

# Traveller Criminal Career Character Development System

By Alex Ingram

Crime is rampant within Traveller, as it is in today's world. Whether the PC bribed officials, robbed a casino or smuggled technology to another planet, once caught, tried and convicted the PC has a criminal record and few career choices. The gamemaster should discuss the specifics of the PC's crime in order to flesh out the character before adventuring. The risks of crime are many, as are the rewards, but only if the PC survives and stays free to enjoy their fortune. This system will develop a criminal career for any Traveller universe.

## Crime Committed (2d6)

A listing of various crimes is available in the article "Crime & Punishment in Traveller", published in February of 2004 at this website.

2-6	Felony Crime
7+	Misdemeanor Crime

## Crime Jurisdiction (2d6)

2	Imperial
3-5	Planetary
6-9	National
10+	State

## Target of the Crime

To determine the mark select from the list below:

Middle to Upper-Middle Income Individuals  
Wealthy Celebrity or Socialite  
Member of the Nobility  
Casino, Sport Stadium, Race Track, Amusement Park  
Art Gallery, Museum, Diamond Exchange  
Commercial Bank, Armored Car or Train, Federal Reserve Bank  
Criminal Cartel / Syndicate or Independent Crime Ring  
Government Agency  
Mega Corporation

## Crew Members or Gang (CMs) (2d6)

Complex crimes generally require more than one person to pull them off and crimes such as robbery or piracy have much better success rates with a trained and trusted group. Some crew members (CMs) may have a direct role in the crime, where as others may participate indirectly by providing critical information or unique assistance. The gamemaster will furnish the PC with the name of any Non-Player Character (NPC) CMs along with their skills and related background.

The only problem with working with a crew is if one of them is arrested by the authorities they may be willing to confess the identity of other CMs to secure a plea bargain or immunity against prosecution. And depending upon the target, parties other than the police may also be interested in finding the PC and their loot and more dire consequences. The more CMs, the better the task roll for success.

2-3	six other CMs
4-5	five other CMs
6-7	four other CMs
8-9	three other CMs
10	two other CMs
11	one other CMs
12	no CMs

### **Annual Financial Situation (2d6 + DMs)**

(Roll once each year)

DM of -1 for each skill in Cultural (more expensive taste; spends more on luxury items)  
 DM of +1 for each skill in Financial (better at saving and investing money)

- 2-6 PC is running out of money due to excessive spending. Another crime is needed.
- 7+ PC has plenty of money left. No new crime needs to be planned this year.

### **Success or Failure of a Crime (2d6 + DMs)**

(Roll once each year)

DM of +1 for each skill in Leadership  
 DM of +1 for each skill in Counter Security

- 2 Planning and execution of the crime was a disaster. The police were lying in wait. The PC and other CMs were arrested at the scene. No monetary gain.
- 3-6 The crime was unsuccessful due to unexpected problems. The PC escaped in the nick of time. No monetary gain.
- 7+ The crime was successfully planned and executed. Roll for monetary gain on either the felony or misdemeanor tables below. PC and all CMs escaped from the police.

### **Monetary Gain — Felony Crime (2d6)**

2	None
3-4	1d6 x 100,000 Imperial Credits
5-6	2d6 x 100,000 Imperial Credits
7-8	3d6 x 100,000 Imperial Credits
9-10	4d6 x 100,000 Imperial Credits
11	5d6 x 100,000 Imperial Credits
12	6d6 x 100,000 Imperial Credits

### **Monetary Gain — Misdemeanor Crime (2d6)**

2	None
3-4	1d6 x 10,000 Imperial Credits
5-6	2d6 x 10,000 Imperial Credits
7-8	3d6 x 10,000 Imperial Credits
9-10	4d6 x 10,000 Imperial Credits
11	5d6 x 10,000 Imperial Credits
12	6d6 x 10,000 Imperial Credits

Proceeds of a crime must be divided equally between the PC and all CMs in order to avoid serious problems. There is always the possibility that one or more CMs may be willing to double cross the PC and take all the loot. CMs are NPCs that are treated as contacts. The gamemaster should work-up appropriate NPCs.

### **Physical Evidence (2d6)**

- 2 Police find overwhelming incriminating evidence at the crime scene confirming the involvement of the PC or one or more CMs. The PC is arrested, or an arrest warrant issued (an all points bulletin (APB) is put out).
- 3-6 Police find circumstantial evidence from the crime scene suspecting the PC of involvement but he is searched and questioned, but not arrested. The police may begin to closely monitor the PCs movement and actions hoping for a break.
- 7+ No evidence was found at the crime scene implicating anyone. The police have no suspects!

