

Rolling up “Odan Holbach,” I toss 2d6 down the line to generate stats and get 11 for STR, 9 for DEX, and 8 for SOC. As a result, I note “hardy” for 10+ STR.

I roll 1 for the initial service, so Odan joins the military. Rolling 11, Odan serves his term and develops the Leadership skill. To re-enlist, I roll 3-1 = 2 and succeed, so Odan serves another military term, rolling 5 to earn the Starship skill. I roll 6-2 = 4 and succeed again. Choosing to continue further in the military, I roll 8 for a mishap for this term. Rolling 11 on the mishap table, Odan gets dragged along on a false lead. I note this for future reference. Feeling washed out from his last term with the military, Odan seeks to find work as a trader. I roll 5-3 = 2 and succeed, so Odan finds work on a ship and his mercantile result is 7, an event. His event result is is both a mishap and a boon! I resolve the mishap first, rolling 8, which is SOC -1. His SOC score is now 7, which remains typical. I resolve the boon, rolling 10 and gaining 1 asset, which is a serious injection of capital. Coming out of that term well off, Odan tries again. I roll 6-4 = 2 for yet another successful term re-enlist result. Heading back into the mercantile track, I roll 2 for Event -1. The event roll is 6-1 = 5, for a regional rumor. Odan wants to serve another term, so I roll to re-enlist and get 4-5 = -1. After his storied tenure, Odan fails to find work on another tour of duty on a trade vessel, and retires.

Odan is curious about the lead he came across during his second military term. The referee rolls on the **conspiracy** table and gets 6+2, so Odan hears about a stellar cabal which pulls the strings in the region. For the regional rumor, the referee rolls 5+6 on the **rumor** table, and Odan learns about an important starship crash on a nearby world. I jot down short statements about both as goals. I then roll 3d6 (5+6+6) for his military benefits and 2d6 (4+1) for his mercantile benefits, so Odan begins play with armor (heavy), 4x knives, 2-petty cash, and a trade contact, as well as adding 1-asset to the crew cache.

Translating that information into a simple character sheet, we get the following:

Odan Holbach, 38 years old, strong 3-terms military, 2-terms mercantile Leadership, Starship Armor (heavy), 4-knives, 2-petty cash, trade contact

Learn about mysterious “stellar cabal” Investigate regional starship crash

Ultimately, that's all we need to know about Odan. We know enough about his persona, background, skillset, inventory, and goals to get a good impression of who he is, where he came from, and where he might go from here.

Due to Odan's 1-asset from character creation, the starting crew loadout is 1-asset, 5-debt.

I spelled out the process of his character creation, but stripping it down to rolls and results only we get the following:

11 = STR, *strong*
9 = DEX
8 = SOC

1 = **(term 1)** initial military term
11 = *Leadership skill*
2 = **(term 2)** re-enlist military
5 = *starship skill*
8 = *mishap*
4 = **(term 3)** re-enlist military
11 = *false lead, “stellar cabal”*
2 = **(term 4)** enlist mercantile
7 = *Event*
7 = *Mishap + Boon*
8 = *SOC -1, SOC total now 7, typical*
10 = *1-asset*
2 = **(term 5)** re-enlist mercantile
2 = *Event -1*
5 = *Regional rumor, starship crash*
-1 = **(term 6 attempt)** failure, *retires*

5 = *Armor (heavy)*
6 = *2x knives*
6 = *2x knives*
4 = *1-asset*
1 = *trade contact*

In all, it only actually took a few minutes to roll up Odan, but the results have infused him with character, curiosity, and potential leads.

Since the final actionable information for any PC is so light and straightforward, I've opted not to make

a formal character sheet for **Any Planet Is Earth**. That said, below is a general template and a number of example pre-generated characters:

NAME, AGE, DESCRIPTORS
TERMS-SERVED
SKILLS
ITEMS
SPECIAL

GOALS

Dani Tekel, 26 years old, refined 2-terms expeditionary Technical Vacc suit, advanced medkit Alcoholic

Work on advanced prototype FTL drives

Taneth Singh, 30 years old, clumsy 3-terms expeditionary Engineering, Medicine Vacc suit, regional map, handgun

Become accepted to a fine arts program

Carlos Yegelev, 38 years old 1-term expeditionary, 3-terms military, 1-term mercantile Guns, Ordnance, Legal Drone (blast), armor (heavy), 2-knives, 2-petty cash, 1-asset Arrest warrant, cop ally NPC

Evade the law and prove his innocence

Bobby Hartranft, 22 years old 1-term military 2-petty cash

Prove the existence of a mirror universe

Cade Connelly, 22 years old, feeble 1-term mercantile Pet (exotic) Naval officer rival, owed a large favor from psychologist

Become a high-risk salvage officer

Lisi Tam, 34 years old, refined 3-terms mercantile, 1-term expeditionary Leadership, Carousing, Guns, Computers Pet (exotic), government papers, trade contact, vacc suit

Operate illegal gambling syndicate

Crew manifests and starship schematics are similarly spartan and to-the-point. Below are several examples of crew loadouts and their respective starships and outfits:

Skyward Knave, capital (messy, heavy) 13-slots, 4-hits, 3-armor 8-hardpoints, 1-cargo, 4-range

Hardpoints: 4-chainguns (blast), 2-EMP torpedoes (quick), 2-laser turrets
Cargo: 1-Accurex corporate prisoners

Crew loadout: 7-assets, 1-debt
WarLords of Jil I, Jil II, and Tichel. Non-aggression pact with Xesero's moon. Bankrolled by Kitimashi Logistics.

Noble Dream, courier (quick) 6-slots, 2-hits, 1-armor 0-hardpoints, 2-cargo, 4-range

Hardpoints: N/A
Cargo: 1-palladium

Crew loadout: 0-assets, 2-debt
Good reputation for fast delivery.

Dim Mendicant, raker (stealth) 9-slots, 3-hits, 2-armor 5-hardpoints, 2-cargo, 2-range

Hardpoints: 3-rail guns, 2-missiles
Cargo: 2-purple river eels

Crew loadout: 3-assets, 7-debt
Knows that Datadyne Technologies is working in black market organ research. Local heroes on Uxmai after uprising.

Absolute Hag, courier 6-slots, 2 hits, 1 armor 1-hardpoint, 3-cargo, 2-range

Hardpoints: 1-chaingun
Cargo: 3-cows and pigs

Crew loadout: 0-assets, 5-debt
Managed only a few local tourist trips before taking on real cargo.

Neither character sheets nor crew and ship loadouts require any more space than a simple notecard. Having a spare page handy for notes, rumors, and general thoughts is useful.