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# D66 Compendium<sup>©</sup>



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# **D66 Compendium®**



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This book would not be possible without the work he and many others have done throughout the years.

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## D66 Compendium 2

# INTRODUCTION

Welcome to the **D66 Compendium 2**. If you have not checked out its predecessor, I highly recommend doing so. No list from the first book is reproduced in this book. Some cover similar themes, but all the entries in these books are unique unto themselves.

As I mentioned in the introduction to the **d66 Compendium**, the idea for our d66 list series originally came from the *Ultimate Toolbox* from AEG, which I helped write. However, space limitations required that I cut some details. The first list of names I wrote for a roleplaying game came years before then. While running a *Star Wars* game (WEG d6, 2nd Edition), I had to come up with a planet name in a hurry, and I named it "Yaffa" after the blocks, because it was on a commercial the group saw before playing the game. Afterwards, one of the players suggested I write a list of names of people and planets so I would not have to think of one in the moment. That is a trick I have used in every game I have run since. So, the first D66 lists I published were lists that I created for my own use.

Once I realized that I could go beyond simple names and could detail inspiration for plots, twists, and ways to increase mayhem, D66 lists became a whole new thing. Now these lists are more than just simple names, and can even provide inspiration for quick plots on the fly. As every Game Master knows, players always take games in directions that were not planned for. So, when the players go in a direction you never expected them to, these new lists can help you to adapt to the change in plans.

More than anything else, the **D66 Compendium 2** is all about the experience of gameplay. These ideas are here to make your game go smoothly, to make you look prepared when you have nothing, to provide detail and differentiate one location from the next. We all crave an experience to excite and inspire us and to take us to locations we have always wanted to go. Sure, prepublished adventures can give you many of the tools needed for a session, but there are always ways to enhance the experience even further. For busy Game Masters looking for an edge, the compendium will make preparing for and running a game more enjoyable. We hope this book helps to create the best experience possible, both for Game Masters and players.

No matter what edition of Traveller you play, this book is ideal for it. Additionally, this book can help you beyond the *Traveller Roleplaying Game*, in any science fiction roleplaying game. Anytime you need ship names, details on where a criminal is hiding, strange names for aliens that are easy to pronounce, or reasons for a planet-wide quarantine, this book

will be right there to help you. Be sure to tell not only your friends that play Traveller, but also any fans of sci-fi roleplaying games you know, about the **D66 Compendium 2** and the **d66 Compendium**.

Dale C. McCoy, Jr  
President of Jon Brazer Enterprises  
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### USING THIS BOOK AND OVERVIEW

If you are unfamiliar with the concept of a D66, it goes like this: take two D6s (preferably two that you can tell apart after rolling), decide which is the 10's place and which is the 1's place, roll them and read the results like you would percentile dice. Lists of ideas that use a D66 contain thirty-six entries. So, if you need to randomly determine what someone's homeworld is like or if you need the name of a science vessel, just roll the dice and there you have it. Alternatively, you can just choose an option from the list, but if you want to surprise both your players as well as yourself, we recommend rolling the dice.

**What is the D66 Compendium 2?** The book and its predecessor are there to help you when you, the Game Master, are in a jam and need an idea for your game. This book of inspiration can give new life and excite your players in what could very well be a dull and otherwise unremarkable location. Arriving on a new planet can feel pretty humdrum until you describe the people as wearing holographic clothing or when you mention that a weighted-down hovercraft crashes and scatters its cargo. That collection of lists is designed to provide you with details on the fly to liven up your games. All the lists are divided into the following sections.

**Character Creation.** This section is comprised almost entirely of new lists. It covers everything from what your home environment was like to details about a contact of yours. The core of this section is a set of alternate event tables for each of the careers. These will really help to flesh out your character in greater detail. The Home Overview table jumpstarts your ideas about the kind of place you grew up. Use the Background Events table in place of one of your Background skills to provide some depth to your formative years. The next group of tables details events for all the careers in the *Traveller Core Rulebook*. These events can be used with any roleplaying game with a life-path style of character generation. The final table helps you to come up with an idea of how a Contact is most useful.

**Crime and the Law.** Originally this was two different sections. I decided to merge them when I realized that they were just two sides of the same coin. A military person might be a guard at a prison

# Introduction

while a criminal might be locked up in that same prison. The military might be intercepting a narcotics shipment, and a criminal might be involved in smuggling those same drugs. The military might be looking for a pirate base or a criminal might pick up work there. Biometric, security scanners, gambling games, items customs will not allow on planet—they are all equally useful to criminals and military and law enforcement, albeit in different ways. There are a few lists here that are more applicable to one group than the other. Lists for prison inmate names, names of space battles and interstellar wars, or details of a criminal hideout are not going to be used by everyone but still have their place with the more applicable group.

**Exploration.** When boldly going where you have never gone before, this is a good section to have handy. It is mostly applicable to a world off the edge of charted space, but it is equally valid for worlds that neither you nor your players have seen before but are otherwise well known to humanity. This section will help to describe the kind of fruits native to this planet, any taint in the atmosphere, names of large features, and so on. A favorite list of mine gives a number of reasons for why a planet might be dead. A planet that no longer/never could support life without significant technological assistance must have a reason why it cannot do so, which can range from overpopulation destroying the food supply to cooling of the planet's core.

**Ships.** The original *d66 Compendium* had 6 lists of generic ship names, so for this book we spent time focusing on specific kinds of ships. The ship names included in this section cover ship names most appropriate for cargo carriers, criminal/pirate vessels, sleeper transports, medical ships, personal spacecraft, scientific vessels, and battle frigates. Of course, you can always name a personal yacht the Orca or a generation ship the Guiding Star, but we feel the names are most appropriate to the listed ship's purpose. The final list details reasons behind

ship wrecks. These do not have to be obvious right away to the players, and in fact characters investigating the crash can have these inflicted on their own vessel as well. Try not to laugh too maniacally when you do so.

**Traveller Life.** More than anything else, this section is a catch-all for anything that would come up in a typical game session. So, you have lists of spaceport city names, bureaucracies that players have to deal with, reasons for an amber or red travel zone, ways to make a panicked situation worse, reasons why an ally cannot help the players, the local fashion, sports team names, and pets. Pets is a last minute addition. I was watching a bunch of cat videos one day and realized that people in the future will love their pets just as much as we do today.

**Terra System.** This section focuses on Earth-centric games, whether this involves the Solomani from the Third Imperium or some other setting involving humans colonizing the stars. I should state that many of the places on the Moon and Mars lists are named after real locations on these respective locations. For example, Shakespeare is a real location on the Moon so we included Shakespeare Towne on this list. These lists have uses far beyond our solar system. Any Solomani world would name locations after details from home. So, naming a city Jules Verne would work on any place where Earth humans can be found in large numbers.

**Third Imperium.** Just like in the original *d66 Compendium*, the final chapter of this book focuses around names for the various races in the Third Imperium setting. At your request, we made sure to include Darrian names. The vast majority of the names here are pronunciations instead of the way someone would actually write them down. This way, you can tell it to your players with minimal effort and choose to spell it however you want. I recommend that you simply remove the dashes, but you should feel free to make the spelling more elaborate, if you so desire.



# **CHARACTER CREATION**

# Character Creation

## Home Overview

- 
- 11 **Alien World.** Speak multiple languages, multicultural, respectful of others
- 12 **Commerce Hub.** High-paid executives, large commerce ships, servants
- 13 **Corporate Citizen.** Dependable, normal upbringing, boring
- 14 **Deep Space Exploration Ship.** Ready for anything, well-educated
- 15 **Factory World.** Tainted atmosphere, hardworking folk, labor riots
- 16 **Farming World.** Lower tech, clean air, able to play outside
- 21 **Floating Sky City.** High tech, careful of surroundings, ground is odd
- 22 **Frozen World.** Sun is dim, used to being cold, frigid exposure scars
- 23 **High Radiation Area.** Lots of shielding, always careful, receives lots of medical checkups
- 24 **High Society.** Not use to work, had servants, duels when offended
- 25 **Holovid Central.** No close friends, has met interesting people, competitive
- 26 **Hostile Environment.** Used to environment suits, constant maintenance
- 31 **Junker Outpost.** Can fix anything, resourceful, inured to stench
- 32 **Logistics Center.** Well-educated people, flow of goods, serious infrastructure
- 33 **Lone Survivor.** Self-sufficient, resilient, not social
- 34 **Low Resource Planet.** Poor, willing to bribe and cheat, greedy
- 35 **Merchant Vessel.** Makes a good deal, lends a hand, seen lots of places
- 36 **Military Outpost.** Lots of travel, makes friends quickly, disciplined
- 41 **Mining Planet.** Tainted atmosphere, health problems, close friends
- 42 **New Colony.** Protective of group, hard working, stubborn
- 43 **Observation Outpost.** Learned science, high tech, used to frontier life
- 44 **Pirate Base.** Avoids law enforcement, gets in fights, adaptable to swift changes
- 45 **Political Center.** No close friends, polite and friendly, always scheming
- 46 **Prison World.** Tough, difficult to trust, enjoy fighting
- 51 **Recreation Planet.** Exposed to lots of games, hates customers, low education
- 52 **Refueling Station.** Exposure to aliens, strong work ethic, looked down upon
- 53 **Religious Colony.** Devout, contemplative, generally friendly
- 54 **Research Center.** Highly educated, comfortable living, poor social skills
- 55 **Retirement Colony.** Few others your age, quiet, ornery
- 56 **Scout Outpost.** Well-travelled, has met interesting people, used to frontier life
- 61 **Tainted World.** Experienced with breathing filters, seldom outdoors
- 62 **Tribal Planet.** Low tech, survives off land, thinks space is strange
- 63 **Vertical Farming.** High tech, lots of robotics, does continual maintenance
- 64 **War Zone.** Constantly aware of surroundings, light sleeper, has seen death
- 65 **Warrior Society.** Security through arms, taught to kill, follows code of honor
- 66 **World of Islands.** Close-knit settlements, has met sailors, distrusts outsiders



# D66 Compendium 2

## Background Events

- |    |   |    |  |
|----|---|----|--|
| 11 | <b>Above the Clouds.</b> You seldom have your feet on the ground. Gain either Flyer 0 or Vacc Suit 0.   | 26 | <b>Family Business.</b> You were groomed from birth to be part of the family business. Gain either Admin 0 or Profession 0.                    |
| 12 | <b>Attention Grabber.</b> You know how to get someone's attention. Gain either Art 0 or Carouse 0.  | 31 | <b>Farmer.</b> You grew up on a farm, learning about crops and animals. Gain either Animals 0 or Survival 0.                                   |
| 13 | <b>Away from Civilization.</b> You were raised away from civilization. Gain either Seafarer 0 or Survival 0.                                      | 32 | <b>Flight Simulators.</b> You played many flight simulators and know all the equipment. Gain either Electronics 0 or Flyer 0.                  |
| 14 | <b>Basics of Biology.</b> You take an interest in animals. Gain either Animals 0 or Science 0.  | 33 | <b>Found Art.</b> You made your art from what you could find. Gain either Art 0 or Mechanic 0.   |
| 15 | <b>Built Your Own Vehicle.</b> You did not have much money and repaired an old vehicle. Gain either Drive 0 or Mechanic 0.                        | 34 | <b>Free Thinker.</b> Your parents raised you to think for yourself, exploring everything in life. Gain Art 0 or Science 0.                     |
| 16 | <b>Bureaucratic World.</b> You have to deal with the planet's bureaucracy. Gain either Admin 0 or Language 0.                                     | 35 | <b>Get Away From It All.</b> Your family believed that getting somewhere was half the fun. Gain either Flyer 0 or Seafarer 0.                  |
| 21 | <b>Communicated with Aliens.</b> You liked playing with the radio and talking to anyone who would reply. Gain either Electronics 0 or Language 0. | 36 | <b>Jock.</b> You were captain of a sports team and got lots of dates. Gain either Athletics 0 or Carouse 0.                                    |
| 22 | <b>Dead Parents.</b> Your parents were killed right in front of you. You had to fend for yourself. Gain either Streetwise 0 or Survival 0.        | 41 | <b>Know What You Want.</b> You were born knowing what you want to do. Gain either Electronics 0 or Profession 0.                               |
| 23 | <b>Drunkards.</b> Your parents were frequently drunk. Gain either Athletics 0 or Streetwise 0.  | 42 | <b>Lots of Pets.</b> You had lots of pets and were in charge of caring for them. Gain either Animals 0 or Athletics 0.                         |
| 24 | <b>Engineering Toys.</b> You played with lots of mechanical or electrical toys as a child. Gain either Electronics 0 or Mechanic 0.               | 43 | <b>Make Our Artist.</b> You got a vehicle early and spent considerable time with those you found attractive. Gain either Carouse 0 or Drive 0. |
| 25 | <b>Factory World.</b> You grew up in an area dominated by machines and you know how to make them work. Gain either Mechanic 0 or Profession 0.    | 44 | <b>Medical Care.</b> You needed considerable medical care and can now take care of yourself, to an extent. Gain either Admin 0 or Medic 0.     |

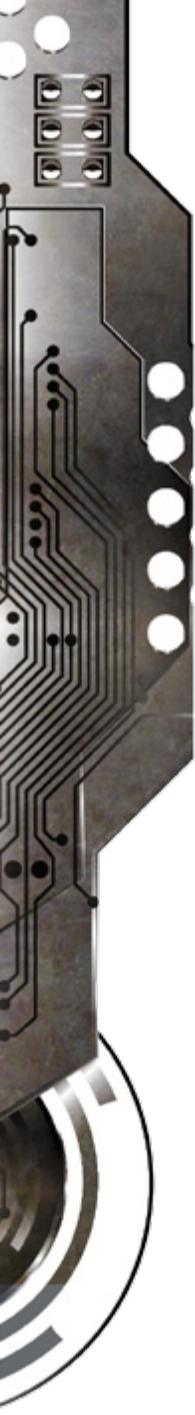
# Character Creation

## Background Events (Con't.)

- 45 **Ocean Sailor.** You grew up along the ocean, spending much time on a ship. Gain either Athletics 0 or Seafarer 0.
- 46 **Out of Trouble.** You frequently found yourself in trouble and learned what you have to do to get out of it. Gain either Admin 0 or Streetwise 0.
- 51 **Raised in Orbit.** Growing up on a space station, you know all about safety hatches and how to take care of yourself without easy air to breathe. Gain either Electronics 0 or Vacc Suit 0
- 52 **Solitary Artist.** You do your best art away from everyone. Gain either Art 0 or Survival 0.
- 53 **Space Enthusiast.** You love seeing worlds beyond your own. Gain either Science 0 or Vacc Suit 0.
- 54 **Stowaway.** You stowed away on an ocean liner and earned your keep. Gain either Mechanic 0 or Seafarer 0.
- 55 **Street Kid.** You spent your free time on the city streets. Gain either Carouse 0 or Streetwise 0.
- 56 **Studious.** You excelled at your education and have read much. Gain either Medic 0 or Science 0.
- 61 **Surrounded by Aliens.** You were raised on a planet with diverse alien races. Gain either Language 0 or Science 0.
- 62 **Vacuum World.** Your home planet had little to no breathable air, and you had to suit up to go anywhere. Gain either Drive 0 or Vacc Suit 0.
- 63 **Vehicle Junkie.** You grew up knowing every model of vehicle you could see and got your license as soon as you could. Gain either Drive 0 or Flyer 0.
- 64 **Volunteer.** You volunteered at a local animal clinic. Gain either Animals 0 or Medic 0.
- 65 **War Zone.** Your home was ravaged by war. Gain either Medic 0 or Streetwise 0.
- 66 **Well Travelled.** You have seen much beyond your own home world, exposed to lots of ways to make a living. Gain either Language 0 or Profession 0.

# D66 Compendium 2

## Agent Events

- 
- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
  - 12 **Bad Intel.** You believe some bad intelligence, and other agents are hurt. Gain a Rival and a DM-2 to your next Advancement roll.
  - 13 **Blackmail.** You dig up some dirt on someone. If you choose to use it, gain a DM+1 to your next Advancement roll and a Rival. If you choose not use it against the person, gain a Contact.
  - 14 **Bomb.** A close co-worker is killed in a vehicle bomb while you are nearby. Roll twice on the Injury Table and take the better result. If you throw yourself into your work to uncover the culprit, your family life suffers. Lose an Ally (or a Contact if you do not have any Allies) and increase Investigate by 1 level. If you spend more time with friends and family, your work suffers. Gain an Ally and a DM-2 to your next Advancement roll.
  - 15 **Case Closer.** You close a high number of cases. Gain DM+1 to one Benefit roll from this career.
  - 16 **Contact Death.** One of your Contacts is found dead, killed execution style. Lose a Contact.
  - 21 **Contacts.** You develop a network of contacts. Gain 1D3 Contacts.
  - 22 **Counterintelligence.** You are assigned counterintelligence. Gain one of Computers (electronics) 1, Recon 1, Stealth 1, or Streetwise 1.
  - 23 **Cover Story Blown.** While working undercover, your cover is blown by a chance meeting with a family member. Gain an Enemy.
  - 24 **Documentation.** You sift through computers full of records to track down a criminal. Increase Investigate by 1 level.
  - 25 **Hostage Negotiation.** You negotiated the safe release of several hostages. Increase Diplomat by 1 level, and gain an Ally.
  - 26 **Liason.** You sleep with an enemy agent that is working with you for this case. You discover a piece of intelligence the other missed. If you keep the information from the other agent, gain DM+2 to your next Advancement roll and a Rival. If you share it, the agent respects you. Gain a Contact.
  - 31–36 **Life Event.** Roll on the Life Events Table.
  - 41 **Linguist.** An investigation requires you to learn a new language. Gain Language 1.
  - 42 **Long-Term Undercover.** You infiltrate an operation on a long term undercover mission where you pick up a few additional skills. Gain Profession 1.
  - 43 **Major Bust.** You take part in a bust of a major criminal organization. You automatically succeed your next Advancement roll.
  - 44 **Martial Arts Training.** You are trained to fight barehanded. Increase Melee (unarmed) by 1 level.
  - 45 **Mildly Injured.** Roll twice on the Injury Table and take the higher result.
  - 46 **Missing Clue.** You uncover a critical piece of information that your co-workers missed. Gain DM+1 to your next Advancement roll.

# Character Creation

## Agent Events (Con't.)

- 51 **Philosophical Investigation.** To solve a case, you must pose as someone who understands Philosophy. Gain Science (philosophy) 1.
- 52 **Political Inquiry.** An investigation leads to a powerful politician's office. If you choose to continue the investigation, roll Investigate 8+. If you succeed, you take down the politician. Gain DM+4 to your next Advancement roll. If you fail, gain an Enemy. If you choose not to investigate, the politician is grateful. Gain a Contact.
- 53 **Protection.** You are assigned to protect an important figure. Gain DM+2 to your next Advancement roll.
- 54 **Psions.** You investigate a group of Psions. Gain Science (psionicology) 1.
- 55 **Remote Location.** You are assigned to a location with specific transportation needs. Gain one of Drive 1, Flyer 1, Pilot 1 or Seafarer 1.
- 56 **Required Implant.** A mission requires you to gain an implant. Gain the Combat Implant benefit.
- 61 **Rescue a Contact.** One of your contacts stops talking. You search to find out why and discover they are in trouble. Your timely intervention saves the Contact. Change one Contact to an Ally. If you do not have any Contacts, gain an Ally.
- 62 **Review Case Files.** You review files from previous cases and see the methodology used by a different investigator. Increase Investigate by 1 level.
- 63 **Robotics Specialist.** You learn the details on robotics models. Gain Science (robotics) 1.
- 64 **Spaceport Investigation.** Your investigation centers on a spaceport. Gain 1D3 Ship Shares.
- 65 **Uncovered Embezzlement.** You uncovered an embezzlement scheme. Roll Investigate 8+. If you succeed, you uncovered the culprit. Gain DM+2 to your next Advancement roll. If you fail, you accuse the wrong person. Gain DM-2 to your next Advancement roll and gain an Enemy.
- 66 **Weapons Refresher.** You sharpen your skills with weapons. Increase Gun Combat or Melee by 1 level.

# D66 Compendium 2

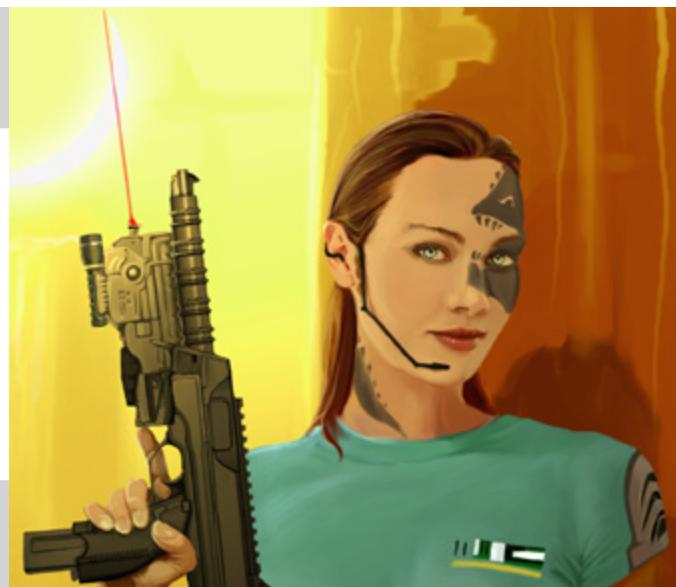
## Army Events

- 
- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
  - 12 **Advanced Training.** You receive elite training. Increase any one skill you already have by 1 Level.
  - 13 **Augmentation.** You are wounded in combat. While recovering, you are offered enhancement. If you accept, gain the Combat Implant benefit. If you refuse, roll on the Injury table.
  - 14 **Captured!** You are briefly captured by hostile forces. Gain DM+2 to your next Advancement or Commission roll.
  - 15 **Card Player.** You learn card games well. Gain Gambler 1 and DM+1 to your next Benefit roll.
  - 16 **Contracts.** You are assigned to handle several military contacts to private corporations. Gain Broker 1, and gain a Contact.
  - 21 **Dangerous Environment.** You were stationed in a dangerous environment. Gain one of Survival 1 or Vacc Suit 1.
  - 22 **Desk Job.** You are assigned a desk job. Gain one of Admin 1, Diplomat 1, or Investigate 1.
  - 23 **Expedition.** On a long term expedition, you spend three months in a tent with someone from your unit. Roll SOC 7+. If you succeed, you two become lifelong friends. Gain an Ally. If you fail, you two can't stand each other. Gain a Rival.
  - 24 **Failed Operation.** A mistake on your part caused a mission to fail. Gain a DM-4 to your next Commission and Advancement roll.
  - 25 **Hazardous Materials.** You were in charge of hazardous materials. Gain one of Explosives 1 or Vacc Suit 1.
  - 26 **Hero!** You emerge the hero of a battle. Gain an automatic promotion or commission.
  - 31–36 **Life Event.** Roll on the Life Events Table.
  - 41 **Malfunction.** A weapon you are holding is unstable. Roll EDU 8+. If you succeed, you recognize it in time to disable it. Increase Gun Combat (energy) by 1 level. If you fail, you throw the weapon under a General's vehicle before it explodes. Gain DM-4 to your next Advancement or Commission roll.
  - 42 **Medic!** Your buddies keep getting injured. Gain Medic 1.
  - 43 **Mildly Injured.** Roll twice on the Injury Table and take the higher result.
  - 44 **Military Council.** You assist an army lawyer. Gain Advocate 1.
  - 45 **Old Vehicle.** Your vehicle keeps breaking down. Gain Mechanic 1.
  - 46 **Poor Officer.** Your commanding officer is weak, leaving your unit's survival up to you. Gain Tactics (military) 1.
  - 51 **Presumed Dead.** You are lost and presumed dead. Roll Survival 6+. If you succeed, you find your way back before the public has forgotten you. Increase SOC +1. If you fail, you learn to survive in the wilderness. Increase Survival by 1 level.
  - 52 **Rescued Civilians.** On a mission, you rescued a group of civilians from hostile forces. Gain an Ally and 1D3 Contacts.

