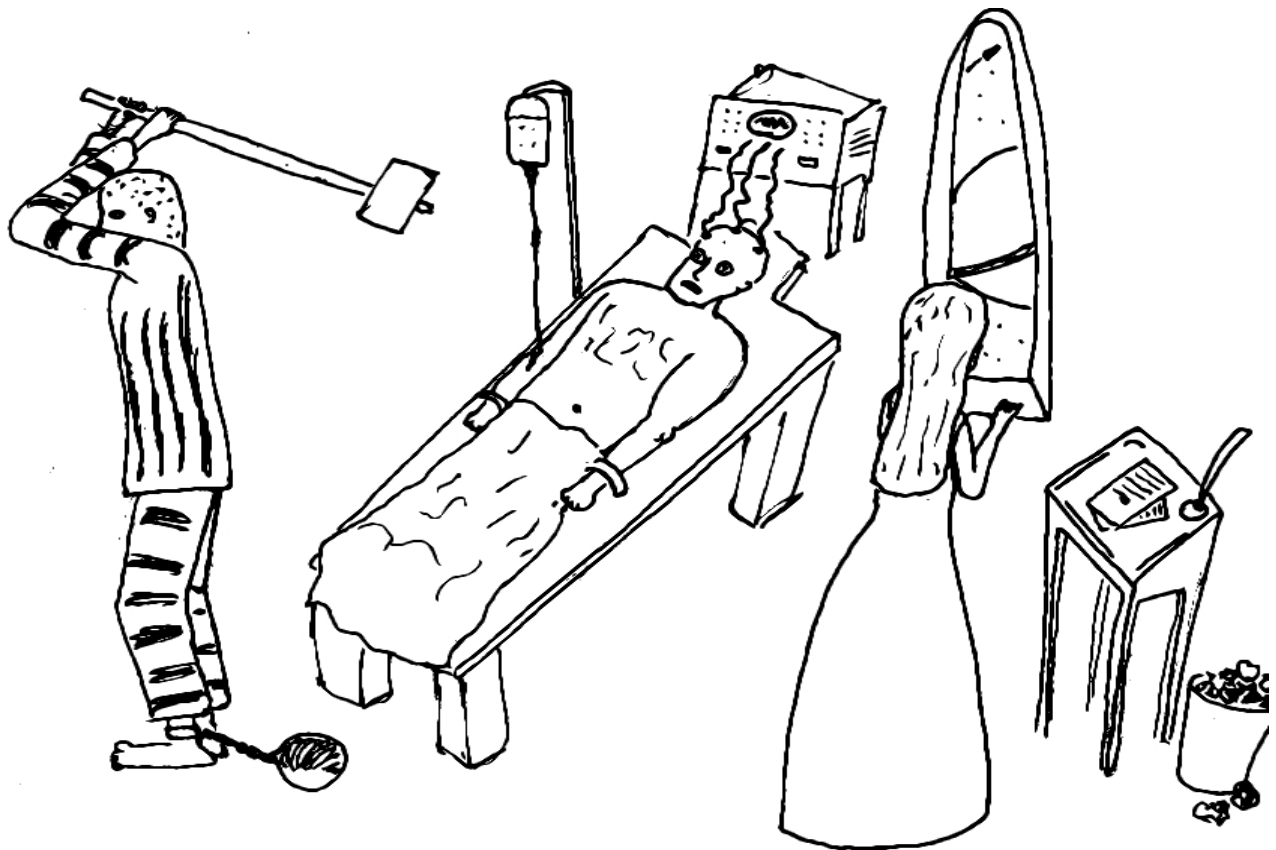
## Skills and Training:

Roll	Personal Development	Service Skills
1	Gambling	Streetwise
2	+1 Str	Deception
3	+1 End	Persuade
4	Melee (unarmed combat)	Melee (any)
5	Stealth	Athletics (Endurance)
6	Streetwise	Athletics (Strength)

Roll	Specialist: Forced Labor	Specialist: Guinea Pig	Specialist: Honor prisoner
1	Zero-G	Medicine	Art (writing)
2	Vacc Suit	Life Sciences (biology)	Advocate
3	Mechanic	Space Sciences (any)	Steward
4	Streetwise	Streetwise	Admin
5	Explosives	Zero-G	Persuade
6	Survival	Deception	Comms

## Ranks and Benefits

Rank	Forced Labor	Skill or benefit	Guinea pig	Skill or benefit	Honor prisoner	Skill or benefit
0	Fresh Meat		Rat		Cell-Freeman	
1	Punshing Ball	Melee (unarmed)	Squirrel		Hall-Count	Art (writing) 1
2				Streetwise 1		
3	Jailbird	Streetwise 1	Tough Dog		Block-Baron	
4						
5	Foreman		Surviver	Medicine 1	Prison-Duke	
6	Boss	Leadership 1				Melee (any) 1



## Mishaps

### 1W6 „Mishap“

- 1 Your are injured and released. Roll on the Injury table.
- 2 Because of a major political event, there is a general pardon.
- 3 You are roughhoused by wardens. Roll twice on the Injury table and take the lower result. Your lawyer gets you out of prison because of this event. Get Advocate 1 and +1 on any one mustering out roll.
- 4 Terrorists try to free one of their fellows. Instead, you manage to escape. Get the terrorist as enemy.
- 5 Prison revolt! You are injured (roll on the Injury table) but manage to escape.
- 6 The Defiant Ones: During a transport you and a fellow inmate flee. Get the inmate as ally.

## Event

### 2W6 Event

- 2 Disaster!! Roll on the Mishap table, but you don't get released or are captured again later.
- 3 You get the chance to dabble in illegal businesses. If you accept, roll Deception 8+ or Persuade 8+. If you succeed, you get Streetwise 1 and additional Mustering out roll. If you don't succeed, you have to take an additional term as prisoner.
- 4 You can rat on a fellow inmate. If you do it, get out of prison four years (one term) earlier on good conduct but the inmate becomes your enemy. If you don't do it, you get Streetwise 1.
- 5 A fellow inmate is being beaten up. If you want to help him, roll Melee (any) +8. If you fail, roll twice on the Injury table and take the lower result. The inmate becomes your friend if you succeed or not. If you don't help, he becomes your enemy.
- 6 Your medical condition worsens due to an accident, bad prison conditions or your inmates. Roll on the Injury table.
- 7 Four boring years.
- 8 You are chosen as volunteer for a special task. Roll Edu 10+. If you succeed, raise one of your skills by one. On a failure, roll on the Injury table.
- 9 Accident! Roll on the Injury table, but during your convalescence you meet an interesting person. Get one contact.
- 10 You enjoy your sentence. Get one of the following skills: Carouse 1, Gambler 1, Deception 1 oder Streetwise 1.
- 11 You befriend a fellow inmate. Get one ally.
- 12 You are released 4 years (one term) earlier due to good conduct.