### **Eye-Witness / Confidential Informant (2d6)**

- 2 2-5 An eye-witness picked the PC out of a police lineup as involved in the crime. The PC is arrested, or an arrest warrant is issued.
- 6-9 A police confidential informant provided critical and overwhelming information implicating the PC in the crime. On a roll of 6 or less the PC is arrested, or an arrest warrant issued.
- 10-12 One of the PCs own CMs was arrested and turned states evidence against the PC. On a roll of 9 or less the PC is arrested, or an arrest warrant issued.
- 3-6 2-5 Police find an unwilling witness that has identified the PC or one or more CMs as involved in the crime. On a roll of 9 or less the PC is arrested, or an arrest warrant issued.
- 6-9 A jail-house snitch has provided the police with information implicating the PC or one or more CMs in the crime. On a roll of 7 or less the PC is arrested, or an arrest warrant issued.
- 10-12 An unidentified caller tipped the police that the PC or one or more CMs as involved in the crime. On a roll of 3 or less the PC is arrested, or an arrest warrant issued.
- 7+ No witness has come forth implicating anyone in the crime. The police have no suspects!

### **The Case Investigators**

- 2 The law enforcement agency investigating the crime is well known for its complacency, poor training, questionable interrogation techniques, an attitude that the suspect is automatically guilty without fully investigating the case. They have been accused of manufacturing or tampering with the evidence, coaching or threatening witnesses, ignoring evidence that would prove a suspect innocent or mistreating suspects during interrogation. The PC or one or more CMs were intimidated by the investigators by means of threats of violence or torture, whereby the PC confessed to committing the crime. The PC is arrested, or an arrest warrant is issued.
- 3-6 The law enforcement agency investigating the crime is well known for their skill and aggressiveness. Their investigators are well trained and operate within the confines of the law. The PC or one or more CMs lets slip a piece of incriminating information during an interrogation. The PC is arrested, or an arrest warrant issued.
- 7+ The law enforcement agency investigating the crime is among the best anywhere and observes the civil rights of suspects. They suspect the PC was involved in the crime but when they interrogate him he revealed no incriminating information. The suspect is released. The police have nothing to hold him on!

## Arraignment Hearing

Once arrested, the next step is arraignment. The suspect is taken before a magistrate where the criminal complaint is announced. The magistrate determines if the suspect understands his rights, that probable cause exists to referred the matter to trial, that the suspects due process was observed and insure that the suspect is represented by legal counsel. If the suspect cannot afford a lawyer the magistrate will appoint a public defender to represent him. Once the suspect has consulted with his attorney he will generally plea not guilty. The magistrate then sets a bail amount or in the most serious and violent cases may remand the suspect into custody at the county jail to await a future trial.

### Bail Amount 2d6)

2	Remanded into Custody
3	2,500,000 Imperial Credits
4	1,000,000 Imperial Credits
5	750,000 Imperial Credits
6	500,000 Imperial Credits
7	250,000 Imperial Credits
8	100,000 Imperial Credits
9	50,000 Imperial Credits
10	30,000 Imperial Credits
11	20,000 Imperial Credits
12	10,000 Imperial Credits

### Plea Bargaining

The prosecutor will invite the PC and his defense counsel for a conference to discuss a plea bargain. In order to avoid a harsh sentence and avoid the time and cost of a trial the PC may accept a plea and receive a lesser sentence by pleading guilty of the crime. Next, roll on the Sentencing tables below. The prosecutor will offer one-half of that amount if the PC rolls over on the other crew members and admits to his role in the crime. If found guilty at trial a second roll on the Sentencing tables can result in a totally different sentence. If the PC agrees to plea guilty before the judge the court will accept the plea of a roll of 3+ and the PC will begin serving that sentence.

### The Prosecution

Roll to determine the prosecutions skill level in Persuasion. Persuasion skill is the means in which the prosecutor convinces a judge and jury of the accused guilt in the crime. The prosecutors skill level in Persuasion plus any DMs will be factored in to the Verdict roll. In effect, the die modifiers of the prosecutor and defense counsel are counter balancing of each other.