# Character Creation

## Army Events (Con't.)

- 53 **Ship Share.** An army buddy retires and sells ships. Gain 1D3 Ship Shares.
- 54 **Shot Down.** Your transport gets shot down. Roll DEX 8+. If you fail, you are captured and exchanged for other prisoners. Gain DM+1 to your next Advancement Roll. If you succeed, you evade capture until help arrives. Increase Stealth by 1 level.
- 55 **Sniper.** You are given sniper training. Gain one of Gun Combat 1, Recon 1, or Stealth 1.
- 56 **Space Patrol.** You are stationed on a low gravity planet. Gain one of Engineering (life support) 1 or Vacc Suit 1.
- 61 **TAS Membership.** A wealthy patron takes an interest in you, offering you free membership into the Traveller Aid Society, for a favor. If you accept you gain a free TAS Membership but you owe a patron a favor.
- 62 **Trainer.** You helped train a new group of recruits. Increase Tactics (military) by 1 level and a Contact.
- 63 **Urban Assault!** You are part of an assault on a major city. Roll DEX 8+. If you succeed, you shoot a sniper keeping your unit pinned down. Increase Gun Combat by 1 level and gain an Ally. If you fail, you resort to explosives to kill the sniper after several of your unit are wounded. Increase Explosives by 1 level.



- 64 **Vehicle Driver.** You learn to drive all kinds of vehicles. Gain Driver 1 or Flyer 1.
- 65 **Vehicle.** Your unit commandeers a vehicle which you end up keeping. Gain the Personal Vehicle benefit.
- 66 **Witness!** You witness some in your unit commit crimes against the local population. A witness steps forward, saying you can verify the story. If you verify the witness's story, you gain an Enemy. If you do not verify the story, the criminals go free. Gain 1D3 Rivals.



# D66 Compendium 2

## Citizen Events

- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Additional Training.** You are sent to classes to get additional training. Choose one of the Service Skills for this career and increase it by 1 level.
- 13 **Amateur Chef.** A coworker you are close to is passionate about cooking and shows you a few tricks. Gain Steward 1.
- 14 **Data Sifting.** While sorting through mountains of data, you discover a pattern that will save the company considerable funds. Gain Investigate 1.
- 15 **Electronics.** You are placed in charge of the electrical systems. Gain one of Electronics 1, Engineer (power) 1, or Mechanic 1.
- 16 **Equipment Error!** The drones you use for your job are not working properly. Roll Electronics (computers) 5+. If you succeed, you discover a co-worker has been using them at home. If you turn the person in, they get fired. Gain a Rival. If you do not turn in the co-worker, the person blames you. Gain DM-2 to a Benefit roll from this career and a Contact.
- 21 **Experience.** You gain experience in a technical field. Increase Electronics or Engineer by 1 level.
- 22 **Feuding Divisions.** Two different divisions at your work are in a power struggle. Roll Diplomat 8+. If you succeed, you are automatically promoted. If you fail, someone recognizes your efforts. Gain a Contact.
- 23 **Growth.** The business grows, the company thrives, or the colony thrives. Gain DM+1 to a Benefit roll from this career.
- 24 **Help a Co-Worker:** You help a co-worker through a personal problem. Gain a Contact.
- 25 **Hobby.** You have enough time to pursue a hobby. Gain one of Animals 1, Art 1, Gambler 1, or Seafarer 1.
- 26 **Interstellar Mission.** You help out on an interstellar mission. Gain one of Astrogation 1, Pilot 1, or Vacc Suit 1.
- 31–36 **Life Event.** Roll on the Life Events Table.
- 41 **Merger.** Your company is bought out by a larger company that does not pay as well. Gain DM-1 to all Benefit rolls from this career.
- 42 **Micromanager.** Your boss carefully watches your work. Roll Diplomat 6+. If you succeed, your superior trusts your work. Gain DM+1 to your next Advancement roll. If you fail, you offend your boss. You automatically fail your next Advancement roll in this career.
- 43 **New Hire.** The colony or company is looking to fill a high profile position. Roll SOC 10+, gaining a DM+1 for every Contact you have. If you succeed, the company hires someone based on your recommendation. Gain DM+2 to a Benefit roll from this career.
- 44 **Odd Job.** You are asked to do something you do not know how to do. Roll Electronics (computers) 6+ to find out how. If you succeed, increase Jack-of-All-Trades by 1 level.

# Character Creation

## Citizen Events (Con't.)

- 45 **Pay Cut.** The company goes through hard times. Gain a DM-1 to a Benefit roll from this career.
- 46 **Pet.** You get a pet. Roll on either Pet Table on page 70, and gain that as a pet. Increase Animals (handling) by 1 level.
- 51 **Poor Co-workers.** You do not get along with your co-workers and have to watch out for them working against you. Gain a Rival, and increase Streetwise by 1 level.
- 52 **Promote a Labor Union.** You help institute a labor union. Gain a Contact, and gain Leadership 1.
- 53 **Remote Location.** You work from a remote location, doing all kinds of odd jobs. Gain one level of Jack-of-all-Trades.
- 54 **Respected.** You gain the respect of your co-workers and they speak well of you to your boss. Gain DM+1 to your next Advancement roll and a Benefit roll from this career.
- 55 **Socializing.** You socialize with your co-workers and clients. Gain one of Carouse 1, Deception 1, or Diplomat 1.
- 56 **Start up.** You start a small company that makes you a little extra. Gain DM+1 to a Benefits roll from this career.
- 61 **Training.** You begin training for a new career before leaving this one. Gain DM+2 to qualify for your next career.
- 62 **Vehicle.** As a bonus, your company gives you a vehicle. Gain the Personal Vehicle benefit.
- 63 **Well-Timed Compliment.** You make your superior look good in front of their significant other. Gain a DM+1 to a Benefit roll from this career and you are automatically promoted.
- 64 **Work Spy.** A new hire at your job tries to access company secrets. Roll Recon or Stealth 8+. If you succeed, you catch the person in the act. Increase Streetwise by 1 level.
- 65 **Working the Job.** You keep your head down and work hard. Gain DM+1 to your next Advancement roll.
- 66 **Workplace Accident.** Practicing on heavy equipment, the machine comes down upon you. Gain one of Drive 1, Electronics 1, Engineer 1, Flyer 1, or Mechanic 1, and gain an Injury, 75% of the medical cost is covered by your employer.



# D66 Compendium 2

## Drifter Events

- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Brawler.** You must be ready to protect yourself at all times. Increase Melee (unarmed) by 1 level.
- 13 **Crackdown.** The local police arrest people at random, including you. If you hire a lawyer to get out of it, lose a Benefit roll. If you do not, you are briefly incarcerated. Roll on the Prisoner Events table.
- 14 **Drafted.** You are drafted by the military. Roll for the Draft next term.
- 15 **Encountered Diseases.** You have contracted many strange diseases in your time, leaving you all the stronger for it. Gain END+1.
- 16 **Fast Talker.** You bluff your way into a fancy party. Increase Persuade by 1 level, and gain an Ally.
- 21 **Favor.** You are offered a chance at a job. If you accept, gain DM+4 for your next Qualification roll, and you owe a patron a favor.
- 22 **First Aid.** You do not have the money to see a doctor and have to frequently take care of your own wounds. Gain Medic 1.
- 23 **Found Something.** You find something valuable. Gain DM+2 to any one Benefit roll from this career.
- 24 **Harsh Environment.** You survive in a harsh environment. Gain a piece of Survival Gear costing less than CR 2,000.
- 25 **Help a Guy.** You help a guy that can get you a good price on a ship. Gain 1D3 Ship Shares.
- 26 **Herding.** You help take care of someone's herd. Gain Animals 1 and a Contact.
- 31–36 **Life Event.** Roll on the Life Events Table.
- 41 **Noble Encounter.** A noble takes note of you and decides to help you. Gain DM+2 to a Benefit roll this career and gain the noble as a Contact.
- 42 **Pet.** You get a pet. Roll on either Pet Table on page 70, and gain that as a pet. Increase Animals (handling) by 1 level.
- 43 **Physical Shape.** You keep yourself in good physical shape. Increase Athletics by 1 level.
- 44 **Pick Up Skills.** In your travels, you pick up some useful skills. Gain one level of Jack-of-all-Trades.
- 45 **Police Informant.** You pass information off to the police. Gain DM+2 to an Advancement roll and an Enemy.
- 46 **Repair Anything.** You learn to repair anything. Gain Mechanic 1.
- 51 **Returned Home.** You return home and discover how much you have changed while others you knew have not changed at all. You are automatically promoted.
- 52 **Risky Venture.** You are offered to be part of a risky venture. Roll 1D: On a 1-2, you are injured or arrested. Roll on the Injury table or take the Prisoner career next term. On a 3-4, you increase one of the Drifter Service Skills by 1 level. On a 5-6, gain DM+3 to one Benefit roll this career.
- 53 **Save a Life.** You save someone's life. Gain an Ally.

# Character Creation

## Drifter Events (Con't.)

- 54 **Scrounge.** You manage to scrounge something useful. Gain DM+1 to a Benefit roll from this career or a Weapon benefit.
- 55 **Service.** You take a job serving the high and mighty. Gain Steward 1.
- 56 **Shady Patron.** Some shady looking character offers you money to be a lookout. If you accept, gain DM+1 to a Benefit roll and that patron as a Contact. If you refuse, you go to the police and the crime is stopped. Gain that patron as a Rival.
- 61 **Start a Fire.** During cold weather, you look for warmth. Roll Streetwise or Survival 8+. On a failed check, you set fire to the local area and are arrested. Take the Prisoner career next term. If you succeed, you set a nice fire. Increase the skill you rolled by 1 level and gain a fellow drifter as a Contact.
- 62 **Survivor.** No matter where you go, you can survive. Increase Streetwise or Survival by 1 level.
- 63 **Unexpected Kindness.** Someone showed you unexpected kindness. Gain the TAS Membership benefit.
- 64 **Vehicle Found Abandoned.** You find a vehicle in good condition with its keys inside. Gain the Personal Vehicle benefit.
- 65 **Weapon.** Someone that wants to kill you throws you a weapon to toy with you before you die. You kill your would-be killer. Gain the Weapon benefit.
- 66 **Well-Travelled.** You pick up a language in your travels. Gain Language 1.



# D66 Compendium 2

## Entertainer Events

- |    |   |       |   |
|----|---|-------|---|
| 11 | <b>Disaster!</b> Roll on the Mishap Table, but you are not ejected from this career.  | 26    | <b>Know a Guy.</b> You know a guy that can get you a good price on a ship. Gain 1D Ship Shares.   |
| 12 | <b>Administrator.</b> You handle the schedule and correspondence for an important entertainer. Gain Admin 1.  | 31–36 | <b>Life Event.</b> Roll on the Life Events Table.   |
| 13 | <b>Agentless.</b> You go solo, working without an agent. Gain Broker 1 and DM-1 to a Benefit roll from this career.   | 41    | <b>Master's Apprentice.</b> You learn from someone who has been in the field for a long time. Increase a skill in your specialization by 1 level. |
| 14 | <b>Artist's Injury.</b> You are injured in a specific way, unnoticeable to all others, and find it difficult to do your best. You automatically fail your next Advancement roll.                              | 42    | <b>Military Performance.</b> You give a performance for the armed forces. Gain a Contact.   |
| 15 | <b>Award!</b> You win a prestigious award. You are automatically promoted.  | 43    | <b>Muse.</b> You find a muse that inspires some of your best work. Gain DM+4 to an Advancement roll.  |
| 16 | <b>Contact.</b> Someone of note enjoys your work. Gain a Contact.   | 44    | <b>On Location.</b> You spend considerable time in an unusual environment. Gain one of Animal 1, Language 1, or Vacc Suit 1.                      |
| 21 | <b>Double Threat.</b> You do well in a different entertainment field. Gain 1 level in a skill from one of the other Entertainer assignments.  | 45    | <b>Panned.</b> A major piece of your work is panned by the fans and critics alike. Gain DM-2 to your next Advancement roll.                       |
| 22 | <b>Fire!</b> Your neighbor's house is on fire. You rush in to save them, and you emerge with a child and a pet just as the press arrives, giving you great exposure. Gain DM+2 to your next Advancement roll. | 46    | <b>Patron.</b> A patron takes an interest in your work. Gain DM+1 to a Benefit roll from this career.   |
| 23 | <b>Food Server.</b> You take a job waiting tables to pay the bills. Gain Steward 1.   | 51    | <b>Promoter.</b> You hire a promoter to help get your work noticed. Gain DM+1 to your next Advancement roll and DM-1 to a Benefit roll.           |
| 24 | <b>Ghosting.</b> You write someone's song, write their article, or otherwise support a well-known artist without getting recognition. Gain a Contact.   | 52    | <b>Protection.</b> To defend yourself against a stalker, you keep yourself protected at all times. Gain the TL8 stunner or stunstick.             |
| 25 | <b>In Residence.</b> You give lectures or performances for an institution. Increase SOC +1.   |       |   |

# Character Creation

## Entertainer Events (Con't.)

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| <p>53 <b>Ripped Off.</b> Another entertainer steals your work and claims it as their own. Gain a Rival. If you fight for your work, the public is not amused. Gain DM-1 to your next Advancement roll. If you let it go, your hard work is lost. Gain DM-1 to a Benefit roll from this career.</p> <p>54 <b>Rumored Death.</b> Inaccurate rumors of your death quickly spread, making your work more valuable. Gain DM+2 to a Benefit roll from this career.</p> <p>55 <b>Signed a Contact.</b> You signed a contract for regular work. Gain DM+1 to a Benefit roll from this career, and gain DM+1 to your next Advancement roll.</p> <p>56 <b>Stalker!</b> One of your fans starts stalking you. Roll DEX 5+. If you fail, you are injured. Roll on the Injury Table. If you succeed, your stalker is caught by the authorities and punished. Gain an Enemy.</p> <p>61 <b>Tough Times.</b> The economy is bad and you take marginal work (writing puff pieces, wearing a mascot costume, corporate promotions). Gain DM-2 to a Benefit roll.</p> <p>62 <b>Upset Locals.</b> A local group declares your work immoral, boycotting your work. Roll Deception or Persuade 8+. If you succeed, you play it like you are the victim. Gain DM+1 to an Advancement roll. If you fail, their cause hurts you financially. Gain DM-1 to a Benefit roll.</p> | <p>63 <b>Using Science.</b> You incorporate science into your work, opening your artistry up to a new group. Increase SOC +1.</p> <p>64 <b>Variant.</b> You do a variant of someone else's work, and you are sued for it. Increase SOC +1. If you hire a lawyer, Gain DM-1 to a Benefit roll from this career. If you argue the case yourself, roll Advocate 6+ or Art (performer) 10+. If you succeed, gain DM+1 to a Benefit roll from this career. If you fail, gain DM-2 to a Benefit roll from this career.</p> <p>65 <b>Vehicle.</b> You help promote a new line of vehicles and the company gives you one. Gain the Personal Vehicle benefit.</p> <p>66 <b>Viral.</b> One of your pieces quickly goes viral. Gain DM+2 to your next Advancement roll.</p> |
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# D66 Compendium 2

## Marine Events

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- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Boarded Wrong Vessel!** You board a ship believed to be smuggling illegal cargo, killing 2 members of the crew. You discover the ship holds innocent civilians. Gain DM-2 to an Advancement roll from this career and an Enemy.
- 13 **Boarding Party.** You practice techniques to board a hostile ship. Gain one of Astrogation 1, Gun Combat 1, or Vacc Suit 1.
- 14 **Brawl.** An army guy picks a fight with you, and you easily win. Roll Carouse 5+. If you succeed, you are gracious in victory and earn his respect. Gain a Contact. If you fail, he sees you as an arrogant jarhead. Gain a Rival.
- 15 **Captured a Ship!** You are instrumental in capturing a ship full of illegal cargo. Gain DM+2 to your next Advancement roll.
- 16 **Commendation.** You save the lives of many civilians while being the unit's lone survivor. You are automatically promoted.
- 21 **Drone Pilot.** You receive training on military drones. Gain Electronics (remote ops) 1.
- 22 **Extreme Sports.** You represent your unit in Marine Extreme Sports Competition. Roll Athletics 10+. If you succeed, gain DM+2 to a Benefit roll from this career.
- 23 **Fighter Pilot.** You learn to control a fighter. Gain Pilot (small craft) 1.
- 24 **Flawless Plan.** You surprise a pirate base and capture it without any loss of life. Increase Leadership by 1 level, and gain the Blade benefit.
- 25 **Invasion!** A group of ships invades while you are on duty. Roll Electronics 8+. If you succeed, you warn others in time and are automatically promoted. If you fail, several people die. Increase the Electronics skill you rolled by 1 level and gain an Enemy.
- 26 **Leadership.** Those under you respect you more than most. Gain Leadership 1 and an Ally.
- 31–36 **Life Event.** Roll on the Life Events Table.
- 41 **Medical Evacuation.** You evacuate wounded and help keep them stable. Gain Medic 1 and a Contact.
- 42 **Mildly Injured.** Roll twice on the Injury Table and take the higher result.
- 43 **Military Enhancement.** The marines offer you an implant to increase your combat prowess. Gain the Combat Implant benefit.
- 44 **Orbital Assault.** You fly your battle-dress through a massive space battle to perform a special operation. Increase Vacc Suit by 1 level.
- 45 **Prisoner.** You are captured by enemy forces. Roll END 8+. If you succeed, you resist interrogation until you can be exchanged for other prisoners. Increase END +1. If you fail, you let slip some piece of intelligence, costing your side a battle. Gain an Enemy.
- 46 **Protection.** Your armor is specially fitted for you. Gain the Armour benefit.
- 51 **Protector.** You help defend a space station against repeated attacks. Increase Gunner by 1 level.

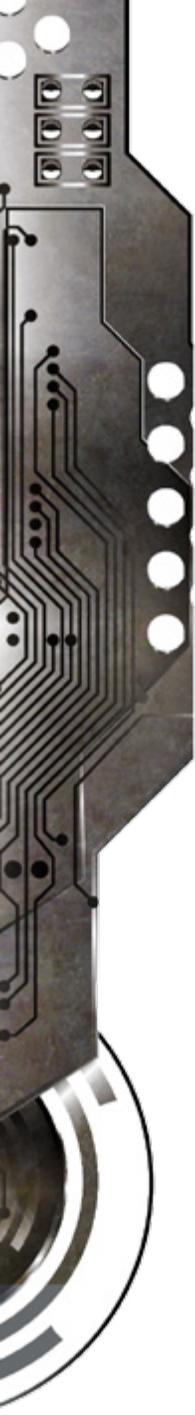
# Character Creation

## Marine Events (Con't.)

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| <p>52     <b>Pulse Check.</b> You always make sure your enemy is good and dead. Increase either Gun Combat or Gunner by 1 level.</p> <p>53     <b>Reassigned.</b> A different unit needs help and you are reassigned for this term. Gain 1 level in a skill from one of the other Marine assignments.</p> <p>54     <b>Routine Inquiry.</b> Your actions fall under the scrutiny of a board of inquiry, and you exercise while off active duty. Increase Athletics by 1 level.</p> <p>55     <b>Saved an Influential Person.</b> You saved the life of someone with considerable influence. Gain the TAS Membership benefit and an Ally.</p> <p>56     <b>Scientific Outpost.</b> You protect a group of scientists at a border research station, and they show you a few things. Gain Science 1 and the Scientific Equipment benefit.</p> <p>61     <b>Shot Down.</b> You are shot down behind enemy lines. Roll on the Injury table. Roll DEX or Stealth 8+. If you succeed, you avoid capture until you can be extracted. Increase Survival by 1 level. If you fail, you are captured and exchanged for prisoners. Gain DM+1 to an Advancement roll.</p> | <p>62     <b>Slaves Captured.</b> During a raid, you discover a group of slaves and made sure they survived. Gain DM+2 to an Advancement roll. If you work to make sure they are freed, gain an Ally and one of Admin 1 or Advocate 1. If you make sure the slaves are returned to their owners, the owner rewards you. Gain DM+2 to a Benefit roll.</p> <p>63     <b>Textbook Assault.</b> You and your squad follow textbook maneuvers on an assault. Increase Tactics by 1 level, and gain a Contact.</p> <p>64     <b>Weapon.</b> You earned the right to keep your weapon. Gain the Weapon benefit.</p> <p>65     <b>Weapons Cashe Captured.</b> Your team captured a munitions depot. Gain the Weapon benefit and DM+1 to your next Advancement roll.</p> <p>66     <b>Weapons Expert.</b> You live and breathe with your weapon at your side and constantly practice. Increase either Gun Combat or Melee by 1 level.</p> |
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# D66 Compendium 2

## Merchant Events

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- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Alien Customers.** Your customers are frequently creatures of a different race. Gain one of Diplomat 1, Science (biology) 1, or Science (xenology) 1.
- 13 **Any Means Necessary.** You make sure to get the business, no matter how far you have to go. Increase either Carouse or Persuade by 1 level and gain a Rival.
- 14 **Can Get Anything.** A customer wants an incredibly rare item which you deliver on. The customer gives you a special bonus. Gain the TAS Membership benefit.
- 15 **Contacts.** You expand your client base. Gain 1D3 Contacts.
- 16 **Documentation.** You are responsible for documenting everything for the bureaucrats. Increase Admin by 1 level.
- 21 **Economics.** You learn to predict what commodities are going to be in demand and when. Gain Science (economics) 1.
- 22 **Falsify Paperwork.** You are ordered to falsify the documentation to avoid importation taxes. Roll Admin 6+. If you succeed, you get a bonus. Gain DM+1 to a Benefit roll from this career. If you fail, the company disavows all knowledge of your actions and you have to pay a fine. Gain DM-1 to a Benefit roll from this career.
- 23 **Farmer Contact.** You are contacted to bring plants and animals to and from various farming worlds. Gain one of Animals 1 or Science (biology) 1.
- 24 **Fire!** A fire onboard the ship leaves it adrift and powerless. You keep the crew focused on making repairs. Gain Leadership 1.
- 25 **Hostile Negotiations.** You negotiate a deal with some unrepentable people. Gain a Contact, a Rival, and one of Gun Combat 1, or Gunner 1.
- 26 **Illegal Cargo.** You are contacted about smuggling illegal cargo. If you accept, roll either Persuade or Stealth 8+. If you succeed, gain a Contact and DM+2 to a Benefit roll. If you failed, you must take the Prisoner career next term. If you refuse, gain the criminal as an Enemy.
- 31–36 **Life Event.** Roll on the Life Events Table.
- 41 **Little Bit of Everything.** You do not have enough staff so you have to learn to do a number of varied jobs. Increase Jack-Of-All-Trades by 1 level.
- 42 **Megacorp Espionage.** While delivering goods and data for a megacorporation, an agent approaches you, offering you considerable money for information. If you accept, roll Stealth 8+. If you succeed, gain DM+2 to a Benefits roll. If you fail, the megacorp knows of your involvement. Gain DM-2 to a Benefit roll and gain a Rival.
- 43 **Merchant Ship.** Your company rewards you with a good deal for a ship. Gain the Free Trader benefit.
- 44 **Military Supply Run.** The military orders you to deliver cargo, paying you less than you normally charge. Gain DM-1 to a Benefit roll.

