



Secrets 2

A Secret is some object or thing the character finds in his possession upon Mustering Out: it may be something in his files, or taken from the bottom of a drawer, or a memento. The significance of the object is controlled by the referee in the course of later events.

App 3b Secrets

Players should enhance the histories of their characters by creating the names of their service units and any battle or campaigns in which they served. Nobles should create the name of any intrigues in which they are involved.

- <world> World name.
- <Gas Giant> Gas Giant Name.
- <Letters> Any two or three alphabetics.
- <Number 1-digit> 1-digit Number.
- <Number 2-digit> 2-digit Number.
- <Number 3-digit> 3-digit Number.
- <Number 4-digit> 4-digit Number.
- <Province> Province name.
- <Satellite> Satellite Name.
- <Star> Star Name.
- <Surname> Personal Surname.
- <World> World Name.
- <Element> Chemical Element Name

Soldier

Flux	Description
-5	After Action Report for the <Battle>.
-4	Contingency plan for an invasion of <World>
-3	Strange Zhodani automatic pistol.
-2	An anti-matter artifact (in a magnetic capsule).
-1	Co-ordinates on an unexplored world.
0	The location of a fabled lost temple on <World>.
+1	A seawater-stained shirt flecked with gold.
+2	The co-ordinates of a ruined Tech-Z world.
+3	A strange surly self-aware computer.
+4	A chip with a programmable virus.
+5	A combat drug that restores Sanity.

Rogue

Flux	Description
-5	A Human DNA sample and personality scan.
-4	A subliminal effect image.
-3	Images of a secret Imperial starship.
-2	A marketing plan for a recreational fad.
-1	A 10,000 share certificate for a corporation.
0	A small rock with strange engraved markings.
+1	An antique bracelet dating from the Long Night.
+2	Fourteen copies of a real estate report on <World>.
+3	The master password to a data backup facility.
+4	The location of a secret Nuclear Weapons depot.
+5	Time and place co-ordinates several years from now.

Elite

Flux	Description
-5	A Marine dress dagger with a secret compartment.
-4	A "Secret"-stamped Fusion-Gun Specification Manual.
-3	A battle language dictionary.
-2	Evidence of battlefield atrocities.
-1	A controller for a Cutter.
0	Personnel directory of Star Marine Detachment 501.
+1	A wafer with Fighting-12.
+2	The location of an abandoned Rule of Man depot.
+3	AMAcP-13 Advanced Magnum Accelerator Pistol -13
+4	An unusual bio-scanner.
+5	A Zhodani combat banner.

Agent

Flux	Description
-5	A deck plan map of the Duke's yacht.
-4	Lock schematic for the vault at the Bank of <World>.
-3	The co-ordinates of a "graveyard of lost ships."
-2	A complete set of false identity papers.
-1	A J-Drive-crippling 4D virus.
0	A memo filled with account numbers.
+1	The script for a potential hit play.
+2	Blueprints for an experimental navigation system.
+3	The password to an account at the Bank of <World>.
+4	StdDGR-16 Standard Disposable Gauss Rifle -16
+5	A shipyard priority building code.

Noble

Flux	Description
-5	A dossier on the Baron of <World>.
-4	A false patent of nobility for the Baron of <World>.
-3	A high priority code for Army procurement.
-2	Plans for a starport upgrade at <World>.
-1	A formula for a potent chemical weapon.
0	An heirloom set of goblets from the First Imperium.
+1	A crudely drawn map labeled <World>.
+2	A detailed family tree for the Marquis of <World>.
+3	A 4D virus.
+4	A bio-sample marked <World> Anagathic?
+5	Sophont skull with tags marked <World> 430k years?

Citizen / Functionary

Flux	Description
-5	An approved real estate transaction form.
-4	The location of the Psionics Institute of <World>.
-3	A set of old 3D entertainment posters.
-2	A dress worn by the Empress.
-1	A data wafer with an encryption code scribbled on it.
0	Ownership documents for a company on <World>
+1	A set of rare early empire coins.
+2	An unidentified genetic profile.
+3	A claim tag for a locker at <World> Starport.
+4	A small stasis capsule.
+5	Misfiled ownership papers for property on <World>