2-6	Skill Level 2 in Persuasion
7-9	Skill Level 3 in Persuasion
10-11	Skill Level 4 in Persuasion
12	Skill Level 5 in Persuasion

Also roll for the prosecution's Intelligence (1d6+6).

If their intelligence is 9-10 the DM is +1 and if it's 11+ the DM is +2.

## The Defense Counsel

Roll to determine the defense skill level in Persuasion. Persuasion skill is the means in which the defense counsel convinces a judge and jury that the accused is innocent of the crime. The defense counsels skill level in Persuasion plus DMs will be factored into the Verdict roll. In effect, the die modifiers of the prosecutor and defense counsel are counter balancing of each other.

There are three levels of expertise of defense counsel: the public defender, an experienced private defense attorney and a top gun legal defense team. The difference is skill level and legal fees.

A public defender is provided by the court free of charge

They are generally inexperienced and over worked

- 2-6 Skill Level 1 in Persuasion
- 7-9 Skill Level 2 in Persuasion
- 10+ Skill Level 3 in Persuasion

An experienced private defense attorney will cost 25,000 imperial credits per skill level

- 2-4 Skill Level 1 in Persuasion
- 5-7 Skill Level 2 in Persuasion
- 8-9 Skill Level 3 in Persuasion
- 10+ Skill Level 4 in Persuasion

A top gun legal defense team will cost 50,000 imperial credits per skill level:

- 2-4 Skill Level 3 in Persuasion
- 5-9 Skill Level 4 in Persuasion
- 10+ Skill Level 5 in Persuasion

Also roll for the defense counsels Intelligence (1d6+6).  
If their intelligence is 9-10 the DM is +1 and if it's 11+ the DM is +2.

## The Trial Judge

The trail judge controls what goes on prior to, during and after the trial and their attitude towards the case is very important in rendering legal decisions, and if found guilty later sentencing. First roll to determine if the judge is honest or corrupt. Secondly, roll to determine the leanings of the judge towards the case and the accused as shown by his rulings during the trial.

### Roll First (2d6)

- 2-5 The judge is honest and the defense counsel offered him a bribe. The PC must select another defense counsel since the previous one has been arrested for bribery.
- 6-9 The judge is honest and the defense counsel knows this and does not offer a bribe.
- 10-12 The judge is corrupt and accepts a bribe from the defense counsel in the amount of 2d6 x 10,000 Imperial credits to favor the defendant. In this instance the judge will hear the case alone, without a jury, and once the trial finishes will rule the accused innocent. The PC is released. If this happens ignore the Favor table below:

### Roll Second (2d6)

- 2-5 The judge appears to favor the prosecution. (The prosecution receives a DM of +1 added to the Verdict roll).
- 6-8 The judge appears to be neutral and does not favor either side.
- 9-12 The judge appears to favor the defense. (The defense receives a DM of +1 added to the Verdict roll).

### **Jury Pool (2d6)**

- 2-5 The jury is selected from a pool of citizens who are bias against the accused due to some prejudice or pre-trial publicity (The prosecution receives a DM of +1 added to the Verdict roll).
- 6-8 The jury is selected from a pool of citizens who will be fair and balanced.
- 9-12 The jury is selected from a pool of citizens who appear to favor the defendant or dislike the prosecution or the tactics of the police (The defense receives a DM of +1 added to the Verdict roll).

### **Evidence (2d6)**

- 2 The physical evidence developed and presented during the trial is overwhelming against the accused. (The prosecutor receives a DM of +3 added to the Verdict roll).
- 5-8 The physical evidence presented during the trial is circumstantial. (The prosecutor receives a DM of +1 added to the Verdict roll).
- 9-11 The physical evidence presented during the trial is discredited. Evidence was tampered with, or illegally obtained or the chain of custody was broken. (The defense receives a DM of +1 added to the Verdict roll).
- 12 The physical evidence presented during the trial is exculpatory. (It proves that the accused was innocent) (The defense receives a DM of +3 added to the Verdict roll).

### **Witness Testimony**

(Eye-Witnesses / Collaborating Witnesses / Co-conspirators / Expert Witnesses)

- 2 Witness testimony presented during the trial is overwhelming against the accused. (The prosecution receives a DM of +3 added to the Verdict roll).
- 5-8 Witness testimony presented during the trial is circumstantial against the accused. (The prosecution receives a DM of +1 added to the Verdict roll).
- 9-11 Witness testimony presented during the trial is discredited. (Witnesses were shown to be bias against the accused, or were threatened with prosecution, or were paid for their testimony, or had a score to settle with the accused) (The defense receives a DM of +1 added to the Verdict roll).
- 12 Witness testimony presented during the trial offered a solid alibi on behalf of the accused. (It proves the accused totally innocent) (The defense receives a DM of +3 added to the Verdict roll).