# Character Creation

## Merchant Events (Con't.)

- 45 **Negotiate Better Deals.** Another merchant admires how well you can negotiate. If you help that merchant out, you lose business. Gain a Contact and a DM-1 to a Benefit roll. If you ignore the merchant, the person is angry. Gain a Rival and a DM+1 to a Benefit roll.
- 46 **Never Goes Smoothly.** Your deals never seem to go smoothly. Gain a Rival and one of Gun Combat 1, Melee 1, or Stealth 1.
- 51 **Operation Gone Wrong.** You are hired to smuggle some passengers offworld. Roll Astrogation, Gunner, or Pilot 10+. If you succeed, you fly through a blockade. Increase the skill rolled by 1 level. If you fail, the ship is captured and you have to fight your way off ship. Increase Gun Combat or Melee by 1 level and gain the customer as an Ally.
- 52 **Personal Guarantee.** After a number of pirate attacks, you personally guarantee that some goods will arrive. Increase Flyer or Pilot by 1 level.
- 53 **Prosper.** Your business or ship does exceptionally well. You are automatically promoted.
- 54 **Pirate Attack.** Pirates attack your ship. Roll Gunner 8+. If you succeed, you get away with only minor damage. Increase Gunner by 1 level and gain a DM-1 to a Benefit roll. If you fail, your ship takes considerable damage. Increase Mechanic by 1 level and take a DM-4 to a Benefit roll.
- 55 **Reality Show.** A holovid reality program features you negotiating deals. Gain Art (performer) 1 and a Contact.
- 56 **Risky Venture.** You are given the opportunity to be an early investor in a new venture. If you accept, roll Broker or Gambler 8+. If you succeed, gain an additional Benefit roll for this career. If you fail, you lose a Benefit roll from this career. If you rolled, regardless of outcome, increase the skill rolled by 1 level.
- 61 **Rival.** Others are jealous of your business dealings. Gain 1D3 Rivals.
- 62 **Robotics Seller.** While selling robots, you learn some of their intricacies. Gain Science (robotics) 1.
- 63 **Screw Over a Noble.** A deal is highly profitable for you and causes a noble to lose a fortune. Gain DM+2 to a Benefit roll from this career, and gain an Enemy.
- 64 **Slave Trade.** You are contracted for a special delivery and find out you transported slaves. If you report the customer to the authorities, the customer goes to jail. Lose a Contact and gain DM-1 to a Benefit roll. If keep the information to yourself, word gets out about your involvement. Gain a Rival. If you attack the slaver, take the Prisoner career.
- 65 **Sued.** You are sued by an unhappy client. If you hire a lawyer, gain DM-1 to a Benefit roll. If you argue the case yourself, roll Advocate or Art (performer) 10+. If you fail, lose a Benefit roll.
- 66 **Terrible Deal.** You take a contract, not realizing that it was a bad deal set up by a Rival. Your Rival feels you two are now even. Lose a Benefit roll and lose a Rival (if you have one). Gain the person you dealt with as a Contact.



# D66 Compendium 2

## Navy Events

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- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Astrogator.** You are one of the ship's astrogators. Increase Astrogation by 1 level.
- 13 **Battle!** A battle rages on. Roll Tactics (naval) 8+. If you succeed, you outmaneuver your opponent. Increase Tactics (naval) by 1 level. If you fail, your ship performed poorly, embarrassing the crew. Gain a Rival.
- 14 **Bribe.** You are offered a bribe to let illegal goods enter a planet. If you accept, you gain a DM+1 to a Benefit roll from this career. If you refuse, you turn the smugglers in, gaining a DM+1 to your next Advancement roll.
- 15 **Costly Mistake.** Due to your error, your ship crashes into a satellite or drone. Gain DM-2 to your next Advancement roll.
- 16 **Daring Rescue.** Your ship rescued an important noble or diplomat. You automatically succeed on your next Advancement roll.
- 21 **Down Time.** Your assignment is not exciting and you spend time with your crewmates. Gain a Contact and one of Art 1, Athletics 1, or Gambler 1.
- 22 **Efficient.** Your area is a model of efficiency. Gain DM+1 to your next Advancement roll.
- 23 **Fighter Pilot.** You learn to control a fighter. Increase Pilot (small craft) by 1 level.
- 24 **Implant.** The navy offers you an implant to increase your combat prowess. Gain the Combat Implant benefit.
- 25 **Investigation.** An investigation centers around your actions during an incident. Roll Diplomat 6+. If you are successful, you are exonerated. Gain DM+2 to your next Advancement roll. If you fail, the fault lies with a lack of training. Increase Tactics (naval) by 1 level.
- 26 **Leak!** A pipe breaks, leaking chemicals into the atmosphere. Roll either INT, Engineer, or Mechanic 6+. If you succeed, you close a valve, saving the crew. You are automatically promoted. If you fail, you call someone that knows what to do. Increase Leadership by 1 level.
- 31–36 **Life Event.** Roll on the Life Events Table.
- 41 **Practice Makes Perfect.** You see routine mission after routine mission. Increase one of Electronics, Engineer, or Pilot by 1 level.
- 42 **Prisoner.** Your ship is captured by enemy forces. Roll END 8+. If you succeed, you resist interrogation until you can be exchanged for other prisoners. Increase END +1. If you fail, you let slip some piece of intelligence, costing your side a battle. Gain an Enemy.
- 43 **Reassigned.** A different unit needs help and you are reassigned for this term. Gain 1 level in a skill from one of the other Navy assignments.
- 44 **Repel Boarders.** You receive training to repel boarders. Increase Gun Combat or Melee by 1 level.

# Character Creation

## Navy Events (Con't.)

- 45 **Resupply Run.** You are assigned a resupply route in an uneventful area. Increase Astrogation by 1 level.
- 46 **Rupture!** During a battle a weapon causes a hull breach. Roll DEX or Vacc Suit 8+. If you succeed, you manage to stop the depressurization of the ship until the breach can be fixed. Increase Mechanic by 1 level. If you fail, you are hurt but eventually rescued. Roll on the Injury table.
- 51 **Science Mission.** You are part of a scientific mission. Increase Science (astronomy) by 1 level.
- 52 **Sea Sailor.** While stationed on a planet, you take part in your ship's sailing team. Gain one of Navigation 1 or Seafarer 1.
- 53 **Sensor Expert.** You receive special training in sensors. Increase Electronics (sensors) by 1 level.
- 54 **Shore Leave.** You have a good time on shore leave. Gain one of Animals 1, Carouse 1, or Seafarer 1.
- 55 **Spy!** Roll either Electronics (computers) or Recon 6+. If you succeed, you discover a spy on your ship. Gain DM+2 to your next Advancement roll. If you fail, your ship is captured. You must take the Prisoner career next term.
- 56 **Stationed at a Base.** You are stationed at a base supporting a fleet. Gain one of Admin 1, Electronics 1, Engineer 1 or Language 1.
- 61 **Stopping Smugglers.** You inspect cargo vessels looking to bring in illegal goods. Roll either Electronics or Recon 8+. If you succeed, you find illegal cargo. Gain DM+1 to your next Advancement roll. If you fail, command looks unfavorably on you. Gain DM-1 to your next Advancement roll.
- 62 **Surrendered.** Your ship is damaged, but the opposing force surrenders. If you take prisoners, it was a trap. Lose an Ally or Contact. If you do not believe their surrender and continue the offensive, the survivors hate you. Gain DM+1 to your next Advancement roll and 1D3 Enemies.
- 63 **Torpedo Maintenance.** You are assigned to perform regular maintenance on the ship's torpedoes. Increase Explosives by 1 level.
- 64 **Vacc Maintenance.** You learn to perform maintenance on the ship's exterior. Increase Mechanic and Vacc Suit by 1 level.
- 65 **Weapon Explosion.** A weapon explodes with you nearby. Roll on the Injury table.
- 66 **Zero-G Maintenance.** You are assigned to evaluate the damage to the ship's exterior. Roll either Electronics (remote ops) or Vacc Suit 8+. If you succeed, you perform your job well. Increase the skill you rolled by 1 level. If you fail, you miss some vital damage. Gain DM-2 to your next Advancement roll.



# D66 Compendium 2

## Noble Events

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|----|---|-------|--|
| 11 | <b>Disaster!</b> Roll on the Mishap Table, but you are not ejected from this career.  | 23    | <b>Gun Collector.</b> You collect rare and exotic guns. Gain the Gun benefit 1D3 times.  |
| 12 | <b>Assassination Attempt.</b> Someone tries to kill you. Roll DEX 8+. If you fail, roll on the Injury table.  | 24    | <b>High Noble Favor.</b> A high ranking noble takes a liking to you, angering another noble. Gain a Contact and an Enemy.  |
| 13 | <b>Boring Function.</b> You are obligated to attend a function you have no interest in. Roll SOC 8+. If you succeed, you find someone else just as bored and you two become fast friends. Gain a Contact. If you fail, you make an embarrassment of yourself, costing you business. Gain DM-1 to a Benefit roll from this career. | 25    | <b>Illegal Activity.</b> You have the option of skirting the law to make more money. If you do, roll Broker 6+. If you succeed, gain +2 to a Benefit roll. If you fail, you hire the best lawyer to get you off. Lose a Benefit roll. If you fail and rolled a 2, you are convicted. Take the Prisoner career next term. |
| 14 | <b>Challenged.</b> Another noble challenges you to a duel. Roll Melee 8+. If you succeed and leave the person alive, gain the Blade benefit and a Rival. If you choose to kill the person, society looks down upon your faux pas. Decrease SOC -1. If you lose, gain an Injury and increase Melee by 1 level.                     | 26    | <b>Insult.</b> A diplomat gives you an insult. Roll SOC 6+. If you succeed, you recognize that the insult is a compliment in the other's culture. Gain DM+2 to your next Advancement roll. If you fail, the situation goes badly. Gain a Rival.  |
| 15 | <b>Disguise.</b> You repeated disguise yourself both for security and to find out what people really think of you. Increase Deception by 1 level.   | 31–36 | <b>Life Event.</b> Roll on the Life Events Table.  |
| 16 | <b>Educated.</b> You learn more about the process that keeps you well financed. Increase Science by 1 level.  | 41    | <b>Merchant Misfortune.</b> A merchant's ship crashes on your lands, with much of the cargo intact and some of the crew alive. You claim the cargo over the merchant's protests. Gain DM+2 to a Benefit roll from this career, and gain the merchant as an Enemy.  |
| 21 | <b>Endorsement.</b> You endorse a vehicle company, and the company rewards you. Gain the Personal Vehicle benefit.  | 42    | <b>Military Stint.</b> You do a tour with the military. Gain an Ally, and roll on the events table with one of the military careers.   |
| 22 | <b>Formal Parties.</b> You learn to be entertaining at formal parties. Increase either Art, Gambler, or Persuade by 1 level.  | 43    | <b>Not Above Others.</b> To make your ventures succeed, you work alongside your employees. Gain Profession 1 and an Ally.  |

# Character Creation

## Noble Events (Con't.)

- 44 **Personal Vessel.** Your family gives you a ship. Gain the Yacht benefit.
- 45 **Pet.** You get a pet. Roll on the Pet Table on page 70, and gain that as a pet. Increase Animals (handling) by 1 level.
- 46 **Poor Investments.** A number of investments you made turned out poorly, and those you invested with respect you for standing by them. Gain DM-2 to a Benefit roll and gain a Contact.
- 51 **Scientific Repossession.** A science company goes bankrupt and you buy the ship at a discount. Gain the Lab Ship benefit, but with 50% of the mortgage paid off.
- 52 **Servant Arrested.** A servant of yours is arrested. If you testify on the servant's behalf, the servant is more devoted to you. Gain an Ally. If you do not, society looks upon you favorably. Increase SOC +1.
- 53 **Shelter.** You serve on the board of directors for a local family crisis shelter. Gain an Ally and increase Persuade by 1 level.
- 54 **Slave Trade.** You discover that one of your ventures has been using slaves. If you expose the activity, the corporation goes through a public relations and legal nightmare. Gain DM-2 to a Benefits roll. If you do not, your assistant turns you in to the authorities. Gain DM-1 to your next Advancement roll, and gain an Enemy.
- 55 **Smugglers.** You work with a group of smugglers to get your goods to market. Gain DM+1 to a Benefit roll.
- 56 **Strange Will.** A noble you barely knew dies and names you in the will. Gain DM+1 to a Benefit roll that is not for cash.
- 61 **Suspect a Cheat.** You gamble against someone on too good of a streak. Roll Gambler 8+. If you succeed, you uncover your opponent's cheating. Gain a DM+4 to your next Advancement roll and gain an Enemy. If you fail, you attempted to expose the cheating the one time your opponent was playing fairly, making him look good when he is not harsh with you. Gain a DM-1 to your next Advancement roll and gain a Rival.
- 62 **TAS Membership.** You are accepted into the Traveller Aid Society. Gain the TAS Membership benefit.
- 63 **Unable to Pay.** Someone that owes you money is unable to pay and compensates you in a different manner. Gain DM-2 to a Benefit roll and gain 1D Ship Shares.
- 64 **Untested Technology.** You try some new technology before it has been fully tested and a problem leaves you injured. Roll on the Injury table.
- 65 **Well Known.** Lots of people want to do business with you. Gain 1D Contacts.
- 66 **Wild Game Hunter!** You go hunting exotic game and buy yourself excellent protection. Gain the Armour benefit.



# D66 Compendium 2

## Prisoner Events

- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Anger a Guard.** You make a guard angry and you are assigned difficult labor. Roll END or Athletics (endurance) 8+. If you fail, increase your Parole Threshold by +1. If you succeed, reduce your Parole Threshold by -1, gain a Contact, and increase Athletics (endurance) by 1.
- 13 **Blackmail.** You discover a secret about a fellow inmate. If you use it to manipulate them, gain DM+2 to your next Advancement roll. If you do not manipulate the inmate, gain a Contact.
- 14 **Brawler.** You get in a number of fist fights. Increase Melee (unarmed) by 1 level.
- 15 **Connection.** Roll 2D with a DM equal to the number of Allies and Contacts you have. If you roll 8+, your connections get you freed and you owe a favor to each of your Allies and Contacts. If you fail, reduce your Parole Threshold by -1 and you own a favor when you get freed.
- 16 **Coordinator.** You plan a prison riot as a distraction for someone else's operation. Increase Tactics (military) by 1 level and gain a Contact.
- 21 **Correspondence with Strangers.** Someone you have never met starts writing to you. If you reply, gain a Contact.
- 22 **Enforcer.** You work as an enforcer for a crime boss in the prison. Gain a Contact and increase Melee (unarmed) by 1.
- 23 **Escape Attempt!** You see an opportunity to escape. If you try, roll Stealth 12+. If you succeed, you are free but a wanted person. If you fail, increase your Parole Threshold by +2.
- 24 **Fight!** You get into a huge fight that is broken up by the guards. Increase Melee (unarmed) by 1 level and increase your Parole Threshold by +1.
- 25 **Good Behavior.** You have been on good behavior. Reduce your Parole Threshold by -2.
- 26 **Humiliate a Guard.** You embarrass a guard in front of the other inmates. Increase your Parole Threshold by +1, and increase SOC +1.
- 31 **Injured.** Roll on the Injury table.
- 32 **Interviewed.** A news organization interviews you gives you some pointers to make it more entertaining. Gain Art (performer) 1.
- 33 **Jealous!** An inmate is jealous of you. Gain a Rival.
- 34 **Library.** You read a considerable amount from the prison library. Gain Science 1.
- 35 **Makeshift Weapon.** You make something you can use as a weapon. Gain the Blade benefit.
- 36 **Murderer.** You befriend a murderer. Roll Carouse or Persuade 8+. If you succeed, gain an Ally. If you fail, you have angered the inmate. Roll on the Injury table and gain an Enemy.
- 41 **Narcotics.** You repeatedly take whatever drug is available to pass the time. Reduce END -1.

# Character Creation

## Prisoner Events (Con't.)

- 42 **New Evidence.** Some new evidence emerges in your case. Roll Advocate 8+ or lose a Benefit roll. If you lose the Benefit roll or if you succeed, you are freed. If you fail, your sentence is reduced. Reduce your Parole Threshold by -2.
- 43 **Petition.** You try to get some changes made at the prison with a petition. Gain Admin 1 and reduce your Patrol Threshold by -1.
- 44 **Prison Gang.** A prison gang wants you to join. If you refuse, roll twice on the Injury table and take the lower result. If you accept, gain an Ally.
- 45 **Protector.** For whatever reason, you stick up for some new inmate, getting the others to back off. Gain an Ally.
- 46 **Reach Out to Victim.** You correspond with those that you wronged and apologize to them. Roll SOC or Persuade 8+. If you succeed, reduce your Parole Threshold by -1D.
- 51 **Reunion.** You arrange for a fellow inmate's family to start seeing the inmate again. Gain an Ally. The warden notices your actions. Reduce your Parole Threshold by -1.
- 52 **Save a Guard!** A guard is in trouble. If you attempt to save them, roll either Athletics, Mechanic, or Recon 8+. If you succeed, gain an Ally and reduce your Parole Threshold by -2. If you fail, roll on the Injury table and reduce your Parole Threshold by -1.
- 53 **Self-Attorney.** You act as your own attorney. Gain Advocate 1 and reduce your Parole Threshold by -1.
- 54 **Serving Line.** You prepare meals for the other inmates. Increase Steward by 1.
- 55 **Shifty Eyes.** You are always on the lookout for someone moving against you. Increase Streetwise by 1 level.
- 56 **Solitary Confinement.** You are placed in isolation and lose the ability to communicate with others. Reduce SOC by -1.
- 61 **Teach Inmates.** You share with your fellow inmates a little of a skill you possess. Roll your highest skill 8+. If you succeed, the inmates learn something and appreciate it. Gain a Contact and increase the skill by 1 level. If you fail, the inmates feel you are making fun of them. Gain a Rival.
- 62 **Terrible Injury!** Roll twice on the Injury table and take the lower result.
- 63 **Theft.** You need something that your fellow inmate won't give. If you try to steal it, roll Stealth 10+. If you succeed, you gain a DM+2 to your next Advancement roll and DM+1 to a Benefit roll. If you fail, the inmate notices the theft. Roll on the Injury table. If you do not attempt it, you automatically fail your next Advancement roll.
- 64 **Trainer.** As part of your rehabilitation, you are paired with an animal. Gain Animals (training) 1.
- 65 **Vocation Training.** You are given special vocational training. Gain one of Mechanic 1, Profession 1, or Steward 1.
- 66 **Workout.** You work out on a daily basis. Increase Athletics by 1 level.



# D66 Compendium 2

## Psion Events

- 
- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Advanced Psionics.** You practice some of the more difficult psionic abilities. Increase Awareness or Teleportation by 1 level.
- 13 **Artifact.** An alien artifact calls to you, and you find it. Gain an Alien Artifact (see Life Events table).
- 14 **Attacked!** You are attacked and have no way to defend yourself. Roll Telekinesis 8+ or Telepathy 11+. If you succeed, you kill your attacker. Increase the skill you rolled by 1 level, and you must take the Prisoner career next term. If you fail, roll twice on the Injury table and take the lower result.
- 15 **Criminal Underworld.** You fall into the criminal underworld. Roll on the Rogue Events table.
- 16 **Disappeared!** You teleported yourself by accident! Increase Teleportation by 1 level and roll on the Injury table.
- 21 **Disciplined.** You repeatedly practice your abilities. You are automatically promoted.
- 22 **Handle a Ship Seller.** You talk with a ship retailer. Roll Telepathy 8+. If you succeed, gain 1D Ship Shares and a Contact. If you fail, the person feels used. Gain 1 Ship Share and a Rival.
- 23 **Healer.** You find yourself in situations where you or those around you get hurt. Increase Medic by 1 level.
- 24 **Hide Abilities.** You hide your abilities from those around you. Increase Deception by 1 level.
- 25 **Impressed.** Your psionic abilities impressed someone of note. Gain the TAS Membership benefit.
- 26 **Increased Strength.** You push your psionic strength to new heights. Increase PSI +1.
- 31–36 **Life Event.** Roll on the Life Events Table.
- 41 **Lookout.** A shady patron approaches you, wanting to hire you as a lookout. If you accept, roll Clairvoyance 8+. If you succeed, gain DM+1 to a Benefit roll. If you fail, you are arrested; take the Prisoner career next term and gain a Rival.
- 42 **Making Fire.** You are lost in the wilderness and try to make yourself a fire. Roll Telekinesis 6+. If you succeed, you make a nice fire. Gain Survival 1. If you fail, you burn yourself. Roll twice on the Injury table and take the better result.
- 43 **Mercenary.** You join a mercenary outfit as psionic support. Increase Clairvoyance by 1 level and gain a Contact.
- 44 **Military Encounter.** You fight with a military unit. Roll DEX 8+. If you succeed, your actions are of note. Gain DM+1 to an Advancement roll. If you fail, you are injured saving a comrade. Roll on the Injury table and gain an Ally.
- 45 **Multilingual Friend.** You spend considerable time in the mind of someone that speaks multiple languages, and you pick up one of them. Gain Language 1.

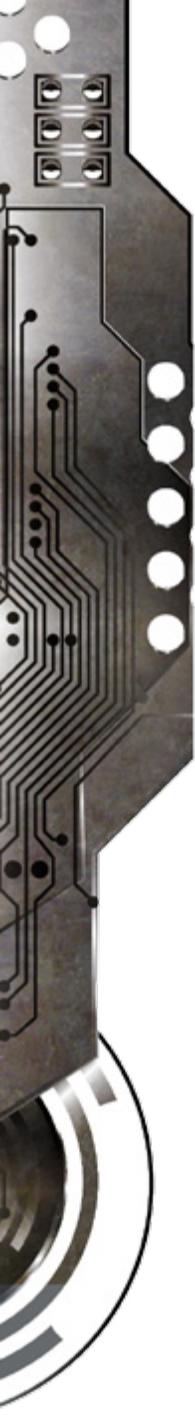
# Character Creation

## Psion Events (Con't.)

- |    |   |    |   |
|----|---|----|---|
| 46 | <b>Old School.</b> You try doing things without using your abilities. Gain one of Recon 1, Stealth 1, or Streetwise 1.  | 61 | <b>Self Defense.</b> You start carrying a weapon to defend yourself against psion-haters. Gain the Weapon benefit, and increase Gun Combat or Melee by 1 level.   |
| 51 | <b>Outed!</b> Someone discovers your psionic abilities and feels cheated. Roll Melee 8+. If you succeed, you win the fight. Gain a Rival. If you lose, you take a beating. Roll twice on the Injury table and take the better result. | 62 | <b>Social Maneuvers.</b> You attend a party with a number of influential people. Roll PSI 8+. If you succeed, the people are impressed with you. Increase SOC +1 and gain a Contact. If you fail, you are revealed to be using your psionic powers to manipulate people. Reduce SOC -1. |
| 52 | <b>Pet.</b> You get a pet. Roll on the Pet Table on page 70, and gain that as a pet. Increase Animals (handling) by 1 level.  | 63 | <b>Study.</b> You study the mind to learn more about yourself. Gain Science (psionicology) 1.   |
| 53 | <b>Power Backfire.</b> You attempt to use your powers in a new way and it explodes in your face. Roll on the Injury table.  | 64 | <b>Telepathic Friends.</b> You live with other psions and never speak a word between you. Increase Telepathy by 1 level and gain an Ally.   |
| 54 | <b>Practice in Casinos.</b> You practice your telepathy in a casino. Increase Telepathy by 1 level, and gain a DM+2 to a Benefit roll from this career.   | 65 | <b>Warning.</b> You warn someone of impending danger against them. Gain an Ally.  |
| 55 | <b>Psionic Institute.</b> You encounter a psionic institute and take some additional training there. Increase any one psionic skill by 1 level and gain a fellow student as a Contact.  | 66 | <b>Young Psion.</b> A young psion befriends you. You teach your new friend a few tricks. Gain a Contact.  |
| 56 | <b>Psychologist.</b> You study psychology as a cover for your telepathic abilities. Gain Science (psychology) 1.  |    |   |

# D66 Compendium 2

## Rogue Events

- 
- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Arson.** You are offered a job to steal something and then burn the place down. If you accept, roll Explosives 6+. If you succeed, the building goes up on a blaze while you get free. Gain DM+1 to a Benefit roll and DM+2 to your next Advancement roll. If you fail, you get burned on your way out. Roll on the Injury table.
- 13 **Betrayed.** While smuggling goods, someone reports your location to the authorities. Roll INT or Investigation 6+. If you succeed, you learn the traitor's identity and can evade arrest. You gain a DM+4 to your next Advancement roll and a Rival. If you fail, you are arrested but not before shooting your betrayer. Increase Gun Combat by 1 level and take the Prisoner career next term.
- 14 **Bluff.** You lie to everyone to get what you want. Increase Persuade by 1 level and gain a Rival.
- 15 **Debt Collector.** You are hired to collect some gambling debts. Increase either Melee (unarmed) or Persuade by 1 level.
- 16 **Drug Seller.** You sell illegal narcotics for some extra cash. Gain DM+2 to a Benefit roll and increase Stealth by 1 level.
- 21 **Evade.** You stay out of sight of your enemies and the authorities. Increase Stealth by 1 level.
- 22 **First Aid.** You do not have the money to see a doctor and have to frequently take care of your own wounds. Gain Medic 1.
- 23 **High Profile Heist.** You steal a well-known, well-protected item. Gain DM+2 to a Benefit roll from this career. Roll DEX 10+. If you fail, you are injured during your escape. Roll on the Injury table.
- 24 **Hospital Job.** You steal medication from a well-funded hospital. During the job, one of your team gets arrested. If you leave the teammate behind, the rest of the team gets a larger share. Gain an Enemy and a DM+2 to a Benefit roll from this career. If you go after them, you lose the profit. Gain an Ally and DM-1 from a Benefit roll this career.
- 25 **Implant.** You steal an implant. If you sell it, gain a DM+1 to a Benefit roll. If you keep it for yourself, gain the Combat Implant benefit, and you owe the doctor a favor for putting it in.
- 26 **Inflate Your Crimes.** You talk up your own exploits to get greater respect. Roll Persuade 8+. If you succeed, others believe you. Gain DM+2 to your next Advancement roll and gain a Contact. If you fail, you are called on your bluff. Gain a Rival.
- 31–36 **Life Event.** Roll on the Life Events Table.
- 41 **Local Gang.** A local gang wants you to join. If you refuse, roll on the Injury table. If you accept, gain an Ally.
- 42 **Minor Crime.** You are arrested for a minor crime and are briefly incarcerated. Roll on the Prisoner Events table.
- 43 **Paid Back.** Someone that owed you a favor pays you back with ship connections. Gain 1D Ship Shares.

# Character Creation

## Rogue Events (Con't.)

- 44 **Proof of a Scandal!** You have evidence of a noble's scandalous affairs. If you reveal it to the media, gain DM+1 to a Benefit roll and gain the noble as an Enemy. If you instead reveal it to the noble, the noble will agree to help you in certain ways in exchange for your silence. Gain a Contact.
- 45 **Repossess.** You repossess a small vessel and decide to keep it. Gain the Ship's Boat benefit.
- 46 **Robbed.** While you are playing a game, your opponent picks your pocket. Roll INT or Recon 8+. If you succeed, you notice before the game ends and start a fight. Increase Melee by 1 level. If you fail, the culprit gets away. Gain DM-2 to a Benefit roll from this career.
- 51 **Robotic Assistance.** You use a drone to get information. Increase Electronics (remote ops) by 1 level.
- 52 **Runner!** Your survival involves considerable running away. Increase Athletics (dexterity) by 1 level.
- 53 **Safe House.** You have to lay low and stay hidden for an extended time. Increase Stealth by 1 level.
- 54 **Science Education.** Instead of paying a debt, a professor educates you, helping you to a better life. Increase EDU +1 and gain a Contact.
- 55 **Steal a Vehicle.** You boost a vehicle and have it changed enough so no one will find it. Lose a Benefits roll from this career and gain the Personal Vehicle benefit.
- 56 **Steal from Scientists.** You steal some scientific equipment. Gain either the scientific Equipment benefit or DM+1 to a Benefit roll from selling it.
- 61 **Stranded.** Your double-crossing partner leaves you naked and stranded. You lost the goods but you got a good story out of it. Gain DM-1 to a Benefit roll, and increase SOC +1.
- 62 **Threaten.** Sometimes you do not have to beat people up to get what you want. Increase Persuade by 1 level.
- 63 **Underworld.** You get in deep with some serious criminals. Increase Gun Combat or Melee by 1 level.
- 64 **Vehicle Hit!** Your vehicle is hit while attempting to get away, and you have to dump everything to in the vehicle to get away. If you dump what you stole, lose a Benefit roll and gain a Contact. If you dump your partner, gain an Enemy and gain DM+1 to a Benefit roll.
- 65 **Weapon.** You get into a fight with someone with a knife. You end up killing your attacker. Gain the Blade benefit.
- 66 **Win!** You gamble with a noble and win big. Gain the Yacht benefit.

# D66 Compendium 2

## Scholar Events

- 
- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Apply for Grant.** You submit a proposal for a grant. Roll Admin 8+. If you succeed, you are well funded. Gain DM+1 to a Benefit roll from this career. If you fail, you support another's research. Increase Science by 1 level.
- 13 **Award!** You win a prestigious award. Gain the Scientific Equipment benefit.
- 14 **Breadth of Knowledge.** Your research leads you to learn about a different field than usual. Gain Science 1.
- 15 **Challenged.** Your work challenges a politician's sense of right and wrong. If you stand up for your work, roll Advocate 8+. If you succeed, the rightness of your work wins the day. Gain DM+1 to your next Advancement roll and the politician as an Enemy. If you fail, you must take the Prisoner career next term. If you do not stand up for your work, you find it difficult to get work. Lose a Benefit roll.
- 16 **Convince your Boss.** You regularly brief your superiors on matters they do not understand. Gain Persuade 1.
- 21 **Design Competition.** You take part in a design competition. Gain one of Electronics 1 or Engineer 1.
- 22 **Discovery.** You make a huge discovery. You automatically succeed your next Advancement roll.
- 23 **Explosion!** An explosion in the lab destroys much of your work. Gain a DM-1 to a Benefit roll from this career.
- 24 **Give a Kid a Chance.** You make sure a bright but poor child gets a quality education. Gain an Ally.
- 25 **Higher Degree.** Study at university for a higher degree. Increase EDU +1.
- 26 **Legalize Research.** You hire a lawyer to help make your research legal. Gain Advocate 1.
- 31–36 **Life Event.** Roll on the Life Events Table.
- 41 **Mass Grave.** You uncover a mass grave. Roll Science (archaeology) 8+. If you succeed, your findings are astonishing, making a name for you. Gain a DM+2 to your next Advancement roll, and gain SOC +1. If you fail, you uncover a few cues to these people. Increase Science (archaeology) by 1 level.
- 42 **Noticed Research.** Your research has been noticed by certain influential persons. Gain the TAS Membership benefit and a Contact.
- 43 **Off-World Research.** You get a chance to examine aliens and their environment up close. Gain one of Science (biology, genetics, linguistics, planetology, or xenology) 1.
- 44 **Orbital Visits.** You frequently go from ground to orbit. Gain the Ship's Boat benefit.
- 45 **Permitted Outsider.** You are one of the rare outsiders to be allowed to witness certain rituals of an isolated tribal culture. Increase Science (sophontology) by 1 level and gain a Contact.
- 46 **Pet.** You get a pet. Roll on the Pet Table on page 70, and gain that as a pet. Increase Animals (handling) by 1 level.

# Character Creation

## Scholar Events (Con't.)

- 51 **Prestigious Institute.** You work for a well-funded institution. Gain one of Electronics 1, Engineer 1, or Language 1, or Science 1.
- 52 **Private Lab.** You run a private laboratory. Gain a Personal Vehicle and increase either Admin or Leadership by 1 level.
- 53 **Prize.** Your work is recognized as a benefit to all. Gain the Lab Equipment benefit.
- 54 **Recruited.** The military needs your help for a mission. You lend your expertise. Gain a Contact in the military.
- 55 **Remote Detectors.** You learn to gather data using multiple remotes. Increase Electronics (remote ops) by 1 level.
- 56 **Research Assistant.** You work as a research assistant for a prestigious scientist. Increase a skill in your specialization by 1 level, and gain an Ally.
- 61 **Research Vessel.** Your laboratory rewards you with a good deal for a ship. Gain the Lab Ship benefit.
- 62 **Rim Scout.** You work for the Scout Service, helping them to classify what they find. Lose a Benefits roll from this career and gain the Scout Ship benefit.
- 63 **Science Entertainer.** You take science to the masses. Gain Art (performer) 1.
- 64 **Team Coordinator.** You keep several teams working together for a common goal. Gain Leadership 1.
- 65 **Volatile Experiment.** An experiment you are attempting ends explosively. Roll on the Injury table.
- 66 **Zero-G.** Your research requires a microgravity environment. Gain one of Athletics 1, Electronics 1, or Vacc Suit 1.





# D66 Compendium 2

## Scout Events

- 11 **Disaster!** Roll on the Mishap Table, but you are not ejected from this career.
- 12 **Aliens.** You meet a new alien race. Roll Diplomat 8+. If you succeed, you establish positive relations. Increase Diplomat by 1 level and gain a Contact among the alien race. If you fail, you anger the race. Gain an Enemy in the Imperium who wanted that first meeting to go well.
- 13 **Asteroid Survey.** You survey an asteroid belt for minerals. Gain the Scientific Equipment benefit.
- 14 **Astrogator.** You are the ship's astrogator. Increase Astrogation by 1 level.
- 15 **Blockade.** A planet where you must personally deliver a message is blockaded. Roll DEX or Pilot 8+. If you succeed, you make it through. Gain DM+2 to your next Advancement roll. If you fail, you ship and you have to make a hard landing. Roll on the Injury table.
- 16 **Crash!** Your ship crashes. Roll Pilot 8+. If you fail, roll on the Injury table. Roll Survival 8+. If you succeed, you and the crew eat well until you get picked up. Increase Survival by 1 level. If you fail, you learn the hard way about what not to eat. Increase Science (biology) by 1 level.
- 21 **Delivery.** You deliver your messages successfully, despite having been captured, escaped, and stole a ship. Increase one of Melee (unarmed), Pilot, or Recon by 1 level and a Rival among the pirates.
- 22 **Discovery.** You make a huge discovery, like charting a new world or uncovering a new artifact. You automatically succeed your next Advancement roll.
- 23 **Down Time.** You have considerable down time between missions. Gain one of Art 1, Carouse 1, or Gambler 1.
- 24 **External Repairs.** Your ship needs maintenance, no matter where it is. Increase either Mechanic or Vacc Suit by 1 level.
- 25 **History.** You learn something of the history of a planet's inhabitants. Increase either Science (archeology) or Science (history) by 1 level.
- 26 **Life Event.** Roll on the Life Events Table.
- 31–36 **Little of Everything.** You have to be familiar with everything to survive. Increase Jack-of-all-Trades by 1 level.
- 41 **Lost Ship!** You discover the remains of a lost ship. If you keep the information for yourself, you keep the cargo. Gain DM+1 to a Benefit roll. If you share this information with the Scout Service, they are pleased with your work. Gain DM+2 to your next Advancement roll.
- 42 **Medic!** You are on your own for medical help. Increase Medic by 1 level.
- 43 **Noble Ride.** A noble rides with you, expecting to be well treated. Roll Steward 8+. If you succeed, the noble is well pleased. Gain DM+1 to a Benefit roll and increase Diplomat by 1 level. If you fail, your superiors hear of the noble's displeasure. Gain DM-4 to your next Advancement roll.

# Character Creation

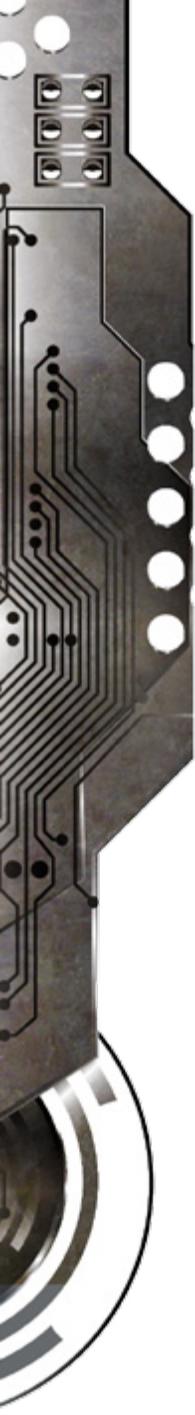
## Scout Events (Con't.)

- |    |   |    |   |
|----|---|----|---|
| 44 | <b>Old Ship.</b> The vessel is old and constantly breaks down. Increase Mechanic by 1 level.  | 56 | <b>Retired Vessel.</b> The scout service retires a vessel. Gain the Scout Ship benefit.   |
| 45 | <b>Patron.</b> Your boss recognizes your abilities and takes a liking to you. Gain a DM+1 to a Benefit roll and gain the Scout Ship benefit.  | 61 | <b>Rogue World.</b> You discover a rogue world in the middle of empty space. Gain DM+2 to an Advancement roll and DM+1 to a Benefit roll.   |
| 46 | <b>Pet.</b> You get a pet. Roll on the Pet Table on page 70, and gain that as a pet. Gain Animals (handling) 1.   | 62 | <b>Shuttle an Important Person.</b> You transport someone of great importance. Gain DM+4 to your next Advancement roll.   |
| 51 | <b>Pirates!</b> You stumble across a pirate base. Roll Gunner or Pilot 8+. If you succeed, you help your ship escape without a scratch. Gain DM+1 to your next Advancement roll. If you fail, the ship takes damage before getting away. Gain DM-1 to a Benefit roll from this career.  | 63 | <b>TAS Membership.</b> Your work has not gone unnoticed. You receive the TAS Membership benefit.  |
| 52 | <b>Recover!</b> A stranded marine is grateful for the rescue. You receive the sword in appreciation. Gain the Blade benefit and gain the marine as a Contact.   | 64 | <b>Unknown Ruins.</b> You encounter some previously unexplored ruins. Roll Electronics (sensors) or Recon 8+. If you succeed, you notice the defenses before they kill your crewmates. Gain DM+2 to your next Advancement roll and an Ally. If you fail, you leave, believing you are the lone survivor even though one was still alive. Gain an Enemy. |
| 53 | <b>Recruitment.</b> You are sent on tour to help the Scout Service recruit new members. Gain Art (Performer) 1.   | 65 | <b>Vehicle.</b> You are assigned a vehicle to help with your planetary exploration duties. Gain the Personal Vehicle benefit.   |
| 54 | <b>Report.</b> Going to where ever your boss is to give your report becomes a regular occurrence. Increase Pilot by 1 level.  | 66 | <b>War Crimes.</b> While on a mission, you uncover evidence of a war crime. Your tip leads to several people being arrested and others going underground. Gain an Enemy.  |
| 55 | <b>Rescue!</b> You detect an emergency in a pirate-heavy area. If you investigate, roll Electronics (Sensors) 8+. If you succeed, you detect the trap. Gain DM+1 to your next Advancement roll. If you fail, your ship takes damage before escaping. Increase Mechanic by 1 level. If you do not investigate, your boss is angry at you for breaking protocol. Gain DM-2 to your next Advancement roll. |    |   |



# D66 Compendium 2

## Life Events

- 
- 11 **Adoption or Birth.** Someone close to you, a friend or family member, gives birth or adopts a child. You become a significant presence in the child's formative years.
  - 12 **Alien Connection.** You spend an extended period among an alien race. Gain Science 1 and a Contact among that alien race.
  - 13 **Alien Technology.** You gain a device that is uncommon among humans but is relatively common among an alien race.
  - 14 **Amnesia.** You remember only disjointed flashes of what happened to you. Gain level 1 in any one skill that is currently level 0 or below.
  - 15 **Ancient Artifact.** You gain a piece of ancient technology. It is older than any existing human empires, possibly older than the human race.
  - 16 **Avenging a Death.** Someone kills a person you are close to. A Contact that was also close to the deceased becomes an Ally. Gain an Enemy.
  - 21 **Close Contact.** You have close contact with someone from a different profession. From a random career, gain (random Service Skill) 1.
  - 22 **Combat Training.** The community where you live handles their own defense. Gain one of Gun Combat 1, Heavy Weapons 1, or Melee 1 from regular drills.
  - 23 **Commuter.** You have to commute a great distance every day for your job. Gain one of Drive 1 or Flyer 1.
  - 24 **Criminal.** You committed a minor crime. Roll Deception or Stealth 8+ to not be charged. If you succeed, gain a DM+1 to a Benefit roll. If you fail, lose one Benefit roll.
  - 25 **Death.** Someone close to you, a close friend or family member, dies. Roll SOC 8+. If you pass, you are in the will and gain a DM+1 to a Benefit roll.
  - 26 **Disaster.** You fled a warzone or survived a natural disaster. Lose half your cash or 2 items gained from Benefit rolls.
  - 31 **Elective Implant.** You choose to gain an implement. You gain the Combat Implant benefit.
  - 32 **Ending a Relationship.** A romantic relationship ends very badly. Lose an Ally gained from a relationship and gain a Rival.
  - 33 **Equipment Constantly Breaks.** Equipment you use routinely breaks and you learn to keep it working. Gain Mechanic 1.
  - 34 **Expensive Habit.** You pick up an expensive yet legal habit. Gain a DM-2 to a Benefit roll.
  - 35 **Falsely Accused.** You are falsely accused of a crime. Take the Prisoner career in your next term, but you automatically leave it at the end of the term.
  - 36 **High Government Encounter.** You briefly encounter someone high up in government, such as an archduke or the Emperor himself.
  - 41 **Hobby.** You pick up a hobby and pursue it passionately. Gain Art 1.
  - 42 **Illness or Injury.** You fall ill or become injured. Roll on the Injury Table

# Character Creation

## Life Events (Con't.)

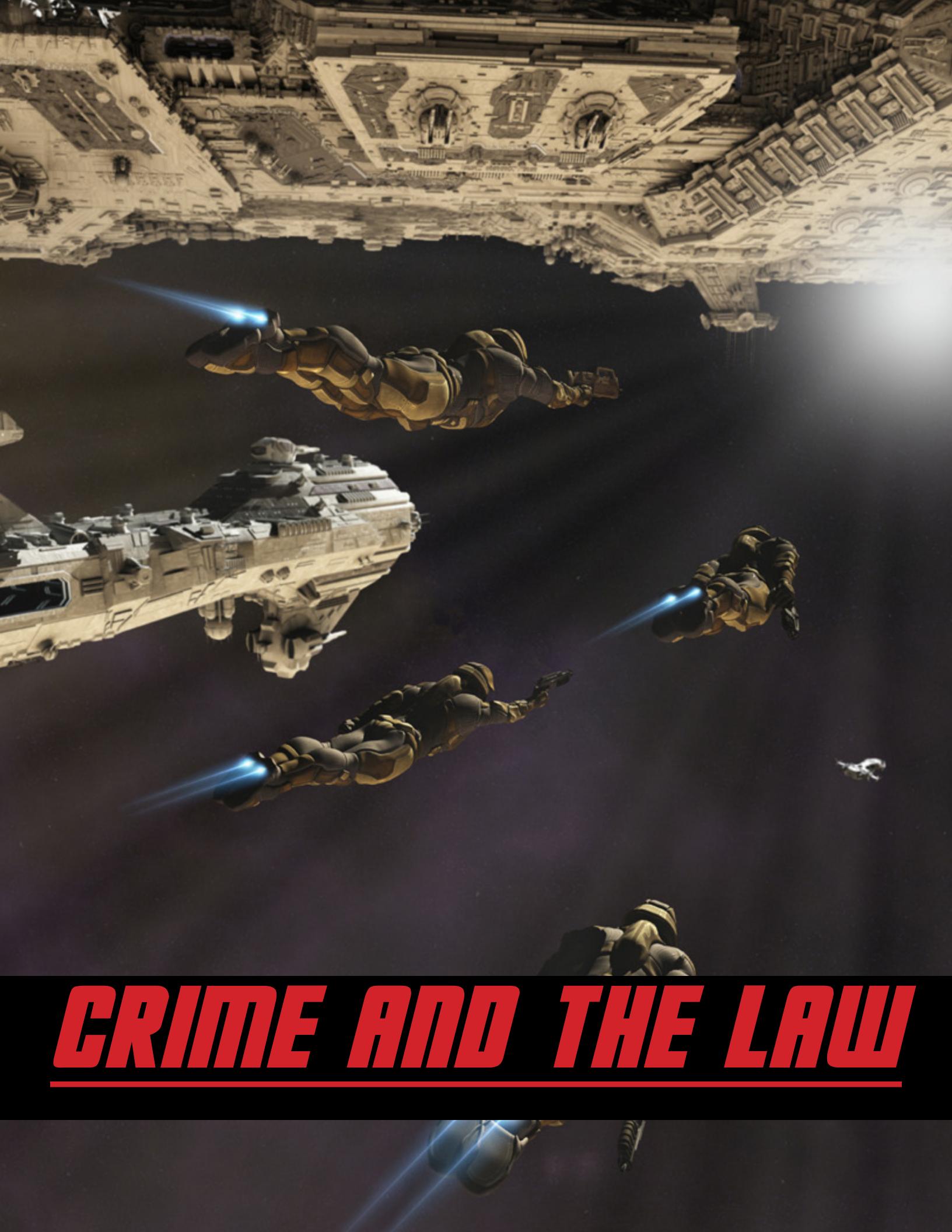
- 43 **Improved Relationship.** A romantic relationship improves (getting married or similar deep commitment). Gain an Ally.
- 44 **Jury Duty on a Major Case.** You served on a jury on a case lasting over a year. Gain one of Investigate 1, Persuade 1, or Streetwise 1.
- 45 **Kidnapped by Pirates.** You were captured by pirates and joined the crew. Gain one of Athletics 1, Deception 1, Explosives 1, Melee 1, or an Ally among the crew.
- 46 **Local Hero.** Emergency happened right in front of you, and you ran to aid those involved. Pictures of you hang in local businesses. Gain a Contact.
- 51 **New Relationship.** You become involved in a romantic relationship. Gain an Ally.
- 52 **Paragon's Assistant.** You worked closely with one of the preeminent people in your field. Gain 1 level in whatever skill you are highest in, and that person becomes a Contact.
- 53 **Pickup Artist.** You get good at meeting people and taking them home. Gain Carouse 1.
- 54 **Psionic Awakening!** You test your Psionic Strength, and you can take a Psionic career next term, if you qualify.
- 55 **Scar.** You get an impressive scar and a heroic story to go with it. Increase SOC +1, and gain Carouse 1.
- 56 **Side Business.** You start a small business to do during your off hours. You do not make much money at it but you pick up a number of odd skills. Gain Jack-of-all-Trades 1.
- 61 **Side Job.** You pick up a side job for some extra money. Gain Steward 1 and DM+1 to a Benefit roll for cash.
- 62 **Unhealthy Habits.** You are depressed for a time, hang out with unsavory people, or are otherwise in a negative environment. Gain one of Carouse 1, Explosives 1, or Gambler 1.
- 63 **Volunteer Work.** You help out at a homeless shelter, youth facility, or other charitable organization. Gain 1D3 Contacts.
- 64 **Windfall!** You win the lottery, collect an inheritance, are rewarded for an investment, or otherwise come into considerable funds. Gain DM+2 to a Benefit roll for cash.
- 65 **Witness.** You witness a terrible crime and law enforcement changes your identity, moving you to another world. You gain an Enemy.
- 66 **Workout Regimen.** You work out on a regular basis. Increase one of STR +1, DEX +1, or END +1.