### **The Accused Testimony**

- 2 The accused testifies and the prosecution is successful at getting him to look guilty. As a result, the jury does not like the accused. (The prosecution receives a DM of +3 added to the Verdict roll)
- 3-5 The accused does not testify. The jury concludes that he has something to hide. (The prosecution receives a DM of +1 added to the Verdict roll).
- 6-8 The accused testifies but does not affect the jury's decision one way of the other.
- 9-11 The accused testifies and sways the jury positively. Women in the jury think he's cute. Men like his demeanor. (The defense receives a DM of +1 added to the Verdict roll).
- 12 The accused testifies and the defense is successful at showing that the accused is innocent. The jury does not like the prosecution or the tactics of the police. (The defense receives a DM of +3 added to the Verdict roll).

### The Verdict (2d6 + DMs)

The trial has concluded and the jury deliberates and reaches a verdict. The following DMs are applied to the Verdict roll:

The Prosecutions DMs (their skill level in persuasion; DMs for Intelligence)  
The Defense Counsel (their skill level in persuasion; DMs for Intelligence)  
The Trial Judge  
The Jury Pool  
The Evidence Presented  
The Witnesses Testimony  
The Accused Testimony

Verdict Roll: 7+ for Not Guilty

If convicted of a crime the PC's SOC is automatically reduced to 2

### Sentencing Roll

The judge will determine the appropriate sentence by rolling below:

Felony Crime	
2	Death Penalty in a Penal Colony
3	Life Imprisonment without Parole in a Penal Colony
4	6d6 Years in a Penitentiary
5	5d6 Years in a Penitentiary
6	4d6 Years in a Prison
7	3d6 Years in a Prison
8	2d6 Years in a Prison
9	2d6 Months in a County Jail
10	2d6 Months in a County Jail
11	1d6 Months in a Confinement Center
12	1d6 Months in a Confinement Center

Misdemeanor Crime	
2	1d6 Years in a Prison plus Monetary Fine of 1d6 x 1,000 Imperial Credits
3	3d6 Months in a Prison plus Monetary Fine of 1d6 x 100 in Imperial Credits
4	2d6 Months in a County Jail plus Monetary Fine of 1d6 x 100 in Imperial Credits
5	1d6 Months in a County Jail plus Monetary Fine of 1d6 x 100 in Imperial Credits
6	1d6 Months in a County Jail plus 1d6 Months of Community Service
7	1d6 Months in a County Jail plus 1d6 Months of Community Service
8	1d6 Months in a County Jail plus 1d6 Months of Community Service
9	1d6 Months in a Confinement Center plus 1d6 Months of Community Service
10	1d6 Months in a Confinement Center plus 1d6 Months of Community Service
11	1d6 Months of Probation plus 1d6 Months of Community Service
12	1d6 Months of Probation plus 1d6 Months of Community Service

## Correctional Facilities

Confinement centers are minimum security facilities located in major population centers. Jails and prisons are medium security facilities located in or near major population centers. Penitentiaries are maximum security facilities located in remote settings far from population centers. Penal colonies are ultra-maximum security facilities located in isolated settings such as on an orbital station, remote island or a prison world. Prison worlds are located on planets composed of barren rock, ice, desert, or vacuum / toxic environments. They also have orbital weapons platforms designed to destroy unauthorized ships. Most confinement centers, prisons, penitentiaries and penal colonies have some form of industry such as mining, ranching or farming. Facilities can classify inmates into administrative cellblocks, wards or battalions. Although not used here, some facilities have medical or drug and alcohol rehab / detox wards, death row cellblocks, juvenile battalions (reformatories and boot camps) and guard battalions.

### Work Assignment (2d6)

(Roll each year)

2	Psychiatric Battalion
3	Labor Battalion
4-5	Service Battalion
6-8	Vocational Battalion
9+	Commercial Battalion

**Psychiatric Battalion** — Assigned to a psychiatric battalion as special punishment. Psychotropic drugs or truth serums may be used to discredit the PCs viewpoint or to obtain critical information; similar to the practices of the psychiatric hospital system of the old Soviet Union.