## D66 Compendium 2

### Contact's Main Use

- 11 Able to get military grade equipment for a price
- 12 Able to safely get/store hazardous materials
- 13 Access to large amounts of quick funds
- 14 Arranges protection through raider/rebel space
- 15 Can hunt and prepare food when in wilderness
- 16 Can smuggle anything on or off certain worlds
- 21 Disease specialist; treats contractible diseases
- 22 Drives anything on wheels or legs
- 23 Event planner; plans perfect event for situation
- 24 Excellent at hiding people from law enforcement
- 25 Eyes outside, handles recon during operations
- 26 Fence; sells high end goods to rich clients
- 31 Fluent in ancient, obscure languages
- 32 Gets rid of minor criminal offenses legally
- 33 Good at finding things on the black market
- 34 Hacks computers/information systems
- 35 Has a large, loyal, and active media following
- 36 Has access to schematics of military ships
- 41 Knows how to fix anything and does it fast
- 42 Knows the regular schedule of bureaucrats
- 43 Lawyer, not great, but is friends with judges
- 44 Loves to cause a scene/make a distraction
- 45 Makes explosives for the local military
- 46 Med student/medical examiner/nurse
- 51 Negotiates a better price for cargos
- 52 Operates drones with excellent skill
- 53 Professor; has Contacts in many fields
- 54 Real estate broker; gets great locations fast
- 55 Respected specialist in scientific field
- 56 Sails wind powered craft, navigates by stars
- 61 Security official; knows how to penetrate facility
- 62 Sells cheap vehicles without proper paperwork
- 63 Steward and pickpocket to the rich and famous
- 64 Thug; knows how to intimidate people
- 65 Traces the money, knows financial transactions
- 66 Wild animal trainer; access to exotic creatures



**CRIME AND THE LAW**

# d66 Compendium 2

## Biometric Security Devices

- 11 Body Odor Detector
- 12 Brain Wave Detector
- 13 Dental Scanner
- 14 DNA Reader
- 15 Ear Shape Scanner
- 16 Elbow Wrinkle Pattern
- 21 Eye Retina Scanner
- 22 Foot Shape Scanner
- 23 Full Body Bone Structure X-Ray Pattern
- 24 Fur Color Pattern
- 25 Hair-Fur Baldness Pattern Recognition
- 26 Hand Geometry
- 31 Hand Writing Recognition
- 32 Heart Monitor
- 33 Implant Reader
- 34 Infrared Signature
- 35 Light-Hand Transmission
- 36 Mental Stimuli Response Detector
- 41 Multi-Angle Nasal Contour Recognition
- 42 Nose Hair Pattern Algorithm
- 43 Palm Vein Scanners
- 44 Paw Print Scanners
- 45 Pore Pattern Recognition
- 46 Psionic Signature
- 51 Repetitive Task Pattern Algorithm
- 52 Sitting Pressure Point Pattern
- 53 Skin Bacteria Analyzer
- 54 Skin Defect Scanner
- 55 Spinal Cord Transmission Pattern
- 56 Spit Sample Analysis
- 61 Sweat Gland Sampler
- 62 Taste Bud Pattern Scanner
- 63 Typing Method Recognition
- 64 Urine Sample Recognition
- 65 Voice Recognition
- 66 Walking Gait Analyzer

## Gambling Games

- 11 Asteroid Orbiting
- 12 Atson Hold 'Em
- 13 Avalarian Dice
- 14 Basset
- 15 Battle Drones
- 16 Black Flag
- 21 Blintz Throwing
- 22 Bull's Eye Strafing Run
- 23 Bumpers
- 24 Dabeo
- 25 Discs of Cyberland
- 26 Dog Fighting
- 31 Eating Contest
- 32 Faro
- 33 Five Card Orcist
- 34 Galactic Football
- 35 Ghin Tiles
- 36 HALO Trooper Landing
- 41 Hearts and Octogons
- 42 Holo Slots
- 43 Interstar Hovercar
- 44 Kardin Slug Racing
- 45 Kickboxing
- 46 Low Gravity Golf
- 51 Martial Arts
- 52 Meteor Chicken
- 53 Poker
- 54 Prisoner Bleeding
- 55 Race Horses
- 56 Red Zone Skimmer
- 61 Speedbikes
- 62 StarPogs
- 63 Taa Speed Diving
- 64 Target Shooting
- 65 Ultimate Death Match
- 66 Zero-G Joust

# Crime and The Law

## Criminal Hideouts

- 11 Abandoned Building on Starburst Street. It's a narcotic-junkie's hangout.
- 12 Ancient Underground Ruins. A network of tunnels known to the suspect.
- 13 Apartment Across the Street. It is rented under a different name.
- 14 Back Room of Strip Club Exotica. It's a soundproof business office with a repulsorbed.
- 15 Casio Gaming Area. The suspect has a uniform of a gaming employee and can blend in.
- 16 Cave in Mountain/Deserted Island. This location is well-prepared as a fallback location.
- 21 Condemned Apartment Building. Inside is a secure panic room able to withstand bombs.
- 22 Crawl Space/Wet Wall. This area is a little larger than normal, big enough to hide the suspect.
- 23 Dance Club Bravadia. Suspect hooks up with random strangers and lives off them.
- 24 Goldman Exercise Club. Manager has a private storage facility that is shielded from scanners.
- 25 Holovid Production Company. The suspect is the sound producer.
- 26 Homeless Shelter. Suspect disguises itself to blend in with homeless population.
- 31 Hospital Emergency Room. The suspect can pass herself off as an orderly.
- 32 Inside a Robot's Cargo Pod. The robot's pod is just large enough to hold the suspect.
- 33 Laminate-Log Cabin in the Woods. The suspect vacations there frequently.
- 34 Local Store's Back Office. This small office holds a desk, computer, and safe.
- 35 Mansion in a Different Jurisdiction. This is less of a hideout and more of a second home.
- 36 Minimum Security Prison Travston. The suspect knows how to escape and then returns for the alibi.
- 41 Newly-Built Home. A plain-looking house in a recently-built development of private homes.
- 42 Nursing Home. Suspect has connections to staff and a relative is living there.
- 43 Orbital Defense Station. The station receives almost no visitors and has been ordering more supplies.
- 44 Other Wife's House. The criminal has 2 wives; neither knows about the other.
- 45 Pirate Outpost Omega. The suspect is a member of one of the pirate organizations based there.
- 46 Private Space Station Resort. This station is shielded from scanners and is not registered.
- 51 Religious school, sanctuary, institution, re-education facility with the help of the clergy.
- 52 Robotic Sports Team's Repair Office. Suspect is disguised as a repairman and can repair robots.
- 53 Room 234 of the Avalon Motel. It's a sensor-proof room with security upgrades.
- 54 Run-Down Barn of an Old Farm. The aging farmer is/is not aware of the suspect's presence.
- 55 Sailing Vessel. Suspect works for ship's owner and can stay there without the owner knowing.
- 56 Security Scanning Vessel. Ship is run by a private security firm and "hired a new employee."
- 61 Smuggling Compartment. Concealed under the deck plate/near the engines of a spaceship.
- 62 Starport's Cargo Process Facility. Suspect previously worked there and knows where to hide.
- 63 Tenth Floor of a Rundown Apartment Building. The suspect's parent/girlfriend/friend lives there.
- 64 Underground Compound. A private facility decked out in comfort and weapons.
- 65 Ventilation Shaft. A building/spaceship's ventilation system is large enough for the suspect.
- 66 Warehouse on Simon Street. The suspect is hiding among a number of boxes.

# d66 Compendium 2

## Famous Space Battles

- 11 Anfield Encounter
- 12 Attack of the Drones
- 13 Avalar Assault on Eroda
- 14 Battle for Talak Station
- 15 Battle of Corridor Control
- 16 Battle of Five Fleets
- 21 Battle of the Four Corporations
- 22 Battle of the Imperials
- 23 Battle of the Karakak Nebula
- 24 Battle of the Pale Suns
- 25 Battle of the Reach
- 26 Battle of the Sekenta Asteroid Field
- 31 Black Star Battle
- 32 Bloody Howl Slaughter
- 33 Comet's Passage
- 34 Conflict of Snow Ash
- 35 Dash Massacre
- 36 Daumier III
- 41 Empty Sector Battle
- 42 Falcon's Beak Nebula
- 43 Flaming Meteoroids Battle
- 44 Fur and Fang Battle
- 45 Genemeade and Peanaworld
- 46 Holli Rebellion
- 51 J-5 Battles
- 52 Moon's Shadow Onslaught
- 53 Piram I
- 54 Rimward Frontier Battles
- 55 Rogue World Battle
- 56 Seven Moons Battle
- 61 Shortcut Starbase 5 Battle
- 62 Tassak's Divide
- 63 Telepathic Battle of Center
- 64 Twin Suns Battle
- 65 Ventnor Encounter
- 66 Zircon V

## Interstellar War Names

- 11 Anderson-Lexxnar Affair
- 12 Avalar Expansion
- 13 Blue Insurgency
- 14 Cocta War
- 15 Consolidation Wars
- 16 Dreadnaught Crisis
- 21 Drone Wars
- 22 Dumosif Conflict
- 23 Elder Revolt
- 24 Faithful War
- 25 Feldsfar Revolutions
- 26 Frontier Wars
- 31 Glorious War
- 32 Gvegh Wars
- 33 Hamagast Revolution
- 34 Invasion of Sypot
- 35 Julian Wars
- 36 Megacorp Wars
- 41 Palladium Conflict
- 42 Para Asteroid Belt Conflict
- 43 Plague Wars
- 44 Psionic War
- 45 Quasi War
- 46 Regilia Defense War
- 51 Ruhk-40th Squadron Conflict
- 52 Sly-Gitts Incident
- 53 Social Network Revolutions
- 54 Ten-Year War
- 55 Trans-Rift War
- 56 Twin Moons Invasion
- 61 War of 935
- 62 War of the Ancients
- 63 War of the Black Tulips
- 64 War of the Hivers
- 65 War of the Jewels
- 66 War of the Yellow Sun

# Crime and The Law

## Military Base Names

11	Aalborg
12	Al Hingurakgoda
13	Bandga Chudra
14	Bezmer
15	Borden Boro
16	Caojiabao
21	Car Nicobar
22	Datong
23	Dip Flat
24	Dix
25	Ekala
26	Esbjerg
31	Evans Ford
32	Everstar Ready
33	Falsten
34	Ilha do Governador
35	Jamnagar
36	Kingston
41	Korsør
42	Leh
43	Malabar
44	Mohanbari
45	Møn
46	Nagpur
51	Novo
52	Palavi
53	Prince Artafis
54	Recife
55	Santa Maria
56	Sargaso
61	Tamar
62	Tasman
63	Triumph
64	Victory
65	Wagga
66	Yongning

## Military Base's Main Purpose

11	Advanced Tactics Training
12	Ammunition and Drone Depot
13	Antique Systems Training
14	Atmospheric Assault Training
15	Biological Weapons and Disease Control
16	Border/DMZ Patrol and Protection
21	Capital Ship Sonstruction
22	Centralized Intelligence Gathering
23	Command and Control
24	Commercial Procurement and Supply
25	Communication Relay Station
26	Cyber Intrusion Defense
31	Diplomatic Outreach
32	Forward Operating Base
33	Ground Assault Training
34	Hazardous Materials Storage
35	High-Tech Research and Development
36	Hospital and Long Term Recovery
41	Humanitarian Aid Station
42	Interstellar Scientific Observation
43	New Recruit Basic Training
44	Officer Training Academy
45	Orbital Tactics Training
46	Pirate Response Base
51	Planetary Scientific Research
52	Population Passification
53	Prison and Re-Education
54	Protect Strategic Interests
55	Small Ship Construction
56	Small Ship Resupply and Training
61	Special Forces Training
62	Urban Warfare Training
63	Vehicle and Weapon Proving Ground
64	Vehicle Construction and Storage
65	Waypoint Refuelling and Resupply
66	WMD Launch Facility

# d66 Compendium 2

## Pirate Bases

11	Brinefalls
12	Cape Rockbed
13	Claw Station 1
14	Constellation Station 3
15	Draeva Mining Outpost
16	Dragonbase Zeta
21	Eagle Inspection Waypoint
22	Eyl Prime
23	Farstation VIII
24	Freeport Ralatap
25	Freeport Zella
26	Fur Fighter Station
31	Gala Spaceport Casino
32	Garaad City
33	Garden Station Leaftree
34	Glintrock
35	Hobyo Central
36	Jenny 7
41	Libertatia XI
42	Liberty City
43	Meteoroid Base Prime
44	New Trinidad
45	Olicart Repair Station
46	Outerorbit Station Praxis
51	Port Royale
52	Proxima Defense Platform
53	Red Sedit Mobile Platform
54	Refuelling Station Carthija
55	Serenity Valley
56	Space Mine Processing
61	St. Triptopar
62	Starbase Dread
63	Tortuga Station
64	Wreathreed Planetoid
65	Xaldiar Central
66	Yellow Sun Waystation

## Scout Base Names

11	Carmichael
12	Brittney Calverson
13	Chatham
14	Cimplic Communications
15	Daggerspear
16	Deniptar
21	Dewdrop
22	Falcon
23	Fareyes
24	Fenchon Stellar
25	Garbonian
26	Highbury
31	Huron
32	Jep
33	John J. Peterson
34	Kindidty
35	Krodian
36	Mongo Observation Post
41	Nelishta
42	Ninox Detection
43	Pashel
44	Persephnia
45	Pinishtar
46	Progswan
51	Rite Base
52	Riverland Outpost
53	Rodovan
54	Rushu Transfer Station
55	Seduick
56	Shilo
61	Sifurdud
62	Sparta Base
63	Thanber Monitor
64	Tharnston
65	Transdinia
66	Triktinna

# Crime and The Law

## Prison Facility Names

11	Alken Orbital 3
12	AsterNova Security Station
13	Aurora Mining
14	Chronor Detention
15	ConTech Minimum Facility
16	Delta Correctional Security
21	Elven World Protection
22	Faraway Base
23	FrontMark Protective
24	HighGrav Holding
25	Hkal Prisoners
26	Hondret Maximum Security
31	InStarSpec Holding
32	InterGlobal Correctional
33	Junction Martial Base II
34	Limestone Mining Center
35	Logan Center
36	Maru III Penal
41	Mondat Security Station 11
42	Nea Asteroid Mining
43	Outworld Security 7
44	Palmer Pretrial Facility
45	Piat Planetary Center
46	Polar Institute
51	Rafra Encouragement Center
52	Red Czar Execution
53	Red Eagle Honor Farm
54	Rull Asteroid Station 10
55	Segan Boot Camp
56	Shadmara Work Center
61	Sly Penal Colony
62	Taft Substance Treatment Center
63	Virtual Lockdown
64	Vlovl Prisoner Transport
65	Wyn Station 4
66	Xinox Maximum Security

## Prison Inmate Nicknames

11	Ankle Grabber
12	Bone
13	Bruce
14	Bularia Bruiser
15	Chocolate
16	Diamond Dog
21	Double Fisted
22	Frankenstein
23	Furwad
24	Hairbath
25	Humpy
26	Johnny-17
31	Meatplow
32	Mora Murderer
33	Ox
34	Poe
35	Pretty Feet
36	Puddin
41	Redstar Runner
42	Remoter
43	Sassy
44	Scar
45	Screwloose
46	Solarmani Strangler
51	Squealing Piglet
52	Stretcher
53	Sugar Plum
54	Swooper
55	Two Tail
56	Undertaker
61	Vacchead
62	Virgil
63	Virus
64	Whiskers
65	Wingnut
66	Worm Hole



# d66 Compendium 2

## Narcotics/Recreational Drug Names      Things Customs Won't Allow on Planet

11	Alphadrox	11	Alcohol/Tobacco
12	Anamorph	12	Artificial Body Parts
13	Bravafan	13	Beauty Products
14	Codamine	14	Brown-Eyed People
15	Codan	15	Chewing Gun
16	Crakane	16	Clothing Designed for One Gender
21	Crystal	21	Costumes of Cartoon Characters
22	Dolisvan	22	Cut Flowers
23	Endoll HD	23	Dancing Robots
24	Entrophine	24	Energy Inefficient Lightbulbs
25	Erotica	25	Energy Weapons
26	Furry Aslan	26	Exercise Equipment
31	Glitter Patch	31	Eye-Color Changing Devices
32	Hy5	32	Fish to be Used for Food
33	Jump Trip	33	Food Condiments
34	Mind Blender	34	Four-Legged Pets
35	Morph Pills	35	Gambling Machines and Robots
36	MSIR	36	Goods from Rival Planet
41	Nicardoine	41	Grav Vehicles
42	Octo-Syron	42	Hair Extensions
43	Padrina	43	Holovids About Time Travel
44	Panlor	44	Large Hats
45	Pasaphid	45	Military Insignia
46	Polytussin	46	Musical Instruments
51	Psi-Sight	51	Off-World Currency
52	Resevers	52	Open-Toed Shoes
53	Rocket Fuel	53	Purple Clothing
54	Sedol	54	Religious Icons
55	Skorpodon	55	Robots over Certain Size
56	Spinners	56	Scuffed Shoes
61	Stepa-Om	61	Symbols of Psionic Pride
62	Teffins	62	Synthetic Tanning Chemicals
63	Ultra Slams	63	Timepieces without Cameras
64	X-Ray Pills	64	Unapproved Music Files
65	XTC	65	Uncensored News
66	Zellar	66	Writings of Certain Authors



**EXPLORATION**

# d66 Compendium 2

## Atmosphere Taints

11	Ammonia
12	Argon
13	Boron Trifluoride
14	Butane
15	Carbon Monoxide
16	Chlorofluorocarbons
21	Dust
22	Ethyl Acetylene
23	Fossil Fuel Exhaust
24	Gaseous Mercury
25	Germane
26	Ground Ozone
31	Helium
32	Hydrogen Bromide
33	Hydrogen Sulfide
34	Iodine
35	Krypton
36	Lead
41	Methane
42	Neon
43	Nitrous Oxide
44	Oil Vapor
45	Other Particulate Material
46	Other Radioactive Materials
51	Other Volatile Organic Compounds
52	Oxygen
53	Pollen
54	Radioactive Hydrogen (Tritium)
55	Silane
56	Smog
61	Sulfur Dioxide
62	Sulfur Tetrafluoride
63	Vinyl Chloride
64	Volcanic Ash
65	Water Vapor
66	Xenon

## Corrosive, Flammable and Insideous Atmospheres

11	Acetylene
12	Ammonia
13	Arsine
14	Boron Trichloride
15	Boron Trifluoride
16	Butane
21	Carbon Monoxide
22	Chlorine
23	Chlorine Trifluoride
24	Diborane
25	Dichlorosilane
26	Ethane
31	Ethyl Chloride
32	Ethylene Oxide
33	Germane
34	Germanium Tetraflouride
35	Hydrogen Bromide
36	Hydrogen Chloride
41	Hydrogen Floride
42	Hydrogen Sulfide
43	Methane
44	Methyl Bromide
45	Methyl Chloride
46	Monomethylamine
51	Nitric Oxide
52	Nitrogen Dioxide
53	Nitrogen Trifluoride
54	Pentafluoride
55	Phosphine
56	Phosphorous
61	Silicon Tetrchloride
62	Sulfur Dioxide
63	Trichlorosilane
64	Trimethylamine
65	Tungsten Hexafluoride
66	Volcanic Ash

# Exploration

## Desert Names

11	Ardovian Desert
12	Aurora Desert
13	Avalar Friendship Sands
14	Benoncra Pirate Desert
15	Blue Desert
16	Bone Wasteland
21	Brine Patch Desert
22	Coral Sands Desert
23	Davasin Desert
24	Desert of Death
25	Dusty Land
26	Genape Prime Desert
31	Highland Desert
32	Karoo Desert
33	Krathpia Desert
34	Laser Heat Desert
35	Little Sandy Desert
36	Lut Salt Plain
41	Meteor Park Sands
42	Morta Kama Desert
43	Narval Desert
44	Nojabria Desert
45	Oradius Wastes
46	Petrified Wood Basin
51	Pinatash
52	Praxis Star Desert
53	Scorpion Desert
54	Starbright Sands
55	Stone Valley Desert
56	Suspe Wastes
61	Tritia Ice Desert
62	Tundra Wastes
63	Wahaba Sand Ocean
64	Xertosia Sandfield
65	Zenjin Expanse
66	Zhodani Desert of Peace

## Large Bodies of Water

11	Arden Father's Ocean
12	Artemsus Ocean
13	Avalar Pride Ocean
14	Bright Star Sea
15	Brine Ocean
16	Calm Ocean
21	Discovery Ocean
22	Freshwater Ocean
23	Friys Ocean
24	Frozen Ocean
25	Glorious Ocean
26	Great League Ocean
31	Greater Sri Sea
32	Hundred Island Sea
33	Lesser Alr Ocean
34	Lesser Eroda Ocean
35	Lidenbach Sea
36	Luminescent Ocean
41	Main Corgi Ocean
42	Memory of the Red Star Ocean
43	Nebula Ocean
44	Noi Ocean
45	Northern Purfy Ocean
46	Olympiad Ocean
51	Orgath Ocean
52	Polar Ocean
53	Qlomblab'r Ocean
54	Rapp Sea
55	Scarlet Ocean
56	Strephon Ocean
61	Sulferic Ocean
62	Tainted Ocean
63	Ten Kilometer Sea
64	Tibolt Ocean
65	Tranquility Ocean
66	Zhodani People's Ocean



# d66 Compendium 2

## Native Fruits

- 11 Agoriaberries
- 12 Blue Rambutan
- 13 Brown Oranges
- 14 Caper Melons
- 15 Chaquan'eph
- 16 Cheremoyaan
- 21 Cyanberries
- 22 Davians
- 23 Duaspe
- 24 Ebony Apples
- 25 Fellsfruit
- 26 Gish Fruit
- 31 Hearthberries
- 32 Jill Melons
- 33 Kneeberries
- 34 Labracorn
- 35 Langstatberries
- 36 Mammee Pears
- 41 Nadir Apples
- 42 Nonani
- 43 Oosamians
- 44 Partengonya
- 45 Pink Grapes
- 46 Quinst
- 51 Red Melons
- 52 Sanks
- 53 Siphins
- 54 Spined Durian
- 55 Square Fruit
- 56 Stone Apples
- 61 Thaneberries
- 62 Toan Melons
- 63 Ufesk Limes
- 64 Vipac Pears
- 65 Water Torm
- 66 Yimberries

## Disease Names

- 11 Aslan Scratch
- 12 Bear Fever
- 13 Black Plague
- 14 Cholera
- 15 Common Cold
- 16 Darrian Fever
- 21 Diga's Fever
- 22 Draphae
- 23 Ebolavirus
- 24 Filth Fever
- 25 Grey Flu
- 26 Heat Blisters
- 31 Hiver Hives
- 32 Immune Deficiency
- 33 Influenza
- 34 Leprosy
- 35 Lip Fungus
- 36 Malaria
- 41 Mindfire
- 42 Mountain Flu
- 43 Night Ice
- 44 Opra Pox
- 45 Paskrin Bite
- 46 Pigeon Flu
- 51 Red Fever
- 52 Rimwird Madness
- 53 Runny Nose
- 54 Shakes
- 55 Sleepers Disease
- 56 Small Pox
- 61 Spotted Pox
- 62 Ulsa's Disease
- 63 Vargr Fleas
- 64 Yellow Rash
- 65 Zhodani Spots
- 66 Ziphany Flu

# Exploration

## Reasons Why the Planet is Dead

- 11 Asteroid collision
- 12 Central computer told cyborg population to die off
- 13 Contaminated water supply
- 14 Cooling of planet's core/slow rotation
- 15 Dominant race killing off more evolved race
- 16 Endless war
- 21 Excess pollution
- 22 Fashionable animal fur is integral part of ecology
- 23 Global warming
- 24 Government limits on childbirth eliminates a gender
- 25 Governments failed, planet reverted to barbarism and died off
- 26 Imperium killed off race for being too hostile
- 31 Intellectuals outbred by less intelligent part of race
- 32 Interstellar highway causes pollutants to rain down
- 33 Invention of virtual reality, race does not return to reality
- 34 Killer robots
- 35 Laboratory vaporized all organic material
- 36 Lethal radiation
- 41 Mass suicide
- 42 Never had a population, elaborate natural features
- 43 No longer economical to fund outpost
- 44 Orbital bombardment
- 45 Overpopulation (destruction of food supply)
- 46 Passing mass pulled planet out of stable orbit
- 51 Peaceful population was conquered/relocated
- 52 Planet possessed insufficient raw materials
- 53 Population migrates to new planet
- 54 Prolonged ice age
- 55 Race discovered alcohol/other drug
- 56 Race evolved into higher plane of existence
- 61 Race too brittle for space travel, consumed planet's resources
- 62 Religion forbids reproduction
- 63 Religion predicts doom, causes panic
- 64 Solar expansion/explosion
- 65 Violent tectonic shifts
- 66 World wide plague

The background of the image is a vibrant, multi-colored nebula with shades of green, yellow, and orange. Numerous starships of different sizes and designs are scattered throughout the scene. Some are large, cylindrical vessels like the one in the foreground, while others are smaller, more compact craft. A few ships are emitting bright green energy beams or light signatures. The overall atmosphere is dynamic and filled with the sense of a busy space battle or a fleet maneuver.

# **SHIPS**

# Ships

## Cargo Ship Names

11	Algor
12	Anne Candy
13	Atlas Cluster
14	Blue 6
15	Captain Levert
16	Comet
21	Derby 2
22	EI Faro
23	Event Horizon
24	Express
25	Green Dale
26	Henrey T
31	Holiday
32	Hondo River
33	Hos Byrd
34	Independence
35	Jenny IV
36	Jeremiah O'Brien
41	Leigh Samual
42	Liberty City
43	Merry Go Round
44	Moons of Eads
45	Nodwik
46	Peggy Jean
51	Queen Bee
52	Rain Maker
53	Ram Challenger
54	Resolution
55	Sandstorm
56	Spirit of Adventure
61	Star Patriot
62	Stellar Eagle
63	Subthunder
64	Tide of Fortune
65	Watkins
66	Zeh Yu Ji

## Criminal Ship Names

11	Aces and Eights
12	Amindra
13	Arabella
14	Bane of Avalar
15	Black Egg
16	Bloody Argo
21	Crusader
22	Deadly Meteoroid
23	Devil's Whore
24	Double Down
25	Dying Star
26	Executioner
31	Fancy
32	Fur Fury
33	Ghost's Revenge
34	Green Perez
35	Hawkclaw
36	Hunter
41	Imperium Queen
42	Jacob
43	Kono
44	Kristol
45	Morningstar
46	Nebula Fox
51	Oberon
52	Orbital Dagger
53	Reaver Attack
54	Rising Sun
55	Savage Aslan
56	Sun Sylph
61	Sword World Serpent
62	Ten Guns
63	Vargr Fang
64	Void Plague
65	Whydah
66	Witch of Jonkeer



## d66 Compendium 2

### Generational/Sleeper Ship Names      Medical Ship Names

11	Astrid Centari	11	Aba Medical II
12	BioBay	12	Aceso
13	Blessed by the Stars	13	Asclepius
14	Colony Star	14	Borvo
15	Daedalus	15	Brigit
16	Daredevil	16	Caduceus
21	Destiny	21	Chopra
22	Earth That Was	22	Edgar Cayce
23	Eternity	23	Eir
24	Guiding Star	24	Elisabeth Dane
25	Homestar	25	Ganges
26	Hope	26	Grannus
31	Humaniti	31	Hiruko
32	Icarus	32	Hotep
33	Journeyman	33	Il Ser V
34	Manifest Destiny	34	J. Lister
35	Memory of Yesterday	35	Kestrel
36	New Day	36	Lazarus
41	New Terra	41	Lyfjaberg
42	Nirvana	42	Madam Curie
43	Pangaea	43	Naglfar
44	Peace and Freedom	44	Nightingale
45	Pioneer	45	Paean
46	Preservation	46	Pallas
51	Promise of Tomorrow	51	Phlegraean Fields
52	Rainbow Bridge	52	Pozzuoli
53	Seeking Home	53	Quimby
54	Serenity	54	Salk
55	Sky Sailor	55	Saratoga
56	Skyward Dream	56	Schweitzer
61	Starbound	61	Silver Hand
62	Starstream	62	Sukuna-Biko
63	Terra Firma	63	Sunna
64	Until Dawn	64	Teresa
65	Ursa Major	65	Tyr
66	Waking Dream	66	Utoland Pride

# Ships

## **Personal Spacecraft Names**

11	A Good Retirement
12	Albatros
13	Blue Moon
14	Brittany
15	Club Nebula
16	Constant Friend
21	Down and Out
22	Ever Faithful
23	Flying Comet
24	Forever Love
25	Free at Last
26	Gold Digger
31	Golden Pineapple
32	Happy Holiday
33	Herd Runner
34	Joust
35	Junk Heap
36	Kitty Krew
41	Luna Sky
42	Never Say Never
43	Oops
44	Permanent Vacation
45	Predator
46	Quitting Time
51	Remembrence
52	Saffron
53	Second Star to the Right
54	Solitude
55	Spinward Comfort
56	Star Blossom
61	Star Dancer
62	The Dishonor of Space
63	Topsy
64	Ultra
65	White-Knuckle Express
66	Young At Heart

## **Pirate Ship Names**

11	Ace Flier
12	Angry Titan
13	Astor
14	Avenging Jaguar
15	Black Star
16	Bleek Bolt
21	Blood Razor
22	Brilliant Ruby
23	Centauri Bravery
24	Damn the Bainbridge
25	Darrian Rifter
26	Deathknight Union
31	Death's Delight
32	Deep Space Rats
33	Demica White
34	Diamond Falcon
35	Freewielders
36	Golden Horizon
41	Invisible Grip
42	Irene Scar
43	Lehmenn Sacks
44	Liberty Sun
45	Mighty
46	Pained Gold
51	Ponant Death
52	Qana
53	Quickness
54	Raging Lion
55	Saint's Rage
56	Semlow Raider
61	Spacebourn Spirit
62	Star Princess VII
63	Sunskimmer
64	Valor and Fire
65	Victoria
66	Yasa Future

# d66 Compendium 2

## Research Ship Names

11	Adventurer
12	Alert
13	Attica
14	Aurora
15	Beacon of Knowledge
16	Beagle
21	Belgica
22	Bjørn
23	Bligh
24	Calypso
25	Challenger
26	da Gama
31	Darwin
32	DeCameron
33	Deutschland
34	Discovery One
35	Drake
36	Endeavour
41	Endurance
42	Enthar
43	Erwin
44	Explorer IX
45	Foca
46	Fram
51	Français
52	Galathea
53	Gauss
54	Germania
55	Gould
56	Great Experiment
61	Grissom
62	Hansa
63	Helix
64	Heroni Research Ship XIII
65	Indiana
66	Inuit

## Research Ship Names 2

11	Jeanette
12	Kainan Maru
13	Laertes
14	Leif Ericksson
15	Mabahiss
16	Magellan
21	Mercedes
22	Moonraker
23	Narwhal
24	Nautilus 4
25	Nostromo
26	Ob
31	Observer
32	Orca
33	Plymouth
34	Quest
35	Ravenwood
36	Rech VII
41	Red Robin
42	Reliant
43	Satsuma
44	Science Vessel Dinom
45	Scoresby
46	Shackleton
51	Sofia
52	Space Shepherd
53	Spinward Passage
54	Terra Nova
55	Umizaru
56	Vega
61	Venture
62	Volkov
63	Voyager
64	We Did Not Sellout
65	White Witch
66	Zamine

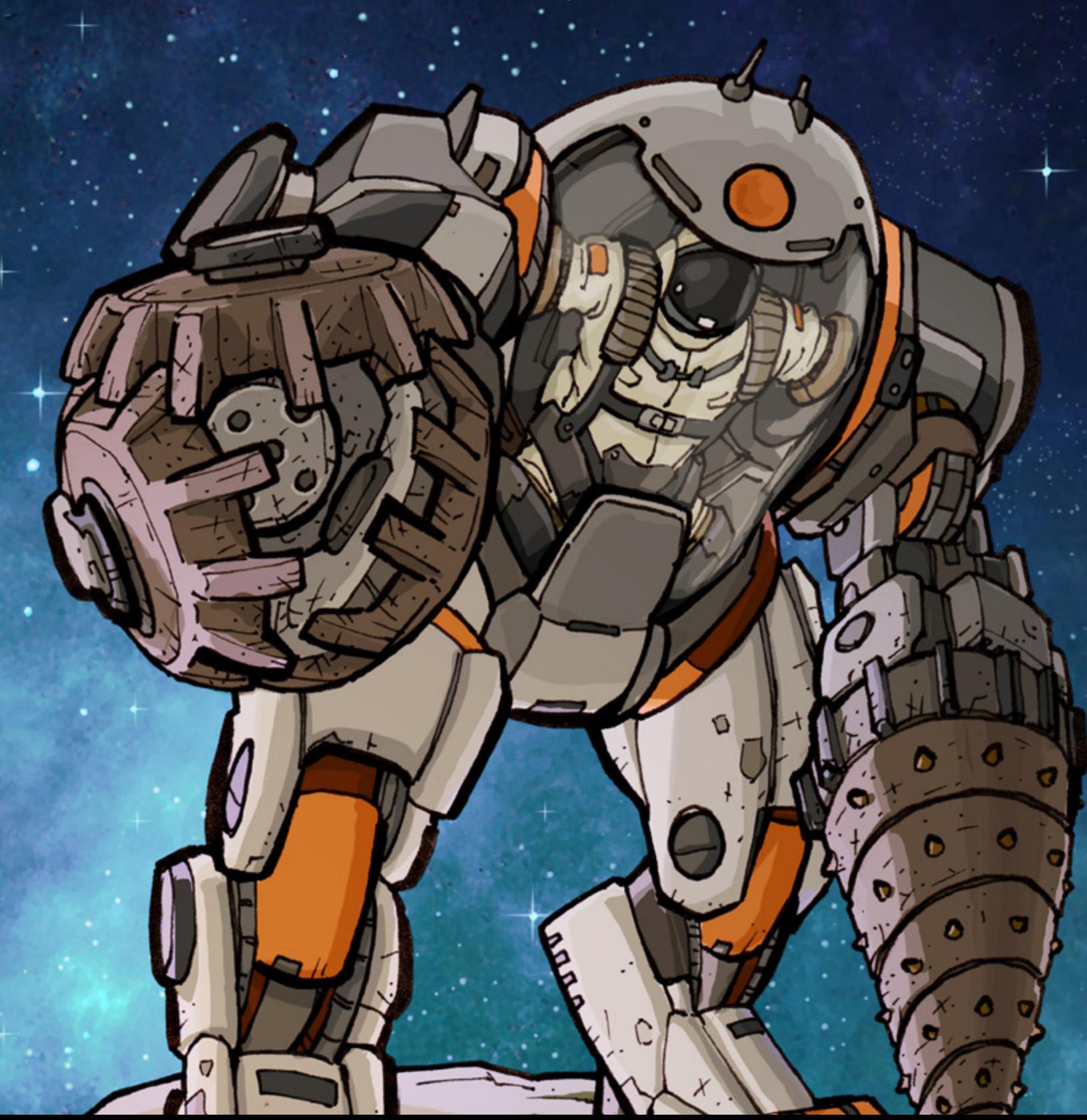
# Ships

## Warship Names

- 11 Abardine
- 12 Atlantia
- 13 Bloodfang
- 14 Bone Hand
- 15 Bravery
- 16 Champion of the Sky
- 21 Charon
- 22 Crimson Death
- 23 Death Dealer
- 24 Defiant
- 25 Determined
- 26 Eversky Defender
- 31 Forthright Warrior
- 32 Grim Reaper
- 33 Guiding Star
- 34 Hungry Growl
- 35 Imperius
- 36 Judge
- 41 Lion's Pride
- 42 Missile Screamer
- 43 Night Howlers
- 44 Oppression
- 45 Plead for Mercy
- 46 Pride Warrior
- 51 Purgatory
- 52 Revenge
- 53 Shining Jewel
- 54 Sky of Blood
- 55 Snarl
- 56 Sword of Truth
- 61 Tiger's Claw
- 62 Timogen
- 63 True and Faithful
- 64 Valor
- 65 Victory
- 66 Widowmaker

## Reasons Why the Ship is Crashed

- 11 Accident during dangerous rescue operation
- 12 Cargo got loose, rampaged across ship
- 13 Comet tail hid ice chunks that damaged ship
- 14 Computer virus took over ship, forcing it to crash
- 15 Controls smashed, unable to avert crash
- 16 Corrosive environment broke ship apart
- 21 Creatures chewing on ship's electrical cables
- 22 Crew wanted to appear dead, faked deaths
- 23 Damaged by weapon and left to crash
- 24 Electrical fire fried ships navigation system
- 25 Electrical storm overloaded ship's electrical grid
- 26 Emergency forced crew to evacuate
- 31 EMP knocked out ships electricital systems
- 32 Engines damaged, pulled into gravity well
- 33 Environmental system malfunctioned, killed crew
- 34 Guidance system malfunctioned/reprogrammed
- 35 Hive-mind microdrones damaged key systems
- 36 Intentionally rammed another vessel
- 41 Internal explosion ripped apart ship
- 42 Leak caused explosive decompression of cabin
- 43 Lone crewman not in low berth had heart attack
- 44 Lost power, unable to steer vessel
- 45 Minor leak gently pushed ship off course
- 46 Misjump, materialized too close to planet's surface
- 51 Odd additions to ship changed center of gravity
- 52 Pilot was depressed and chose to crash ship
- 53 Pilot was distracted and lost control of ship
- 54 Pirates seized control of whole ship except bridge
- 55 Power plant malfunction, excess power to engines
- 56 Radiation damaged radar, unable to detect debris
- 61 Ran out of fuel, unable to control descent
- 62 Sabotage caused ship to break apart
- 63 Solar flare blew asteroid into ship
- 64 Terrorist attack, ship crashed into populated area
- 65 Tidal wave caused air rush, knocking ship down
- 66 Weapons malfunction caused pilot's death



# **TRAVELLER LIFE**

# Traveller Life

## Escalations of a Panicked Crowd

- 11 2D people run towards the center of the problem, providing aid
- 12 A panicked pet bites one of the players for 1 point of damage
- 13 A person falls down in the crowd and gets trampled, 1D+1 damage each round
- 14 Armed person in crowd fires weapon indiscriminately, killing 1D3 bystanders
- 15 Building/structure collapses, causing many deaths and injuries
- 16 Child get separated from parents and screams for parent
- 21 Dangerous animals from nearby exhibit escape and rampage through area
- 22 Electricity station short circuits, 2D people take 3D points of damage from electricity
- 23 Emergency personnel arrive on scene but are prevented to getting near due to crowd
- 24 Family falls and will be trampled to death in 1D3 rounds without help
- 25 Group responsible for situation shows up wearing scary costume, orders obedience
- 26 Group that caused panicked situation show holographic logo in sky
- 31 Hovercar driver knocks over 4 people as car takes off in blind panic
- 32 Hovercar overloaded with people attempts to take off and crashes, killing 1D-1 people
- 33 Hovering camerabot filming riot gets in players' way
- 34 Important local official is shot by sniper, will die in 1D3 rounds without medical attention
- 35 Large object (i.e. vendor stand) gets knocked over and fire breaks out
- 36 Law enforcement officials attempt to restore order and fail
- 41 Object gets thrown through store window and people rush in to loot
- 42 Old person clutching chest, is having a heart attack
- 43 Person on fire and screaming runs through crowd, lighting others on fire.
- 44 Pipe bursts releasing deadly gas, 2D-2 nearby people die for next 3 rounds.
- 45 Player characters are blamed for situation, get mobbed
- 46 Religious person begins to spout tenants of faith, not helping situation
- 51 Riot control police show up, block one exit, flooding other exits, causing slow down
- 52 Scared couple begins passionately kissing each other
- 53 Scream of terror causes crowd to shift directions away from scream
- 54 Security robot gets damaged and begins firing at random
- 55 Small child clutching stuffed animal is mesmerized by problem, wanders towards it
- 56 Something explodes. 1D-2 people take 1D points of damage
- 61 Thief grabs IdentifCards and valuables from 1D+1 people
- 62 Two large people grab a smaller person and pull the person around a corner
- 63 Two people in a disliked minority that had nothing to do with the situation are attacked
- 64 Vacc suit oxygen tanks flies around, out of control
- 65 Water supply/fire suppression system is damaged, knocking all nearby over
- 66 Young child gains telepathic ability, begins screaming in everyone's minds



# d66 Compendium 2

## Gossip About a Ruler or Noble

- 11 Barhops in mundane clothes at night
- 12 Currently under investigation for crimes
- 13 Does not believe in evolution
- 14 Embezzling from the public funds
- 15 Employs an army of psionic spies
- 16 Enjoys burning small animals and bugs
- 21 Fathered a number of illegitimate children
- 22 Former spy for a now-dead ruler
- 23 Has an untreated mental illness
- 24 Hired thugs to carry out dirty work
- 25 Infertile, cannot conceive a child
- 26 Insists that bedroom be kept dust free
- 31 Is a terrible liar, has an obvious tell
- 32 Is in love with a household servant
- 33 Is in love with a political rival's child
- 34 Keeps paper records instead of data
- 35 Knows blackmail about other nobles
- 36 Manages energy supply for own wealth
- 41 Manipulated public opinion to gain power
- 42 Only eats food imported from off-world
- 43 Only nice person in family
- 44 Owes money to organized crime outfit
- 45 Owns illegal personal weaponry
- 46 Personally oversees torture of prisoners
- 51 Refuses to be seen with key official
- 52 Replaced by an advanced android
- 53 Reportedly drunk every single night
- 54 Secretly psionic and an advisor is tutor
- 55 Skilled swordsman and archer
- 56 Sleeps with a different person every night
- 61 Spouse is real decision maker in family
- 62 Supposedly cheats on spouse
- 63 Surgically altered appearance
- 64 Terrible gambling problem
- 65 Watches cat videos during meetings
- 66 Wicked mean temper, degrades others

## Mine Names

- 11 Admiral
- 12 Arden Clay
- 13 Arraya
- 14 Avalor Zinc
- 15 Belt Maginum
- 16 Caglop Meteoroid
- 21 Comet Quartz
- 22 Commodore Silver
- 23 Copper Platter
- 24 D. Buster
- 25 Eqrebr Depths
- 26 Era Consolidated
- 31 Ester Estate
- 32 Freedom
- 33 Gatina
- 34 Gladestone
- 35 Hidden Treasure
- 36 Lime Cap
- 41 Lorenzo
- 42 Mayflower Gold
- 43 McFadden Core
- 44 Moonlight
- 45 Mount Shilo
- 46 Pilgrim
- 51 Reinmiller Potash
- 52 Rimward Point
- 53 Sierra Talc
- 54 Silver Asteroid
- 55 Spinward Copper
- 56 Sugarmen
- 61 Sunlo
- 62 Trailing Gold
- 63 Union
- 64 Wright Creek
- 65 Zdiiel Gypsum
- 66 Zilot Salts

# Traveller Life

## Planetary Bureaucracies

- 11 Administration of Aging
- 12 Alien Religion Office
- 13 Archive and Records Department
- 14 Aslan Asset Administration
- 15 Bureau of Imperial Affairs
- 16 Bureau of Industry and Security
- 21 Bureau of Orbital Space Management
- 22 Bureau of Statistics
- 23 Bureau of Telepaths, Aliens, and Pets
- 24 Center for Intrasystem Intelligence
- 25 Chamber of Controlled Substances
- 26 Commission on Piracy and Security
- 31 Council of Environmental Quality
- 32 Department of Family and Work Affairs
- 33 Department of Fish and Game
- 34 Department of Information Security
- 35 Government Printing Office
- 36 Governmental Research Office
- 41 Institute of Peace and Justice
- 42 Joint Committee on Radiation Damage
- 43 Military Intelligence College
- 44 Ministry of Human-Cyborg Relations
- 45 Ministry of Weapons
- 46 Negative Feelings Department
- 51 Office of Exoplanet Trade
- 52 Planetary Economic Council
- 53 Planetary Geological Survey
- 54 Planetary Planning Commission
- 55 Public Housing Commission
- 56 Recreation and Parks Department
- 61 Stellar Revenue Service
- 62 Telepathic Affairs Office
- 63 Trade and Transit Council
- 64 Vargr Registration Office
- 65 Veterans Affairs Administration
- 66 Xenobiological Studies Center

## Spaceport City Names

- 11 Amnar
- 12 Binks Station
- 13 City of Humaniti
- 14 Clitancia
- 15 Crater Base
- 16 Earth City Base
- 21 Euphoria
- 22 Fenosh Interstellar
- 23 Floating Skycity
- 24 Freedom City
- 25 Freeport Station
- 26 Freestar City
- 31 Haven Station
- 32 Hawk Point
- 33 Iphriabar
- 34 Jameson City
- 35 King's Station
- 36 Mesrin Skyport
- 41 Mile High City
- 42 Mining Base Omicron
- 43 Outpost Proxsar
- 44 Port Starstream
- 45 Psionic Sanctuary
- 46 Relay Base
- 51 Remember Terra
- 52 Repair Station Tish
- 53 Seaside Harbor
- 54 Serenity Base
- 55 Skycity Base
- 56 Skyhigh Starport
- 61 Startrader Outpost 27B
- 62 Station Scydrone
- 63 The Archway
- 64 Threestar Base
- 65 Titan City
- 66 Valyonette



# d66 Compendium 2

## Random Spaceport Events

- 11 Artist making laser holographic sketch of the spaceport
- 12 Band setting up instruments and sound system for public performance
- 13 Bartender throwing out rowdy drunken group into street
- 14 Battered ship lands at spaceport, offloads refugees
- 15 Child loses toy and is crying while parent tries to console
- 16 Children playing in spilled ship lubricant, getting lubricant on everything
- 21 Convention of people dressed in faux-ancient Mars clothes disembarking
- 22 Crewman is talking to every pedestrian to get passengers
- 23 Damaged ship tries to land and crashes into building
- 24 Dangerous creatures escape from ship's hold and are rampaging
- 25 Elderly human and Vargr, sitting at a table, knitting, staring at crowd
- 26 Elderly mechanic and drone repairing a ship's engine
- 31 Family, carrying all their belongings, load cargo onto ship
- 32 Famous entertainer is mobbed by crowd while making way to ship
- 33 Hovercoach sitting in an illegal parking area, no one inside
- 34 Hovercycle speeding through area, security forces close behind
- 35 Janitor robots cleaning area, telling pedestrians to have a nice day
- 36 Lawman escorting chained crewman to ship, crowd yelling and shouting
- 41 Local farmer's market selling fresh food to ship's crew
- 42 Maintenance drone setting up a new shop while the owner looks on
- 43 Market seller haggling with a frustrated customer, seller unhappy with deal
- 44 Musicians playing to announce the arrival of a noble's ship
- 45 Newscrew covering local event, people walking behind reporter, waving
- 46 Noble woman caught her dress on a bolt and is trying to free herself
- 51 Overweighted hovercraft breaks, scattering its cargo in a large area
- 52 Private party in a closed shop, music coming from back of shop
- 53 Robot teacher taking a group of children on a field trip
- 54 Salesman temps audience with some amazing gizmo
- 55 Scientist exasperated as workers carelessly handle specimens
- 56 Street magician performing her craft, while kid holds out hat for money
- 61 Teenagers pointing hololasers at pedestrians
- 62 Transport driver refusing customer, customer kicking transport
- 63 Two old people playing holographic chess
- 64 Two people are sitting at a table, concentrating on the other
- 65 Young Aslan selling gross fried food on a stick
- 66 Young musician playing a repaired, beaten up instrument, worn hat at feet

# Traveller Life

## Reasons for an Amber Travel Zone

- 11 Abnormal solar radiation—Systemwide
- 12 Aging infrastructure—Main planet
- 13 Alien artifact disrupting sensors—Systemwide
- 14 Anarchy during political transition—Major planet
- 15 Colonial occupation—Outer planets
- 16 Complete lack of fuel source—Systemwide
- 21 Dangerous junk cloud—Orbiting habitable planet
- 22 Dust cloud disrupts communications—Systemwide
- 23 Escaped disease research—Major planet
- 24 Excessive meteoroids—Systemwide
- 25 Explosive alien tensions—Main planet
- 26 Gas giant blockade—Gas giant
- 31 Genetically engineered mice took over—Major planet
- 32 Gravity differentials from four suns—Systemwide
- 33 High cancer rate—Systemwide
- 34 High crime rate—Outer planets
- 35 High narcotics use—All planets and bases
- 36 High rate of misjumps—Systemwide
- 41 Heightened solar flares—Inner planets
- 42 Illegal drone activity—Outer planets
- 43 Inter-corporation fighting—Systemwide
- 44 Mass psionic awakening—Major planet
- 45 Mine cloud—Orbiting habital planet
- 46 Mis-classified, should be Red Travel Zone—See specific alert
- 51 Ongoing protests—All planets and bases
- 52 Pirate activity—Systemwide
- 53 Plague (life threatening, quarantined)—One outpost
- 54 Plague (non-life threatening)—All major bases
- 55 Planetary government collapse—Main planet
- 56 Private moons (invitation only)—All moons
- 61 Rampant computer viruses—Systemwide
- 62 Recording reality holovids—Major planet
- 63 Tainted water supply—Main planet
- 64 Telepathic-friendly government—Systemwide
- 65 Violent revolution—Systemwide
- 66 Xenophobic religion—Main planet





## d66 Compendium 2

### Reasons for a Red Travel Zone

- 11 Active investigation into war crimes
- 12 Aggressive drone activity, attacks all incoming ships
- 13 Alien artifact prevents hyperspace travel
- 14 Altered time field, causes extreme rapid aging
- 15 Ancient defenses still active and deadly
- 16 Ancient radioactive dumping ground
- 21 Deadly cloud of mines, exceptionally difficult to disarm
- 22 Disease containment and research facility present
- 23 Infestation of deadly space creatures
- 24 Known pirate haven, high murder rate
- 25 Maximum security prison system
- 26 Micrometeoroids cause continual assault on all ships
- 31 Militant xenophobic race present in system
- 32 Military weapons design system/testing facility
- 33 Misclassification, nothing is wrong with system
- 34 Misclassification, should be an Amber Travel Zone
- 35 Nanites disrupt electrical systems
- 36 Nebula gasses corrosive to engines
- 41 Plague (life threatening, not contained)
- 42 Planets collided
- 43 Prolonged deadly war still active
- 44 Rampant computer virus, orders machines to kill
- 45 Rare resource mining facility, high megacorp security
- 46 Religion purchased system, deemed it home of their deities
- 51 Solar flare activity beyond safe level
- 52 Solar radiation beyond lethal levels
- 53 System induces psionic insanity, cause unknown
- 54 System is home to pre-stellar alien race
- 55 System-wide xenoarcheological excavation in progress
- 56 Undefined high gravity field, possible black hole
- 61 Unknown, all contact with system failed
- 62 Unknown, megacorp purchased system, did not give reason
- 63 Unknown, reason is listed as classified
- 64 Unstoppable planet killing machine in area
- 65 Violent isolationist heresy religion
- 66 War torn system, unexploded mines, radiation