**Labor Battalion** — Designated as minimum, medium, maximum & ultra max security levels. Jobs may include working in an orchard, logging camp, farm, ranch (cattle, sheep, horses, hogs, chickens), fishing fleet, foundry / processing plant (steel, chemicals, paper), refinery (petroleum, gases), mining camp (gems or ores) or quarry (stone) or on a highway construction or beautification crew (chain gang).

**Service Battalion** — Jobs may include working in food service (mess hall / kitchen), laundry plant, electrical plant or the waste water treatment plant.

**Vocational Battalion** — Jobs may include working in the machine shop, carpentry shop, fabrication shop, electronics shop, automotive shop / motor pool or print shop.

**Commercial Battalion** — Jobs may include working in computer or telephone call center (collections / telemarketing / tech support / customer support), records processing facility (data entry) or on the prison newspaper.

**Trustee Battalion** — Jobs may include working in the wardens office, bookkeeping, dog kennels, horse stables, commissary, counseling office, chapel, educational services, personnel, supply room or medical infirmary.

### Survival Roll (2d6)

(Roll each year)

2	Death
3-6	Injured in Fight or Riot
7+	Healthy

### Conduct Roll (2d6)

(Roll each year)

2-5	Bad Time — Add extra 6 months to sentence
7-11	Good Time — Subtract 6 months from sentence
12	Promotion to Trustee

### Prison Skills Acquired (2d6 + PIPs)

(Roll each year)

	Academic Skills	Physical Skills
2	<b>Language</b> (Specify)	Leadership
3	<b>Electronics</b>	Automotive Mechanics
4	<b>Science</b>	Vacuum Suit / EVA
5	<b>Computer</b>	Streetwise
6	<b>Criminal Justice</b>	Electro-Mechanical
7	<b>Performance</b>	Construction
8	<b>Administration</b>	Combat Knife
9	<b>Electronics</b>	Mining / Drilling
10	<b>Personality</b>	Welding / Machine Shop
11	<b>Science</b>	CargoMaster / A-Grav
12	<b>Computer</b>	Martial Arts
13	<b>Medical</b>	END +1
14	EDU +1	STR +1
15	INT +1	DEX +1

	Trustee Skills	Prison Life Skills
2	Interrogation	END +1
3	Medical	Combat Knife
4	Animal Handling	STR +1
5	Security	ElectroMechanical
6	Combat Shotgun	DEX +1
7	Combat Rifle	Electronics
8	Combat Pistol	END +1
9	Wilderness Survival	Streetwise
10	Grav Vehicle	DEX +1
11	Wheeled Vehicle	Martial Arts
12	Financial	STR +1
13	Legal	Acting
14	Instruction	INT +1
15	Leadership	Medical

Skill in **bold** denotes a cascade skill.

Gamemasters must consider if a skill would be appropriate for a prisoner to have. A trustee can receive a skill in Combat Shotgun or Pistol or a prisoner working at a mining site may receive a skill in Demolition.

### Promotion to Trustee (2d6)

After 5 or more years in prison without any disciplinary problems (good time) an inmate can roll to become a trustee. Trustees are inmate guards that are considered minimum security status, are paid for their services, and allowed specific freedoms such as carrying weapons under specific circumstances and more freedom of movement. They supervise and discipline other inmates and can impose an inmate to solitary confinement. After 15 years of good time roll for promotion to chief trustee. Any disciplinary problems and the inmate loses trustee status.

7+ to become a Trustee (after 5 years of good time)

9+ to become Chief Trustee (after 15 years of good time)

### Special Event (2d6)

(Roll once each year)

- 2 Psychiatric Treatment (drugged and treated as if mentally ill)
- 3 Solitary Confinement (isolation from the main prison population)
- 4 Prison Riot (optional roll for having an active or passive role during the riot)
- 5 Escape (PC is now a fugitive from justice)
- 6 Scheduled Outside Court Appearance or Medical Appointment\*
- 7 Transfer to a lower or higher security facility via van, bus or aircraft\*
- 8 Early Release (paroled for meritorious conduct or bribery of parole board officials)
- 9 Early Release (governor awards pardon due to special circumstances)
- 10 Immediate Release (Exonerated when the real perp was caught and confessed to the crime)
- 11 Immediate Release (Conviction is overturned by court of appeals)
- 12 Immediate Release (PC is revealed as a deep cover operative with a law enforcement agency)  
(return to last law enforcement agency to pick up where PC left off)

\* denotes an opportunity to escape. Roll on Prison Escape table below.