# Traveller Life

## Reason Why the Starport is Closed

- 11 Assassination attempt at starport
- 12 Battle erupted between competing corporations
- 13 Breach in reactor leaking radiation
- 14 Cargo exploded, contaminating area
- 15 Child wandered into secure area, requiring evacuation
- 16 Computer virus deleted take-off protocol
- 21 Criminal investigation requires full use of spaceport
- 22 Customs improperly claimed food was hazardous
- 23 Emergency repair of starport support structure
- 24 Government shutdown, security not getting paid
- 25 Imperium ordered spaceport closed
- 26 Lack of business forces starport shut down
- 31 Lawyers are suing spaceport for delaying flights
- 32 Magma flowing out of nearby dead volcano
- 33 Magnetic pole shift requires recalibration
- 34 Maintenance robots began murder rampage
- 35 Massive weather event (blizzard, hurricane)
- 36 Meteor shower in primary flight path
- 41 Mis-jumped ship materialized, damaging electronics
- 42 Planetary scanners offline
- 43 Planetquake split spaceport in multiple pieces
- 44 Planet's ruler is making speech from spaceport
- 45 Planet-wide holiday requires no one uses technology
- 46 Power failure in the landing control office
- 51 Quarantine of spaceport in effect for five days
- 52 Religious group claims deity will smite the spaceport
- 53 Science fair entry scares security officer
- 54 Seized by government/failed to pay taxes
- 55 Ship crashed into landing pad
- 56 Ship landed on amber alert world without paperwork
- 61 Ship manufacturer is demoing newest crafts
- 62 Solar flare causing detection interference
- 63 Spaceport security accused of harassment
- 64 Terrorists attacked security checkpoint
- 65 Translation programming making swear words
- 66 Weapons malfunction from hairy alien



# d66 Compendium 2

## Reasons Why Your Ally Cannot Help Right Now

- 11 Assisting police/emergency crew
- 12 Attending religious retreat/pilgrimage/self help seminar
- 13 Audio/video sensors found in ally's home/ship
- 14 Being investigated for money laundering
- 15 Business trip for ally's job; unavailable for 1d6 days
- 16 Claims player still owes ally for last job
- 21 Communication device is lost/stolen
- 22 Does not feel like doing anything today
- 23 Doing a favor for player's rival
- 24 Drunk/high
- 25 Emergency situation has ally rushing to help
- 26 Family member is mildly sick; ally will not leave bedside
- 31 Family member/loved one died
- 32 Favorite sports team is playing/getting nails done
- 33 Filling out police report after witnessing mugging
- 34 Getting married for the third time
- 35 Hacker stole ally's money/identity
- 36 Has a migraine/psionic overload
- 41 Hiding; ally has bounty on head
- 42 Home/ship infested with space fleas
- 43 In a standoff with police; ally is hostage
- 44 In coma/catatonic state
- 45 In hospital after being shot twice in the chest
- 46 In hospital after making some home/ship repairs



- 51 In jail (Roll 2D; 6+ means ally is wrongfully accused)
- 52 Mob goons threatened ally into not helping
- 53 Moral objection to what is asked
- 54 On vacation without communication devices
- 55 Owes debt to mob; needs to be paid within 24 hours
- 56 Professional license revoked; studying to regain license
- 61 Requires favor before helping player
- 62 Running for public office; cannot be associated with player
- 63 Sick in bed/quarantined
- 64 Spouse says ally cannot come out and play
- 65 Unknown; ally disappeared without a trace
- 66 Vehicle was towed/stolen/broken down

# Traveller Life

<b>Ways Your Contact Was Killed</b>	<b>Medical Equipment</b>
11 Apparent suicide	11 Artificial Platelet Injection
12 Buried alive	12 Artificial Womb
13 Contracted deadly disease	13 Autodrug Injector
14 Crushed beneath a ship	14 Bile Neutralizer
15 Deadly prison riot	15 Bionic Teeth
16 Died in low-berth unit	16 Bone Grower
21 Double tap to the back of the head	21 Capsule Autodoc
22 Eaten by wild animal	22 Dental Nanoflosser
23 Ejected at sea floor	23 DNA Replicator
24 Electrocuted by ship's wires	24 Exorebreather
25 Executed by pirates	25 Gene Repair Injection
26 Fell from great height/space	26 Gravatic Levitation
31 Hydrogen explosion	31 Holoimager
32 Illegal narcotics overdose	32 Hypospray
33 Incinerated into ash	33 Impulse Blocker
34 Induced heart attack	34 Instasplint
35 Inside a collapsing building	35 Laproprobe
36 Medical drug overdose	36 Laser Scalpel
41 Overexcitement from pleasurebot	41 Medical Low Birth Unit
42 Poisoned with radioactive material	42 Memory Restorer
43 Psionic memory purge	43 Microprobe
44 Released into space	44 Molecular Anesthetizer
45 Repeatedly shot	45 Morphine Patch
46 Robbery gone wrong	46 Nanoscanner
51 Robotic malfunction	51 Neurobridge
52 Severed head/limb/tail	52 Nuclear Imaging Screen
53 Ship broke up in atmosphere	53 Ocular Needle
54 Ship mis-jumped	54 Organ Synthesizer
55 Ship struck by asteroid	55 Parasite Extractor
56 Single stab wound in the front	56 Plasma Sterilizer
61 Starved/dehydrated	61 Psicalming Helmet
62 Strangulated	62 Rectal Diagnostic Probe
63 Struck by grav vehicle	63 Sonic Pulverizer
64 Struck in head with sporting equipment	64 Super Biogel
65 Unknown, body never found	65 Trauma Therapy Pod
66 Vacc suit ran out of oxygen	66 Vacc Repressurizer



# d66 Compendium 2

## Things Stuck in the Pipes After Water Refueling

- 11 Antique Music Player
- 12 Bag of Ancient Gold Coins
- 13 Child's Model of the Planet
- 14 Clumps of Mud and Twigs
- 15 Comically Large Hat
- 16 Cracked Crash Helmet
- 21 Crude Oil-Sand Clumps
- 22 Crumpled Mess of Rare Trading Cards
- 23 Destroyed Clothing but No Bodies
- 24 Dozen Plastic Bottles
- 25 Electric Eel (1D3 damage)
- 26 Food Containers
- 31 Fossilized Bones of Extinct Species
- 32 Handgun with Empty Shell Casings
- 33 Large Animal Searching for Food
- 34 Model of a Popular Gravcar
- 35 Multi-Colored Clown Wig
- 36 Old Wornout Shoes
- 41 Pieces of a Musical Instrument
- 42 Plaster (Quickly Hardening in Equipment)
- 43 Plastic Construction Toys
- 44 Radioactive Fuel Rod
- 45 Random Junk
- 46 Remains of an Explosive Device
- 51 Rubber Gaskets and Wheels
- 52 Ruined Electronic Equipment
- 53 Sand and Small Pebbles
- 54 Sealed Bottle with Message Inside
- 55 Several Kinds of Fish
- 56 Severed Head
- 61 Shredded Book
- 62 Skull with Bullet Hole
- 63 Small but Angry Animal
- 64 Three Large Rocks
- 65 Ultra-Advanced Unknown Gizmo
- 66 Used Prophylactic

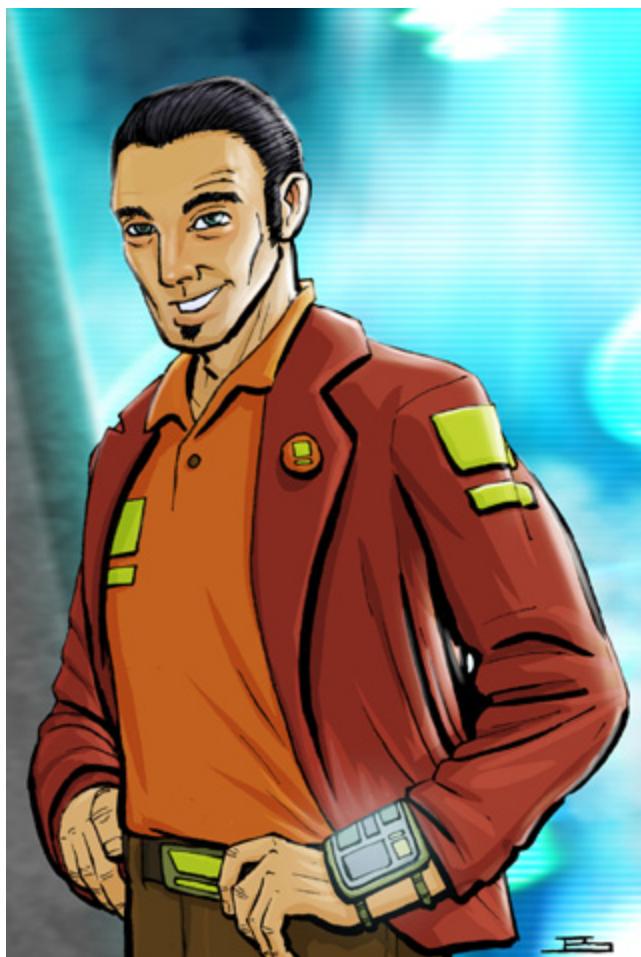
## Local Fashion

- 11 All body hair removed
- 12 Arm bands and synthleather shoes
- 13 Armored waistcoats and swords
- 14 Connected ear piercings
- 15 Continuously color-changing contacts
- 16 Decorative flac jackets
- 21 Everburning shirts and dresses
- 22 Eyebrow extensions
- 23 Fake tusks or fangs
- 24 Faux-vacc suit helmets
- 25 Formal flowing dress and bracelets
- 26 Four or more ear piercings
- 31 Full body paint
- 32 Grav boots and walking on walls
- 33 Hats with animated animal ears
- 34 High boots and a cape
- 35 Holomonocles and electroshirts
- 36 Holosuits and nothing else
- 41 Ill-fitting adjustable jackets
- 42 Military formal dress uniform
- 43 Mohawks and techmonocles
- 44 Mood clothing that updates status
- 45 Natural wooden shoes
- 46 Ornately carved cane or staff
- 51 Overweight and bearded
- 52 Painted silk kimonos
- 53 Perfumed and powdered wig
- 54 Powdered wigs and red jackets
- 55 Power gauntlets and shoulder spikes
- 56 Real leather jackets and fleece hats
- 61 Real wool pants and facial tattoos
- 62 Recycled material clothing
- 63 Ritualized hand scars
- 64 Shoulder spikes and mohawk
- 65 Suit jacket without a tie
- 66 Synthwool socks and sandals

# Traveller Life

## Stores in a Spaceport

- 11 Black Hole Donuts
- 12 Blue Burger Restaurant
- 13 Capital Worlds Fashion
- 14 Cheers Beers
- 15 Coreward Cuisine
- 16 Deep Black Pub
- 21 Duke of Sandwich
- 22 Duty-Free Gift Shop
- 23 Eat At Joe's Grill
- 24 Forever Love Jewelry
- 25 Free Faith Chapel
- 26 Holovid Entertainment
- 31 Hyperspace Games and Hobbies
- 32 Launchpad Children's Play Area
- 33 Low Berth Last Will and Testament
- 34 MacBurgers Restaurant
- 35 Michael Taylor's
- 36 Moon Pie with Cheese
- 41 News and Gifts
- 42 On the Mark Weapons Range
- 43 Orbital HighBar
- 44 Pilot's Fuel Coffee Bar
- 45 Planetary Weapon Registry
- 46 QuickTailored Suits and Dresses
- 51 Rimward of the Border Restaurant
- 52 S-Mart Department Store
- 53 Space Fleet Hoagies
- 54 Spacer's Club and Lounge
- 55 SpeedySpa
- 56 StarBeans Coffee
- 61 Starfire Jewelry
- 62 Startel Currency Exchange
- 63 StayFresh Snacks
- 64 Travel in Comfort Clothing
- 65 Vital Vacsuit Supplies
- 66 World of Shoes



# d66 Compendium 2

## Pets (Common)

- 11 Alpaca
- 12 Arth
- 13 Badger
- 14 Bird (Roll for Breed)
- 15 Boar/Pig
- 16 Camel
- 21 Cat (Roll for Breed)
- 22 Chinchilla
- 23 Cow
- 24 Dog (Roll for Breed)
- 25 Dogcat (Mix for both Breeds)
- 26 Ferret
- 31 Fish
- 32 Frog/Toad
- 33 Furry Sheep
- 34 Gecko
- 35 Gerbil/Hamster
- 36 Goat
- 41 Hermit Crab
- 42 Horse
- 43 Iguana
- 44 Mouse/Rat
- 45 Pithkrin
- 46 Rabbit
- 51 Robot of Pet (Common)
- 52 Robot of Pet (Uncommon)
- 53 Sarroneth
- 54 Sheep
- 55 Snake, Constrictor
- 56 Snake, Poisonous
- 61 Spider
- 62 Star Salamander
- 63 Turtle
- 64 Weasel
- 65 Yak
- 66 Zarth

## Pets (Uncommon)

- 11 Bear
- 12 Buffalo
- 13 Burnith
- 14 Cheetah
- 15 Chimpanzee
- 16 Couger
- 21 Coyote
- 22 Eagle
- 23 Elk
- 24 Fangorbeast
- 25 Flying Jellyfish
- 26 Gorilla
- 31 Hyena
- 32 Jaguar
- 33 Kleinoceros
- 34 Komodo Dragon
- 35 Leopard
- 36 Lion
- 41 Lynx
- 42 Manstinger Scorpion
- 43 Miniphant
- 44 Monkey
- 45 Octopus
- 46 Parthoth
- 51 Rockjaw
- 52 Sealcrab
- 53 Shark
- 54 Snake, Maneater
- 55 Spider, Deadly
- 56 Spider-Eyed Hedgehog
- 61 Synthgator
- 62 Tiger
- 63 Tusk Sheep
- 64 Vaskenz
- 65 Wolfdog
- 66 Zenkasa

# Traveller Life

## Dog Breeds

11	Basset Hound
12	Beagle Beagle
13	Bulldog
14	Bullmastiff
15	Chihuahua
16	Collie
21	Dachshund
22	Deneb Corgi
23	Doberman Pinscher
24	Europan Terrier
25	Hound
26	Labradoodle
31	Labrador Retriever
32	Maltese
33	Navigator Beagle
34	Newfoundland
35	Nova Pug
36	Orion Husky
41	Pinkhound
42	Pit Bull
43	Pointer
44	Pomeranian
45	Poodle
46	Psipoodle
51	Pug
52	Regina Retriever
53	Retriever
54	Scottish Terrier
55	Shar Pei
56	Shih Tzu
61	Solomani Shepard
62	St. Bernard
63	Starmastiff
64	Terrier
65	Vlani Chow Chow
66	Yorkshire Terrier

## Cat Breeds

11	Angora
12	Aslan Imperial
13	Aslan Tailless
14	Bobtail
15	Burmilla
16	Chartreux
21	Conda Shorthair
22	Coon
23	Cornish Rex
24	Devon
25	Ember Fold
26	Forest Cat
31	Glimmerdrift Shorthair
32	Havanabald
33	Hiver Dinnercat
34	Home Wirehair
35	Kasear Wirehair
36	LaPerm
41	Manx
42	Martian Shorthair
43	Mau
44	Minot Shorthair
45	Pero Toyger
46	Peterbald
51	Pixie-Bob
52	Ragamuffin
53	Ragdoll
54	Rengel Longclaw
55	Russian Blue
56	Savannah
61	Selkirk Rex
62	Sphynx
63	Tabby
64	Terran Munchkin
65	White Crested
66	Zhodani Glowcat



# d66 Compendium 2

## Bird Breeds

11	Amazon
12	Bluejay
13	Canary
14	Cardnil
15	Chicken
16	Cockatoo
21	Conure
22	Dove
23	Duck
24	Eagle
25	Finch
26	Florenees
31	Fushahead
32	Goose
33	Guineafowl
34	Hawk
35	Hummingbird
36	Jellybird
41	Lorikeyt
42	Lovebird
43	Macaw
44	Parakeet
45	Parrot
46	Penguin
51	Pigeon
52	Quakar
53	Raven
54	Razorbeak
55	Ringneck
56	Robin
61	Rosella
62	Spaceflyer
63	Starbeak
64	Vulture
65	Yellowhead
66	ZeeGee

## Sports Team Names

11	589ers
12	Aces
13	Admirals
14	Alphadogs
15	Armadas
16	Astronauts
21	Barbarians
22	Birds of Prey
23	Bluemens
24	Confederates
25	Constellations
26	Criminals
31	Crystalirons
32	Cybereyes
33	Dodgers
34	Earthlings
35	Explorers
36	Fangbeasts
41	Flames
42	Galaxies
43	Gas Giants
44	Hammers
45	Jumpspacers
46	Lunartics
51	Psilicons
52	Riftskimmers
53	Rockets
54	Solar Squids
55	Solarwinds
56	Space Pirates
61	Starbarrons
62	Starfields
63	Stars
64	United
65	Vacc Pilots
66	Wild Things



# **TERRA SYSTEM**

# d66 Compendium 2

## American Colony Names

- 11 Armstrong Footprint City
- 12 Baltimoria
- 13 Bushtopia
- 14 Calibea
- 15 Cernan City
- 16 Courage Ring Station
- 21 DeGraff Colony
- 22 Desdemona Prime
- 23 Ferguson Flight Station
- 24 Flightstation Melvill
- 25 Free Spacefarers
- 26 Freedom City
- 31 Glenn City
- 32 Harmony
- 33 Holy Salt City
- 34 Jefferson Colony
- 35 Little Chicago
- 36 Makemake Station
- 41 Mars City One
- 42 McAuliffe Remembrance
- 43 Monrovia
- 44 New Cedar Rapids
- 45 New Chicago
- 46 New Dakota
- 51 Pathfinder Station
- 52 Puckistan
- 53 Roanoke
- 54 Shepard Station
- 55 Spirit and Opportunity City
- 56 The Alamo
- 61 Titania Colony
- 62 Tranquility City
- 63 Umbria Prime
- 64 Unity City
- 65 Washington Territory
- 66 Waystation Mattingly

## American Warships

- 11 Alpha Centauri
- 12 Amanda Colbert
- 13 America
- 14 Beth Ann Kennedy
- 15 Blue Star
- 16 Colony 1776
- 21 Constitution
- 22 Crescent City
- 23 Daring
- 24 David Smith
- 25 Duane
- 26 Essex
- 31 Freestone
- 32 George Washington
- 33 Gladiator
- 34 Homestead
- 35 Iwo Jima
- 36 Jacob Jones
- 41 John Paul Jones
- 42 John Penn
- 43 Makin Moon
- 44 Mount Freedom
- 45 Nassau
- 46 Neuvo Jersey
- 51 New Carolina
- 52 New Manifest Destiny
- 53 New Orlando
- 54 New Seattle
- 55 Paul Revere
- 56 Puritan
- 61 Spacegull
- 62 Spear
- 63 Starling
- 64 Texas
- 65 Trenton
- 66 War of 2118

# Terra System

## French Colony Names

11	Albreda City
12	Astrolabville
13	Cartier Station
14	Champlain Waystation
15	Cité de Becquerel
16	Cité de Cartier
21	Cité de Verrazzano
22	Clipperton Colony
23	Colbert Expedition
24	Colony of Sovereignty
25	Curiville
26	Dupleix City
31	Eris Minor
32	Frontenac
33	Grand Banks
34	Io Station
35	Jean-Loup Chrétien
36	Jupiter Science Station
41	Kuiper Colony I
42	La Bourdonnais
43	Louis Pasteur
44	Mariottville
45	Nereid City II
46	Neso Outpost
51	New Brest
52	New Mayotte
53	New Paris
54	New Yanoan
55	Nouveau Bordeaux
56	Nouveau Dijon
61	Proteus Science Center
62	Red Sands
63	Saint Alexis
64	Saint Christopher Colony
65	Saint Malo
66	Villegaignon Expedition

## French Warships

11	Ambitieux
12	Athos
13	Caraquon
14	Cassard
15	Catherine Duras
16	Colbert
21	Dumas
22	Eridan
23	Forbin
24	Fulmar
25	Grande Française
26	Intrépide
31	Invincible
32	Jacques Cartier
33	Jeanne d'Arc
34	Jean-Paul Picard
35	Jules Verne
36	La Grandière
41	Léon Coty
42	Lyre
43	Majestueux
44	Mistral
45	Monarque
46	Monge
51	Napoléon Bonaparte
52	Neptune
53	Paris
54	Perle
55	Saint Charles
56	Saint Cousteau
61	Saint Louis
62	Saint Michel
63	Simone Chanel
64	Styx
65	Triton
66	Vigilant

# d66 Compendium 2

## Chinese Warships (Capital Vowels are Long Pronunciation)

11	Cedian [tse-tean]
12	Chaowu [chow-wu]
13	Chaojong [chow-yung]
14	Chengqing [cheng-ching]
15	Chenhang [chen-hAng]
16	Dengyingzhou [teng-ying-chow]
21	Dingyuan [ting-U-an]
22	Feiting [fe-l-ting]
23	Fupo [fu-po]
24	Fuxing [fu-shing]
25	Guangbing [kuang-ping]
26	Guangli [kuang-lE]
31	Haian [hal-an]
32	Henghai [heng-hl]
33	Huwei [hu-we-I]
34	Ji'an [chi-an]
35	Kaiji [kA-chl]
36	Kangji [Kang-chl]
41	Laiyuan [lA-U-an]
42	Leikun [lE-kun]
43	Leili [lE-l-lE]
44	Leizhen [lE-chen]
45	Longxiang [long-shl-ang]
46	Nanchen [nan-chen]
51	Nanrui [nan-jU]
52	Pingyuan [ping-U-an]
53	Weijing [we-l-ching]
54	Yangwei [yang-we-l]
55	Yixin [eu-shin]
56	Yongbao [yung-pow]
61	Zehai [ze-hal]
62	Zhenbei [chen-pe-l]
63	Zhendong [chen-tung]
64	Zhenxi [chen-shi]
65	Zhenyuan [chen-U-an]
66	Zhenzhong [chen-chung]

## Luna City Names

11	Agatharchides
12	Apollo
13	Armstrong
14	Bang Zoom
15	Boitumelo Province
16	Buzz Landing
21	Catena Brigitte
22	Chie
23	Cushman
24	Dieter Heights
25	Earthlight
26	Ewing Ridge
31	Floyd Base/Dark Side City
32	Halo Crator
33	Hatred Depths
34	Hideko City
35	Jim Lovell
36	Jules Verne
41	Kelvin Monitoring Station
42	Kepler Station
43	Kramden
44	Marius Farms
45	Mons La Hire
46	Moonshadow
51	Nikola Energy Plant
52	Olabisi
53	Owensville
54	Reiner Gamma
55	Rima Hadley Base
56	Shakespeare Towne
61	Sorby Cliffs
62	Tortilla Flat
63	Tranquility City
64	Vallis Schrödinger
65	Wolffstadt
66	Yumi City

# Terra System

## Mars Cities and Places

11	Alice
12	Apsus Valley
13	Ares
14	Aurorae Planum
15	Calvinhobbs Castle
16	Cartwright
21	Cydonia
22	Dagon Harbor
23	Danforth
24	Dipali Solar Station
25	Elysium Planitia Farming Coop
26	Ganges Chasm
31	Iani Chaos
32	Isamu Base
33	Kanja Aquifer
34	Kant
35	Marina del Hex
36	Martian Imperial Capital
41	Moab
42	Mount Balzoni
43	Mount Olympus
44	New Detroit
45	Opportunity Zone
46	Otisburgh
51	Portoroy
52	R'lyeh
53	Red Cloud
54	Red Sands City
55	Sand Dune City
56	South Crater City
61	Syria Planum Research Facility
62	Tangerine
63	Tholus Summit City
64	Trotsky Station
65	Von Braun
66	Wenchang Facility