### Prison Escape (2d6 + DMs)

(This is a voluntary decision by the PC)

- |      |                           |
|------|---------------------------|
| 2-11 | The escape attempt failed |
| 12   | The escape was a success  |

A foiled escape attempt adds 1d6 years to current sentence.

### Probation / Parole / Pardon (2d6 + PIPs)

- |                   |     |
|-------------------|-----|
| Parole Granted on | 7+  |
| Pardon Awarded on | 12+ |

With Parole SOC is elevated to 5

With Pardon SOC returns to original status

**Probation** — a sentence of surveillance generally given upon initial sentencing by a judge. It consists of a list of restrictions placed upon the probationer. A probation officer (known as a PO) is assigned to supervise the probationer and enforce the conditions of probation.

**Parole** (or Early Release Program) — Parole is a way correctional facilities have of influencing positive behavior—by offering early release to those practicing it. Awarded by a state or national Parole Board only to prisoners that have served a minimum amount of prison time (usually two-thirds or three-quarters of their original sentence) and who have exhibited positive behavior (or good time) and/or significant or special achievement while in prison. Overcrowding, governmental budget cutbacks and other political considerations may influence early release decisions, as does bribes offered to corrupt parole board members. A parolee is generally assigned to a halfway house for an initial period before living upon their own. A parole officer (also called a PO) is assigned to supervise the parolee and enforce the conditions of parole.

**Pardon** (or Executive Clemency) —The state governor or the national head of state (a president, prime minister or emperor) can award a pardon. It can be a form of forgiveness of any crimes or punishments. It's original intended was to exonerate those individuals that were falsely convicted of a crime and re-establish their good name. It can also be a powerful political tool used to reward political friends.

## **Inmate Ranking**

Inmate

Senior Inmate (Served half their sentence and are eligible for parole)

Special Inmate (Death Row or Life Without Parole Status — cannot be trustees)

Trustee (only after 5 years of good time)

Chief Trustee (only after 15 years of good time)

## **Civil Service Ranking**

Correction Officer (CO)

Corporal / CO

Sergeant / CO

Lieutenant / CO

Captain of the Guard / CO

Deputy Warden

Warden

## **Possible Criminal Organizations**

(or create your own criminal groups)

The Interstellar Cartel (In my Traveller universe the largest, most organized criminal organization)

The Chinese Triads / Ninja Order

La Costra Nostra (Mafia)

Street Gangs

The Aryan Nation / The Brotherhood

Hell's Angles Motorcycle Gang

Al Qaida Terrorist Group / Islamic Jihad

The Irish Republican Army (IRA)

Unification Church / Peoples Temple

The Red Brigade

The Nazi Party / The Socialist Peoples Party

Black Widow Society (Female Assassins Guild)

The Psionic Institute / The Jedi Knights

Colonial Liberation Organization (CLO) (also known as "The Rebels")

Force de Republic (Military Arm of the CLO)

Black Lightning (Terrorist Arm of the CLO)

Ine Givar (Zhodani Insurgency Group)

Sorag (Zhodani Intelligence)

## Contact Roll (2d6 + PIPs)

2	Inmate*	2	Rapist
3	Inmate*	3	Arsonist
4	Inmate*	4	Smuggler
5	Trustee	5	Thief
6	Guard	6	Forger
7	Warden	7	Con Man
8	Detective	8	Murder
9	Crime Reporter	9	Cat Burglar
10	Judge	10	Netrunner
11	Defense Attorney	11	Armed Robber
12	Crime Reporter	12	Net Thief

Roll to determine the NPC's disposition towards the PC

2	Personal Enemy
3-5	Enemy
6-9	Acquaintance
10-11	Friend
12	Close Friend

## Prison Procedures

The prisoner is assigned an inmate number and wing/cell (or pod). An inventory is taken of all his or her personal belongings and a determination is made whether he or she can keep specific personal items (a Bible or personal photos, etc.). Prison uniforms and personal toiletries are issued. An in-take interview is scheduled with the prison clerk and the necessary personal data is collected. In some societies the inmate's number may be tattooed or permanently inked into one of his or her arms, hands or on their neck. A physician or nurse at the infirmary may conduct a physical examination and offer treatment for medical conditions or injuries. The inmate then attends an orientation briefing where prison rules and procedures are announced along with meeting the warden and guard commander. An interview is scheduled with the prison psychologist, educational counselor and chaplain, as needed.