## Outer System Bases and Stations

11	Anubis Processing Station
12	Banburg
13	Caelus Orbital City
14	Circe Outpost
15	Dione Research Base
16	Dyfedburg
21	Elaine
22	Enceladus Base I
23	Epimetheus Mining Base
24	Europa Monolith City
25	Fuelport Titan
26	Galileo Regio City
31	Ganymede Mining Facility
32	Io Station II
33	Ithaca City
34	Janus Outpost
35	Juno Refuelling Station at Jupiter
36	Merlin
41	Mimas Mining Station
42	Miranda Solar
43	Morganstan
44	Nix City
45	Orbital Station Titan
46	Phobe Station II
51	Pluto Orbital Mining
52	Pluto Research Outpost
53	Refining Station Dione
54	Rhea Prime
55	Salacia Station
56	Sir Lucan City
61	Ta-Urt City
62	Tara Hill
63	Tethys IV
64	Tintagil City
65	Titan Station
66	Triton Refuelling Center





# **THIRD IMPERIUM**

## Third Imperium

### **Aslan Male Names (Pronounced)**

11	A-aih-hfaiw
12	A-aikh-i
13	A-el-ao-hkel
14	Ai-eil-riylr
15	Ai-er-kheal
16	Ao-is-eah
21	Ao-oukh-ekh
22	E-er-ha-khtea-as
23	E-iy-elrl-iyw
24	Ea-a'-ai-el-kear
25	Ea-ar-htu
26	Ea-el-aol
31	Eah-ew-liy
32	Eah-le-aolr-a
33	Eakh-kou-ao
34	Eh-ai-eah-reikh
35	Ei-oarl-khtei-ah-kht-a
36	Eih-he-e-eah
41	Ekh-hleah-o-a
42	Erl-ah-hrer
43	Ew-hres-iyh
44	Far-hku-ai
45	Hkao'-hwiy-ao-ear
46	Hke-ah-uakh
51	Hkouh-ai'-htai
52	Hkye-yukh-hkaokh
53	Hla-el-hlaul
54	Htai-eh-aiky-iy-as
55	Htaol-hfua
56	Hwar-e-eaw
61	Iyrl-he-e-khtea
62	Ka-aol-iy
63	Kea-a-eil
64	O-ai-hra-yokh
65	Ta-iy-hrauw
66	Yel-hla-ih

### **Aslan Female Names (Pronounced)**

11	A-aul-kea
12	A-eakh
13	Au-elr-fta
14	E-el'-hlau
15	Ea-airl-ekh
16	Ei-iy-eakh-hilel-ew
21	El-kao'
22	Ha-eas-hlaul-hfea-arl
23	Ha-yul
24	Heil-hlai-ou
25	Hka-iy-akh
26	Hlal-a-eal
31	Htao-ouh-l
32	Hteal-a-akh-hoa
33	Htih-a-akh-hoa
34	Hwailr-hfa
35	Hwao-aih
36	Hwo-aw-ha
41	I-ouh-o
42	Ih-khte
43	Iy'-iy-l-ftakh
44	Iyr-khtel
45	Ka-eas-hlaul-hfea-arl
46	Ka-iyh-a-air
51	Khtau-ekh-ai-a-ea
52	Kuarl-ea
53	La-eih-hre
54	Oa'-ai-eh-hla
55	Oi-air-kea
56	Okh-e-ailr
61	Oul-i-eikh
62	Ralr-ailr-wyu
63	Wiy-eakh
64	Yalr-hwah
65	Yel-ei-aul
66	Yew-au-oikh-tea



## d66 Compendium 2

### Darrian Male Names (Given, Pronounced)

- 11 Bus-thing-pes-rihng
- 12 De-en-te-er-zgak
- 13 Deh-ka-a-ter
- 14 Dehl-dal-pe-ehs
- 15 Dehr-pem-nehn-nal-ter
- 16 Dengg-nen-dar-per
- 21 Des-mehk-zgihng
- 22 Dilz-dun-zi-ek-zas
- 23 Din-yald-ldu-eh
- 24 Dogh-zehld-yihn-pa
- 25 Don-keld-dap-dan
- 26 Dun-reh
- 31 Ge-e-ip
- 32 Gily-tas-ri-ihng-namb
- 33 Ko-ehr-et
- 34 Ldmt-nen
- 35 Mber-mehmb-nemb-ter-ral
- 36 Mild-rih
- 41 Mum-pep
- 42 Nadh-pehs-te-en
- 43 Neh-at-yihn-din
- 44 Nihn-zbal
- 45 Nk-el-ba-or
- 46 Nos-nar-ga
- 51 Pabh-pihm-nehngg-then
- 52 Ran-da-ak-behn-zba
- 53 Te-el-pe-it-gep
- 54 Theyr-za-on-pi
- 55 Thihn-no-a-eld
- 56 Tis-thel-pely-zo-ap
- 61 Zan-mel-pe-an-dis
- 62 Zbihn-deh
- 63 Zebs-tal0zehl-nem-dit
- 64 Zet-zar-pet-peh
- 65 Zik-mbeng-te
- 66 Zping-nomb

### Darrian Male Names (Chosen, Pronounced)

- 11 Da-ehl-teh
- 12 Da-ehr-zehn-na-ihn
- 13 Dak-mbe-ik-then-yan
- 14 Das-zer-zehn-yu
- 15 Deh-ek-rik
- 16 Dem-deh-e-ayr-zen
- 21 Den-pehl-lild-te
- 22 Dur-dehm-zehll-nehn-thep
- 23 Gehp-tedh-then-zen
- 24 Gehs-dend-the-an
- 25 Kan-ker-pegh
- 26 Ldek-nen-ldum-peh-ehs
- 31 Ldihk-keh-egh-gun
- 32 Ma-ther
- 33 Ma-zeng-li-eht
- 34 Mbak-lihs
- 35 Me-on-yihng
- 36 Mer-mi-eht-de
- 41 Mih-eh-in-zeh
- 42 Nal-deng-me-ul
- 43 Nan-nggis
- 44 Nan-ris-pem-zor-de
- 45 Ner-be-ar-tihp
- 46 Ner-the-ehng
- 51 Nyal-tel-pes
- 52 Per-zihld
- 53 Peyr-tal
- 54 Pid-rya-ehn-zus-zumb
- 55 Po-a-ihl
- 56 Rang-dihld
- 61 Rer-tung-zehn
- 62 Ryeh-end-yihl
- 63 Than-negh
- 64 Zan-peh-da
- 65 Zan-ti-a-ehs
- 66 Zi-il-ker

## Third Imperium

### **Darrian Female Names (Given, Pronounced)**

11	Ba-ihr-men-meh-ehl
12	Bihl-mih-it-ryehn-zat
13	Da-in-me-e
14	Degh-Idiht-te
15	Dek-me-ang-nak-daly
16	Del-dul-thes
21	Den-pa-et-la
22	Des-nihn-ldul-lehr-dehp
23	Dild-za
24	Dir-dild
25	Dir-pe-eng
26	Du-ald-dar-tel
31	Dun-ban-rik-mon-gegh
32	Kihng-gip
33	Ldogh-kel-das-ka-el
34	Lolz-ta-ang
35	Lzihr-ryil-da-egh-kigh
36	Min-tang-pely
41	Mip-ten-tel
42	Nal-tih
43	Ne-es-per
44	Nedh-tuk-ridh-den
45	Nel-gem-mbok-dehk-li
46	Nes-nihl-nehs
51	Pen-dir-zin-zen-king
52	Te-ak-te-eh-ehn
53	Teh-ehmb
54	Tehng-zol-ldur-ning
55	Teld-per-ga-an-ran
56	Ten-de
61	Thar-des-te-al-de
62	Zar-ther-ndo-il-bep
63	Zehs-don-zidh
64	Zih-an-nehr
65	Zihk-reld-dagh
66	Zold-lon-peng

### **Darrian Female Names (Chosen, Pronounced)**

11	Bet-zbu-emb
12	Dah-dehl
13	Dan-non-nehld-rind-te
14	Dan-pen-zehs-nes-ngge
15	De-ek-me
16	De-il-pe-ehl
21	Den-tar-ledh
22	Der-nal-rihm-nyel
23	Gat-rin
24	Gen-ren-zi
25	Gi-il-pen-lzihn
26	Ma-el-dat-thu
31	Mbul-nyehs-ga
32	Me-an-neh
33	Me-ehl-gadh-per-tul
34	Me-ehl-gadh-per-tul
35	Mehs-beh-ely-lan-mbihgh
36	Neh-omb-nehs-kep
41	Nel-res-the-es-lzen
42	Nggan-dar-mbon-ryan-thek
43	Nomb-dil
44	Pand-ne
45	Par-kih
46	Ral-tudh-gald
51	Rehn-pengg-da-ihl-lik
52	Res-ran-nehr-dol-mbe
53	Rihr-zen-meng-pem-den
54	Tan-re-el-dak
55	Tehl-zak-gand
56	Tehn-zet-zbihs
61	The-ihl
62	Thihl-nal-yihk-nin-me
63	Yal-tu-a-ar-gu
64	Zen-non-nyon
65	Zgor-pehn
66	Zolz-pamb



## d66 Compendium 2

Darrian Last Names 1 (Pronounced)	Darrian Last Names 2 (Pronounced)
11 Ba-un-ten-gihn-pep-men	11 Nldth-dldk-mml
12 Dagh-zap-rir-det-tha	12 Nyet-nat
13 Dand-ryer	13 Ny-in-neh-ir-gap-to
14 De-al-zbih	14 Pa-e-oyr-te-an
15 Den-da-on	15 Pe-el-Idur
16 Den-mi-a-ihng	16 Peh-dan-yihp
21 Di-al-men	21 Pehnd-ze-el
22 Di-al-tet	22 Pih-es-nen
23 Dihk-men-ke-ebh-pe	23 Pir-tigh
24 Dihk-ram-daly	24 Prp-dkld-ldm-mbl
25 Dihl-pas-ndo-er-zak	25 Ral-lzen-the-on
26 Dil-zan-pe-ehn	26 Reh-ik-dal
31 Dong-rak	31 Rehs-mbehs-gal
32 Dpl-gdk-gt-dld-dp-mnl	32 Rek-mehng-pen-ldugh-le
33 Dund-nen-lin	33 Ren-pip-ris
34 Ehld-da-un	34 Ri-ald-nen
35 Gdny-gkr-mms	35 Rpn-pt-ngh-mbnk-nndl
36 Gen-ma-eng-der-nek	36 Ta-eh-ely-pehn-lehl
41 Ken-za-en	41 Tal-nggeh
42 Lald-ten	42 Tang-pel-nang
43 Ldek-nehng-pel-ne-i	43 Te-en-ter
44 Ldel-zedh-pa-ihn-tihn	44 Tehr-pel-lzuk-ter
45 Lon-nes	45 Tha-al-pen-zogh-zgi
46 Mbas-den-da	46 Tha-an-ldul
51 Men-dak-rih-er-te-eld	51 Thihl-dehs-tel-ras-par-pehk
52 Nan-za-ep-teh-a	52 Tn-tmb-pp-th-dr-gzp
53 Ndeh-gis-pel-gihn-nehlz	53 To-as-nehng
54 Ne-eng-rih	54 Told-gihs-mbor
55 Ne-ep-nehn	55 Ydm-lddl-ddt-myzt-pthn
56 Nehld-ldan-peld-yingg-tih	56 Yd-nr-ggr-pnl-gp-nk
61 Nehn-de-ehn	61 Za-e-er-rek-rul
62 Nen-ges-zbih-er-ron	62 Zan-bat-bas-zehn-dang
63 Nes-gang-zing	63 Zbehn-ldehk
64 Ni-eld-temb	64 Zen-mek
65 Nihmb-lzal-te-e-al-ther	65 Zgak-deh-ar-thald
66 Nihn-kil-te	66 Zgin-dihnd-dan-zem-dehs

## Third Imperium

<b>Droyne Male Names (Pronounced)</b>		<b>Droyne Female Names (Pronounced)</b>	
11	A-fe-herd	11	Ay-vaylk-u
12	A-krert-kerm-orf	12	Ayr-lay-prold
13	Ak-orv-uf-v	13	Delb-lu-hem-em
14	Ayrt-oylb	14	E-veld-oh
15	Deth-ri	15	Ep-foym-vyu-pult
16	Dra-ke-es-im-elt	16	Ep-im-le
21	E-ayx-he	21	Er-sse-pold
22	Eld-old-pron	22	Ers-aym-le
23	Er-he-hep-virv-rayh	23	Fay-hem
24	Er-hold-da	24	Fok-tru-kep-os
25	Er-u-payl	25	Hi-fem-aym
26	Fe-hayh-vyu	26	Ho-oy-ne-fay
31	Fer-fay	31	Hu-ex-u
32	Hay-ayls	32	I-en-ulm-ki
33	Hay-relk-um-nulb	33	I-lux-he
34	Hayart-fo	34	Kem-mi
35	He-says-ke-ssep-le	35	Kra-er-hed-fay
36	Im-ti-hem-i-perm	36	Ku-fok
41	Isk-hin	41	Le-ay-im
42	Ix-ki-e-o-mild	42	Le-derk-su-nid
43	Lay-ay-soyr-ayld	43	Me-oylt-ir
44	Lkerv-ma-tu-ay	44	Noyx-ayth-u-ho
45	Mayrm-say-lel	45	Nyu-e-mi-na
46	Mi-toh-tsy-a	46	O-relt
51	Ne-har-ot	51	O-syu-fay-he
52	Ni-lolk-vyulk	52	Om-ilt-oyth-ir
53	O-duld-u	53	Oys-mayrs-suk-ku
54	Ol-ke-o-id	54	Poy-els-ayv
55	Op-ayre-es-vuh	55	Pyuh-fe-ni-vyut
56	Pen-ox-ni-kaysk	56	Rilp-op-ul
61	Rep-em-he-u-kayp	61	Se-vex-faylb
62	Sayr-i	62	Sse-per
63	Sild-he-ro	63	Tre-kyum-he-help
64	U-ayts-vyus	64	Vi-o-ssux-ayd
65	Ux-aylm-dray-firm	65	Vu-dryulk
66	Yun-fay	66	Yu-um-rolk-ik



# d66 Compendium 2

## K'Kree Male Names (Pronounced)

- 11 Ee-ke-xiirr
- 12 Gn'-ki-kroo
- 13 Gnk-khk-kk-kgn
- 14 Griing-ir-ii-kee-gna
- 15 Grk-gjk-kk
- 16 Hkk-n-kk-rrgn
- 21 Ik-ee-nu-ku-ki
- 22 Im-eeng-ktoo-kuu-ri'
- 23 In-ee-lu-ken
- 24 Kaa-kek-u
- 25 Kee-aam-ek
- 26 Kee-keekr-ing-eekr-'kr
- 31 Kee-kru-ghaan
- 32 Ke-k'-r'-rrur-ikr
- 33 K'gr-i-mbugh-ee-n'
- 34 Ki-gr'-gre-ktaa-kuk
- 35 Kii-kree-kim-ikr-ekr
- 36 K'-krak-irr
- 41 Kree-nur-u-keek
- 42 Kre-kukr-ik
- 43 Kre-nek-iil-el-ing
- 44 Krii-gree-ki
- 45 Kri-kee
- 46 Krik-eel-een-'k
- 51 Kri-kinur-ee
- 52 Krurr-exk-i-kil
- 53 Kuu-r'r-aa
- 54 Lii-gnuukeekr-'k-ii-grii
- 55 Lik-ut-eerr
- 56 Oo-kee-ki-kreex
- 61 Paa-kraa
- 62 Pi-kruk-irr
- 63 Ra-xi-kroo-lii-kruk
- 64 Ree-ki'
- 65 Xi'-kii-lukr
- 66 Xti-grii-egr

## K'kree Female Names (Pronounced)

- 11 Ak-ikr-ee-ki
- 12 Gni-hkee-kee
- 13 Gnir-ax-aa-hkii-ming
- 14 Gra-lu-hken
- 15 Gze-ni-gre
- 16 Iit-ik-e-nuk-e
- 21 I-keeng-eex-ee-ku
- 22 Ik-e-kee
- 23 I'-kii-lu
- 24 Ik-ik-eeg-ii-keet
- 25 I-koop-ik-e
- 26 Kar-ikr-ing-i-k'
- 31 Ke-ek-e
- 32 Kee-ni-kee-pii-xke
- 33 K-ghgnk-eekr-'r
- 34 Ki-kii-'k
- 35 K'-k'k-xiir
- 36 Koorr-iik-ur-iik
- 41 Kree-k'-xri'r-eek
- 42 Kri-i'k-eng
- 43 Kri-kru-king-i'
- 44 Krogh-ing-e-rree-mi'
- 45 Kteer-e-gze-ke
- 46 Ktoo-kraa-hkel-k'-kee
- 51 Ku-grik-ii-kiing-'r
- 52 Kuk-eer-u-ki
- 53 Kuk-iik-il-eekr-aan
- 54 Ku-li-gron
- 55 Kuu-kee-ktu
- 56 L'-kree-kaap
- 61 L'rr-ee-lukr-'k-ee
- 62 Rraam-uk-el
- 63 Rrii-gru-king-uut-uk
- 64 To-gheep-ee-ke
- 65 Xtee-lii-keer-o
- 66 Xti-ktee

## Third Imperium

### Vargr Male Names (Pronounced)

11	Ae-gan-gvaegh-zael-kksaegz
12	Aeghz-ak-kell-kae
13	Aekh-aerrgh-e
14	Aerrgh-zoe
15	An-gvin
16	Ekh-agh-gaen
21	Gae-kae-ghaen-fae-gzae
22	Gaek-a-rrou
23	Gar-rong-ogh
24	Ghaek-el-ig
25	Ghoegz-gaeks-oghz-gvoe
26	Ghu-khaekh-gvaer-ar
31	Gue-feng-khi
32	Gueng-an-tuk
33	Gvae-khae-llog-gvag-vaekh
34	Gzaeng-aegz
35	Gzogz-gaek-sourrg-uen-nrz
36	I-gokh-gvaerrg-gnaeghz
41	Iks-ikh-er
42	Kaer-gzuez-soughz-naen
43	Kfae-ngoz-khog-ong
44	Khaerz-go-ke
45	Khaghz-gae
46	Kho-gae-aerrgh
51	Knaek-aks-gvae-gnaell
52	La-goull-kell-ang
53	Oen-kek
54	Oks-as-aell-llo-zae
55	Ong-gzae-tu-gae
56	Oth-zoe-llo-kae
61	Raghz-gnuegh-ou-dzae-on
62	Rre-gae-kaer-kaekh
63	Sae-gae-gag
64	Thek-ghae-gaekh-guen-luer
65	Vaek-ko-gae
66	Voun-a-lloghz-aeghz

### Vargr Female Names (Pronounced)

11	Aeg-gaez
12	Aek-es-aghz
13	Aek-oll-a-ksaeng-gaghz
14	Ael-ghaez
15	Aen-bving-thu
16	Dzae-goo-ghae-gaeg-lle
21	Dzueng-ae-ghae-gvae-ngae
22	Eg-ghoeng-aek-ol-aeg
23	Ekh-oez-or-all-ughz
24	Fukhs-uez
25	Ghaek-aekh-thuk-aeng
26	Gho-gne-uen-ghaeks
31	Goen-akh-e
32	Gog-oe-dza-gve
33	Gvael-fe-lok-errg
34	Kaghz-fol-dar
35	Kh0kh-aks-kaek
36	Khae-dzae-zueng-u-gvoeg
41	Khakhs-kaghz
42	Kna-gnez-igh
43	Ko-gae-ghaen
44	Oe-kek
45	Oekh-aeg-dha-ksa-kfoegh
46	Oeks-rro-keg
51	Oer-uer-ga-ka-kughz
52	O-ghae-kso-go
53	Ooks-gi-kel-rigz-rroun
54	Our-ae-zue-gho-ghae
55	Rraek-a-gvael
56	Rra-thin
61	Terr-ga-llo-kzae-dzughz
62	Tha-noen-khiz-keghz
63	U-kse-ghaeks-khan
64	Ur-gvu-kell
65	Va-ghakhs
66	Zoung-kaen-aegz

## d66 Compendium 2

### Vilani Male Names

11	Archelaus
12	Atilius
13	Caradoc
14	Diodotos
15	Dionysios
16	Eadgar
21	Egor
22	Erlingr
23	Fridpjofr
24	Gallus
25	Gebahard
26	Gratianus
31	Haerviu
32	Hammurabi
33	Hardman
34	Helgi
35	Herakleios
36	Herodes
41	Heron
42	Hippokrates
43	Indra
44	Iudocus
45	Judocus
46	Keenan
51	Lanzo
52	Leuthar
53	Meginrat
54	Morcant
55	Ninos
56	Quintus
61	Rourke
62	Seisyll
63	Sosigenes
64	Timotheos
65	Waldo
66	Walther

### Vilani Female Names

11	Ærinndís
12	Alfrún
13	Ása
14	Ásbjörg
15	Ásví
16	Dýrhildr
21	Fastgerðr
22	Guðví
23	Hælga
24	Hallkatla
25	Hedinfrid
26	Heðingunnr
31	Heðinvé
32	Herborg
33	Herdís
34	Herfíðr
35	Hjördís
36	Hleið
41	Ingigunnnr
42	Jóhanna
43	Káta
44	Kolþerna
45	Lækný
46	Línhildr
51	Ljufu
52	Móeiðr
53	Ragna
54	Ragnhilda
55	Randvé
56	Sæunn
61	Skuld
62	Stafnhilda
63	Thorfrid
64	Tonna
65	Torfa
66	Véný

### Vilani Family Names

11	Accalon
12	Aglaral
13	Agravain
14	Alixandre
15	Amr
16	Anguylsh
21	Awarnach
22	Ban
23	Bliant
24	Brandelis
25	Cacamwri
26	Camelot
31	Dagonet
32	Drystan
33	Evadeam
34	Evalac
35	Evrain
36	Excalibur
41	Frollo
42	Galahault
43	Garreth
44	Girflet
45	Goveniayle
46	Gryfflet
51	Gurgalan
52	Herzeloyde
53	Iblis
54	Lailoken
55	Lludd
56	Meleagant
61	Pant
62	Petrus
63	Pslomydes
64	Rivalen
65	Sigune
66	Yiska

### Third Imperium

#### **Zhodani Male Names**

11	Abdul-Mujib
12	Abdul-Wahhab
13	Abu Bakr
14	Aniq
15	Ayman
16	Barakah
21	Da'ud
22	Dara
23	Eisa
24	Emir
25	Fatin
26	Hatim
31	Mahir
32	Majid al Din
33	Misbah
34	Mu'awiyah
35	Mu'tasim
36	Mustafa
41	Nadeem
42	Nazeeh
43	Nuri
44	Radi
45	Ragheb
46	Rakin
51	Sajid
52	Saleh
53	Seif
54	Suhail
55	Sulayman
56	Taymullah
61	Waiz
62	Wallyullah
63	Ya'qub
64	Zafar
65	Zaid
66	Zubair

#### **Zhodani Female Names**

11	Aminah
12	Ayishah
13	Azhaar
14	Faizah
15	Farah
16	Fareeda
21	Fatin
22	Gulnar
23	Habibah
24	Hooda
25	Intisar
26	Karida
31	Khadijah
32	Kulthoom
33	Laila
34	Lama
35	Layla
36	Leila
41	Madiyah
42	Malak
43	Mufeeda
44	Nabeeha
45	Nafisa
46	Najeeba
51	Nawal
52	Raya
53	Rukan
54	Salimah
55	Souad
56	Suha
61	Suhailah
62	Sumayyah
63	Yafiah
64	Yusra
65	Zafirah
66	Zubair

#### **Zhodani Family Names**

11	Abba
12	Abbas
13	Abu Shakra
14	Akwal
15	al Dosari
16	al Fayyoumi
21	al Halou
22	Andoni
23	Arun
24	Bahamdan
25	Baraniq
26	Billah
31	Doka
32	Elouahabu
33	Essa
34	Hadad
35	Hasan
36	Hussain
41	Kanasani
42	Khaleel
43	Khalil
44	Kumar
45	Murat
46	Nigam
51	Omar
52	Ommar
53	Prasad
54	Qassem
55	Rajan
56	Rashid
61	Salim
62	Shaheen
63	Somayli
64	Suri
65	Swami
66	Yousif



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