In most prisons the routine is at 7 am everyday the cells are opened and inspected by the guards. Meals are served in the mess hall at 8 am, 1 pm and 6 pm for exactly 60 minutes. Prisons have a structured work program where for eight hours each day inmates performs work either at the farm, the mine, the service area (i.e., laundry, mess hall, infirmary, library) or one of the vocational shops. Depending upon the prison, personal time is awarded for one or more hours daily where inmates may use the gym, track, library or other facilities. Prisoners can have visitors and receive and send mail to relatives and authorized friends but all communications is opened and read by the prison staff to prevent the movement of contraband and dangerous communications (plotting a prison break or ordering a murder). Inmates can also take advantage of high school or college courses, group counseling, a limited number of approved hobbies and various team sports. Everyday at 10 pm the cellblock is locked down for the night.

Inmates in supermax prisons or those serving life without parole or the death penalty never leave prison for any reason. Inmates in maximum prisons only leave in order to be transferred to a higher or lower security level prison. Inmates in medium or minimum security prisons can leave the facility for medical treatment, court hearings and transfer to a higher or lower security level prison. Security for any outside travel is highly controlled.

Prisoner assigned to a maximum-security prison or SuperMax live in a one-man cell and only gets to leave it to exercise for one hour a day. There are no work assignments and life is controlled in every detail. Also, extreme measures are called for in handling the most violent of criminals. One method is having an explosive "deadlock collar" placed around the inmates' neck. This device will explode if the inmate moves outside the borders of the prison or if an attempt is made to remove it. In some facilities inmates may have a cortical device surgically implanted into their brain stem. It can be triggered by a guard or prison official to administer an electrical shock, disabling the inmate. This can be targeted to a specific inmate or to the entire prison population if a prison riot breaks out. Some prisons are located in remote locations such as unpopulated worlds, orbital complexes or barren islands.

Enlightened societies treat prisoners humanely knowing that when they're released, they'll be better citizens, or at the very least, not worst than when they went in. Therefore many prisons have a variety of programs to prepare convicts for eventual release. They can include: counseling in anger management, drug or alcohol abuse, addiction rehabilitation and 10-step programs like AA or NA, English as a second language, GED program, college courses, literacy tutoring, life and job skills, parenting training, vocational skills, etc.

Once a prisoner has spent between two-thirds and three-quarters of their sentence (depending upon the jurisdiction) they will be scheduled for a Parole Board Hearing. Excluded are prisoners serving life sentences without parole or those on death row. Depending upon their crime, and their behavior while in prison, the board can direct that an inmate be transferred to a prison with a lower security rating, or one closer to the inmates family, or they can be granted a work release or furlough or moved to an electronic monitoring program, or be released to a half-way house where they work within the community during the day and return to the half-way house in the evening, or be released into the community with supervision from an assigned parole enforcement officer (PO).

If released from prison and they violate the conditions of parole they can be returned to prison to serve out the full term of their sentence. To be considered for parole the inmate gives consent to the PO to control major aspects of their life, such as the right to monitor where they live and work, allowing the PO to search their residence at any time without notice or a search warrant, requiring weekly counseling visits with the PO, and agreeing to drug or alcohol testing upon demand. It may also include paying restitution to a former victim or to the state. Other conditions of release may include:

- No possession of a weapon of any kind
- No travel outside a specified jurisdiction (without notification and approval by their PO)
- No association with known felons or former convicts
- No contact with former victims
- No involvement with any criminal activity
- No drug or alcohol usage (with mandatory testing)
- Maintain full-time employment (approved by their PO)
- Maintain a permanent residence (approved by their PO)

Depending upon the society, a convict may lose some, or all, of their civil rights (i.e., the right to own a firearm, the right to vote, the right to hold public office, the right to obtain a state license (in law, medicine, etc.) and the right to leave the country or planet (no passport)). In some societies felons may lose their citizenship all together. In others, ex-cons may be deported to other planets or placed on a specialized offender registry and be hauled in every time a crime of that type takes place.

If you find something there that you like, feel free to use it. If you have any comments please e-mail me at [aaingram@evl.net](mailto:aaingram@evl.net), otherwise, enjoy!